

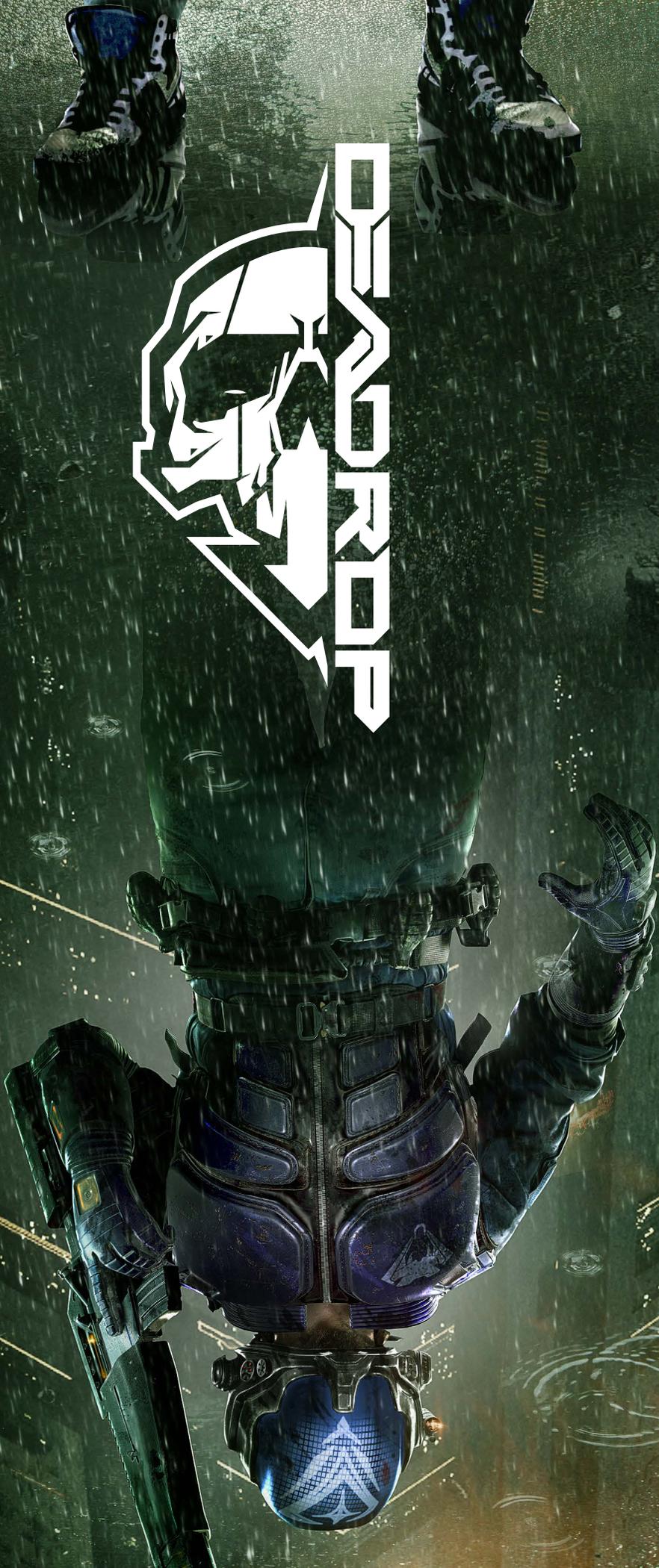


THE VARIANT GUIDE
DEADROP

SERIES 03

THE VARIANT GUIDE

SERIES 0



2020.B

40 years into the Climate Wars, population and pollution levels skyrocket. Cities erect massive REFINER STATES - mega structures built to extract toxins from the stratosphere.

These towers are self-governed "city-states" with only one export - **SPACE DUST**.

A concentrate from the refined pollutants is bricked, cut, and sold to an addicted populace of the sprawling urban cities surrounding the structure.

Once run by Government-owned facilities, the lucrative '**DUST**' trade has now led to the forced occupation of the REFINER STATES by competing factions fighting for control of the towers and the resources inside.

These factions, made up of Skins and Syns, battle against the occupying force of Cleaners who operate the Refiner State in a never-ending struggle for resources and gear.



INTERCEPT

Variants,

Together we're building the next AAA competitive PvPvE first-person shooter, and we're doing it openly and transparently—one Snapshot build at a time. Our biggest priority is building this game in partnership with you and making decisions for the future of DEADROP based on your feedback.

To do this, we are releasing Snapshots, which are playable experiences focused around specific milestones, every six weeks. Every milestone has feedback parameters around weapons, player abilities, gameplay, and play spaces within the game. Our team will be collecting your feedback, prioritizing it, and applying it to upcoming Snapshots.

Variants have exclusive access to these Snapshots. After a Snapshot drops and you've had a chance to play it, we'll be holding Dev Roundtables, online or in-person, and discussing the design of each feature, weapons, balancing, and other core gameplay loops—together.

You have full rights to stream and create content from the early playable Snapshots. So, please feel free to take screenshots, make videos, do live streams, or create any other content you'd like from the build or from the Variant Guide.

Just as the game will continue to grow over the months, so will this Variant Guide. This is your visual guide that we'll use to document this insane journey that we're on together from Day Zero and beyond. I'll see you in the Hideout!

Robert Bowling

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO

MIDNIGHT SOCIETY

:THE FUTURE OF GAME DEVELOPMENT



DR DISRESPECT

CO-FOUNDER 6'8"
VISIONARY

- 93-94 Two time Champion
- Top 5 Gaming Influencers
- Game dev and Level designer on Call of Duty
- 4m+ Youtube Subscribers
- 12+ million total MAU



QUINN DELHOYO

CO-FOUNDER
CREATIVE DIRECTOR

- Lead Sandbox Designer of Halo: Infinite, 14 yrs AAA game dev exp
- Level and Weapon Designer at Epic Games on Gears of War



SUMIT GUPTA

CO-FOUNDER CEO

- Founder of multiple profit-driven businesses in gaming, esports
- Founder BitRhymes, Bash Gaming, Boom. tv, Investor/Board G2 Esports



ROBERT BOWLING

CO-FOUNDER
STUDIO HEAD

- Creative Lead Call of Duty, 15+ yrs AAA game dev exp
- Studio Head Robotoki, Publishing Head Humble Bundle

Midnight Society is a new kind of AAA game studio and publishing model over a decade in the making. We are a group of ambitious game industry veterans who see a future in which developers no longer create experiences in a vacuum, and players share in a game's success.

Our Day Zero Community exploded from the moment we announced our intentions - and 400,000 Founders Access Pass applications confirmed that the gaming community shares our vision for what's possible.

WHAT WE'RE WORKING ON

Midnight Society is focused on delivering the most community-focused online PVPVE multiplayer experience the world has ever seen.

Built from the ground up in Unreal Engine 5, our new title - DEADROP - will be made open to our Day Zero community and major content creators from the earliest iterations via the Access Pass. By releasing vertical "slices" of DEADROP (called Snapshots) every 6 weeks, we give our first 10,000 Variants a chance to make their voices heard and give them a seat at the development table.



**DARREN
BACON**



**ALEX
FENNELL**



**JIM
GRAY**



**ROMAIN
DECIRON**



**OSCAR
DE ANDA**



**VIET HA
NGUYEN**



**BRIAN
MIGGELS**



**ROHIT
GUPTA**



**DUSTIN
ROGERS**



**RICK
BLAYLOCK**



**RYAN
THOMPSON**



**ERIC
HALLQUIST**



**GREG
COX**



**DAVID
PRASSEL**



**BRANDON
MAYS**



**JOSH
CUELLAR**



**BRYCE
SCHMIDT**



**JESSE
NAVARRO**



**LUCY
LIU**



**CHRIS
MA**



**MICHAEL
PASKAR**



**HOWARD
COULBY**



**HUUB VAN
DONGEN**



**STEV
LAWSON**



**ALISON
HUGHES**



**RODNEY
GILYARD**



**NICOLAS
ENGLE**



**LILLIE
LEE**



**DAVE
WALKER**



**BRIGHTON
GARDINER**



**MARK
KIRTON**



**KEVIN
MCGINNIS**



**TRAVIS
NAAS**



**BRAD
BOICE**



**BECCA
MILLER**



**JASON
ARENZT**



**GARY
FUNG**



**HENRY
DELLVA**



**ERIC
PIERCE**



**AJ
HELLING**



**ANDREW
SIMS**



**PAGE
SIMS**



**RYAN
PETRIE**



ARG (RECAP OF CC.PROTOCOL)

IDENTIFYING VARIANTS

CC.Protocol

The Claws Combat Protocol was a training simulation driven by the Midnight Protocol. Beginning at 12am on January 1, 2022, the /Access panel of MidnightSociety.com was hacked and repeatedly updated with clues leading Claws through detailed combat scenarios requiring cooperation, tactical thinking, and strategic decision making.

The first 500 Claws to complete the CC.Protocol earned their Variant status instantly.



BREAKDOWN OF A VARIANT

During the Climate Wars, urban areas were uninhabitable without the assistance of helmets fitted with advanced filtration systems. As Refiner States cleansed the air but soiled the cities, these discarded helmets were retrofitted and fully kitted out with unique displays known as VisorCortex.

This subculture of combatants became known as Variants, each identified by their one-of-kind design and anonymous call sign.



THE EXISTENCE

□

The Existence is the expanse of Midnight Society.

The totality of every Claw, Variant, Ember, Eyes, and their individual contributions to the universe that encompasses DEADROP.

With every new member, the Existence expands. And only together, will it survive.



HIDEOUT

Every Claw needs a base of operations. Hidden throughout the urban sprawl surrounding the Refiner States, these Hideouts provide a place for Claws to display and train with their best gear. The Weapons Bench, Armory, and Garage showcase the choice pieces of your inventory.

Take out your favorite weaponry for a test spin in the several firing ranges throughout the Hideout.

FIRING RANGE

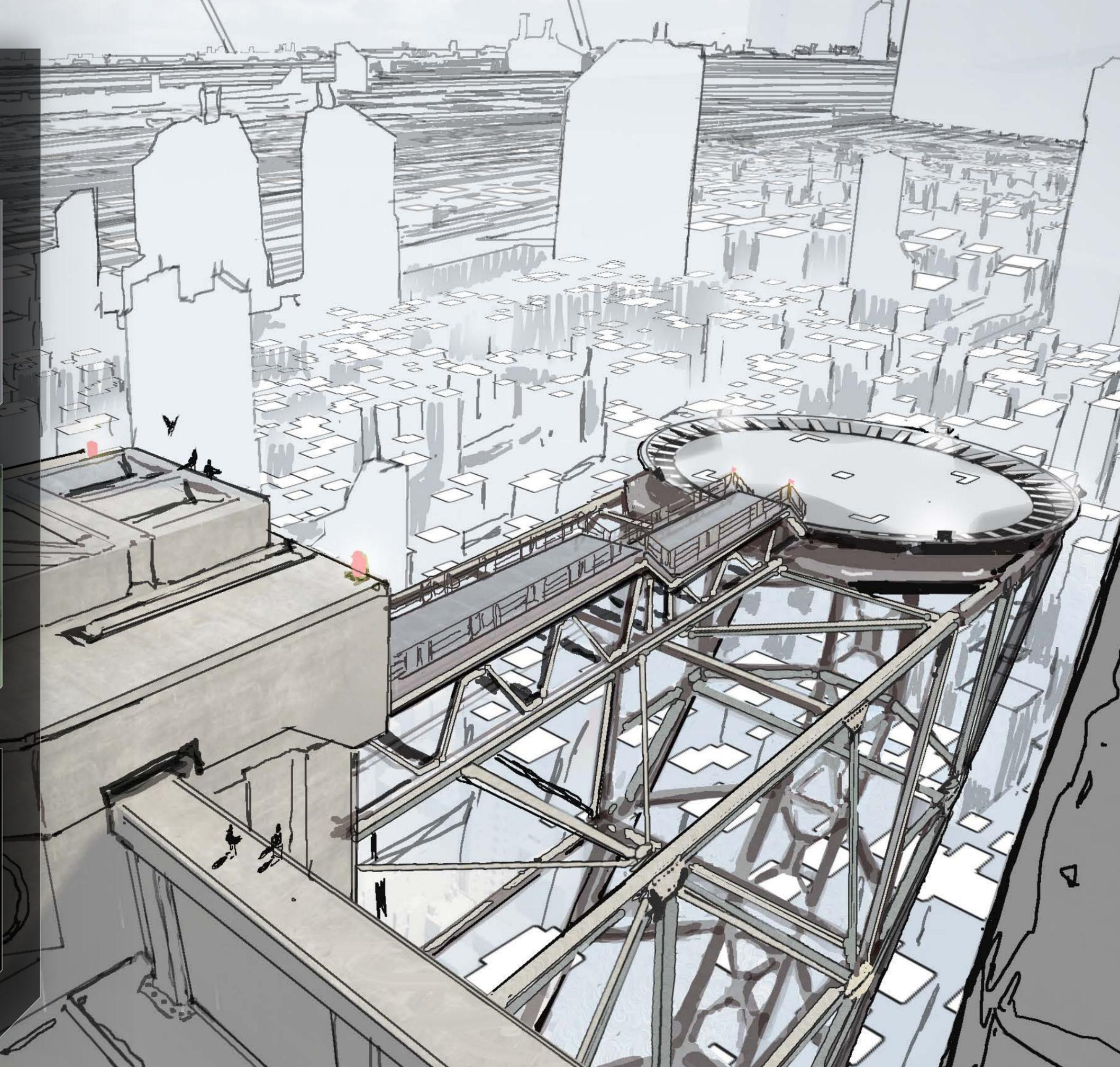
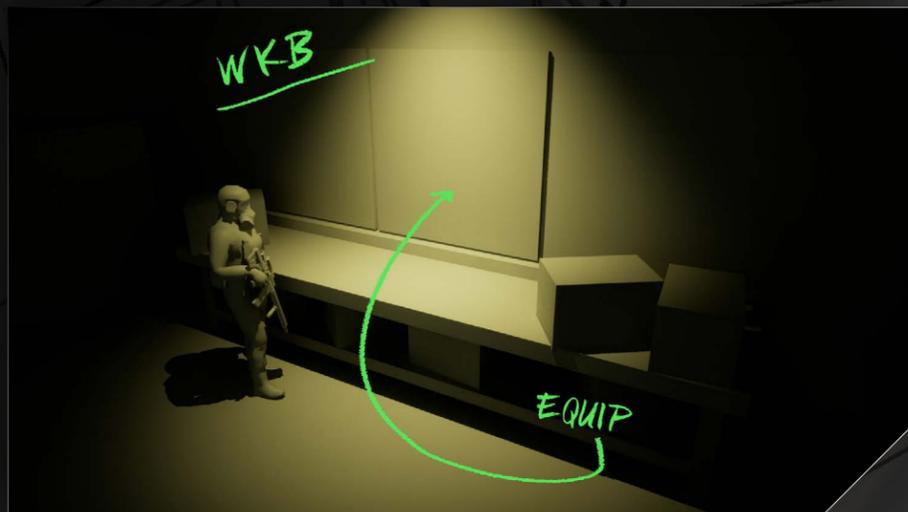
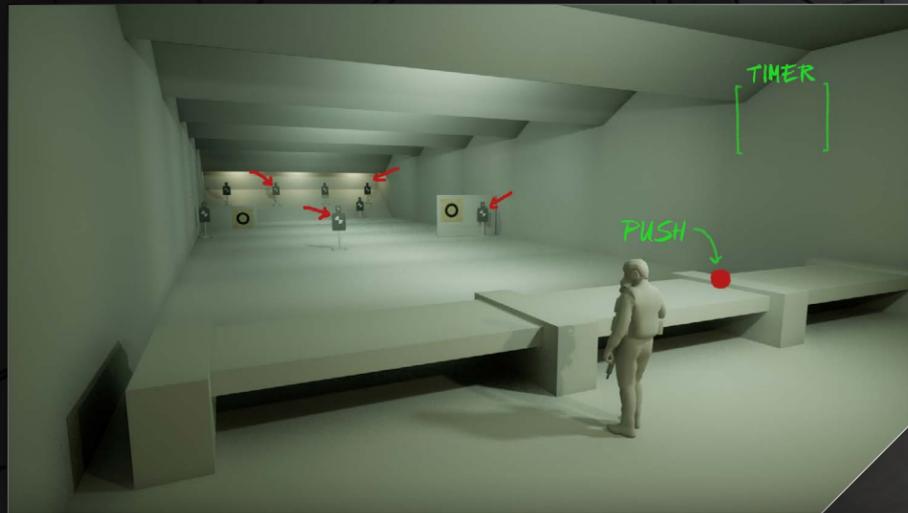
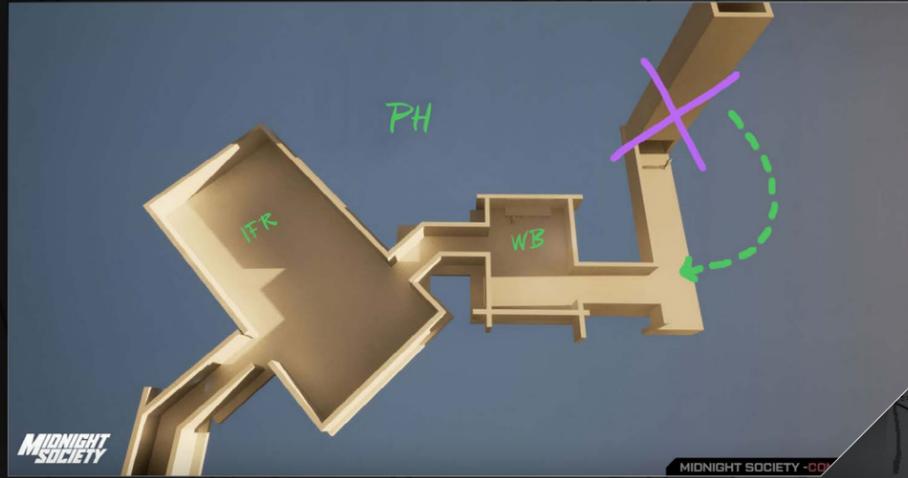
PUT YOUR WEAPONS TO THE TEST

The first Snapshot offers Variants several different firing range experiences. Each range puts a unique skill to the test and allows Variants to challenge their ability with any weapon in their arsenal.

Starting with the first interior range, Variants learn the basic mechanics of their weapon against static wooden targets. Moving into the expansive exterior, medium-to-long-range targets present an increased challenge that requires combatants to properly lead moving targets to maximize their score. Finally, the range located at the bottom of the exterior puts Variants reaction speeds to the test with pressure-sensitive plates that trigger targets as you move through the range.



BEHIND THE SCENES







SERIES 01

THE VARIANT GUIDE



INTERCEPT

Variants,

Since the release of the first Snapshot, you've hit us with killer ideas, feedback, and inspiration for how to expand the experience. We've added a lot of those via a hotfix, such as FOV slider (up to 120), Toggle option for ADS / Sprint, and improvements to the lighting / performance of the Player Hideout.

Now that you've had a chance to get a feel for the base Rifle, we're introducing variations with unique rate of fire, recoils, spreads, and more. In addition to two new classes of weapons with the Pistols and Shotguns. While you can put these through their paces in the Player Hideout, the true feel of the weapon can only be felt in head to head competition.

For that, we opened the elevator to the PROVING GROUND.

We're in this for one reason and one reason only, the drops. The only problem is, we don't get those without putting in the risk of losing ours. The good news? We're all starting at the ground floor with nothing to lose and everything to gain.

This PVP experience for up to 18-CLAWs per match introduces the foundation of several key systems to the game, including the ability to kill, loot, and extract with your drops.

Get killed? Then everything on you is up for the taking.

Not looking to run? Then prepare for a fight, because only one Variant is leaving alive and the winner gets their pick of The Deadrop.

Robert Bowling

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO

INTERCEPT CONTINUED

Hello, Variants!

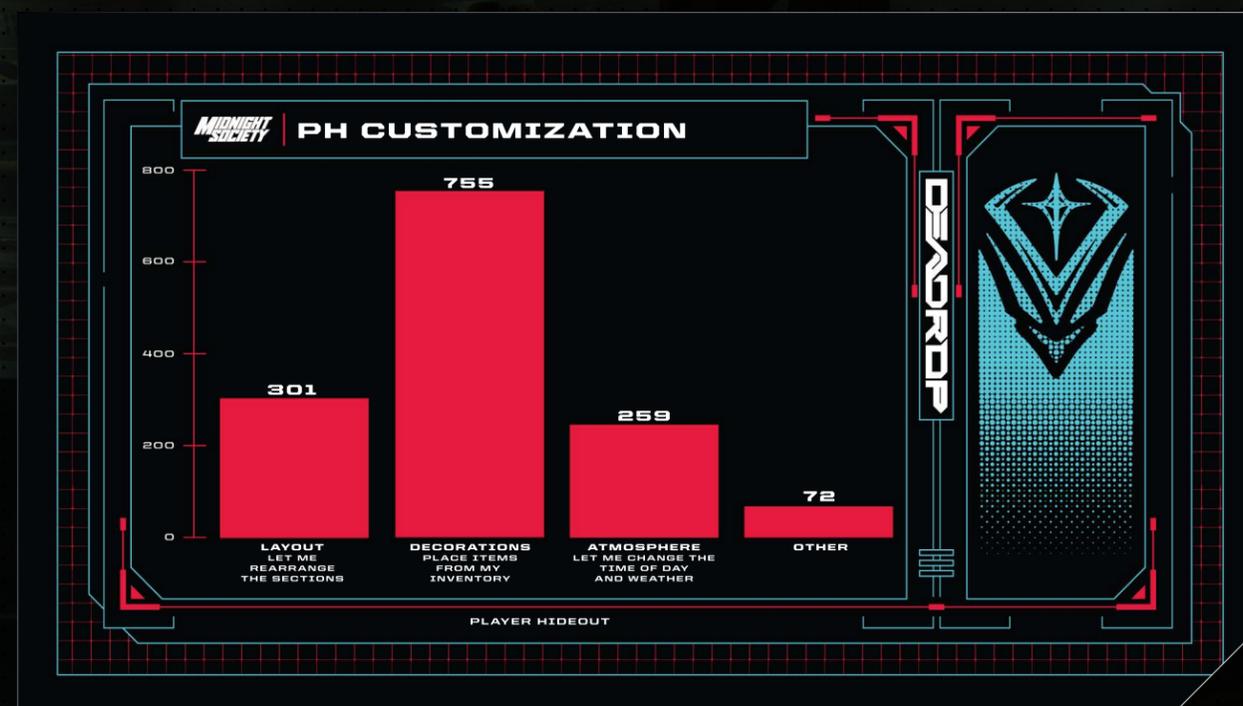
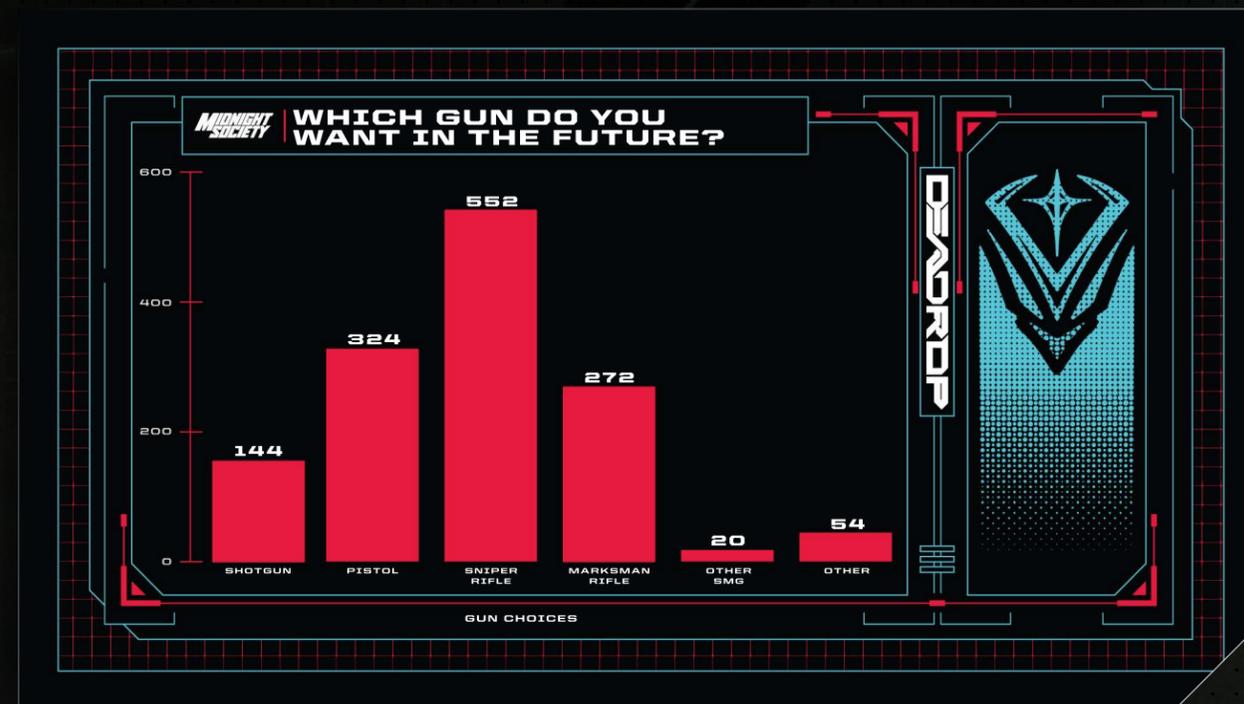
We can't thank you enough for joining us on this journey and for helping us revolutionize the gaming industry. You are an important part of this exciting endeavor.

We greatly appreciate all the feedback we received from the community from the first Snapshot and can't wait to see what you think of second Snapshot. This is only the beginning of a long and fun adventure ahead.

Thanks for being part of The Existence. Cheers!

Alison

MIDNIGHT SOCIETY GAME PRODUCER | VARIANT 2234 | HIGH NOMAD KILO



SNAPSHOT ART PHASES

Snapshot art stages are a way to communicate our current development phase so that players can see and understand where we are in the pipeline. Since our development philosophy at Midnight Society involves sharing content early and often, we'd like to familiarize everyone with terminology we're using internally so we're all on the same page.

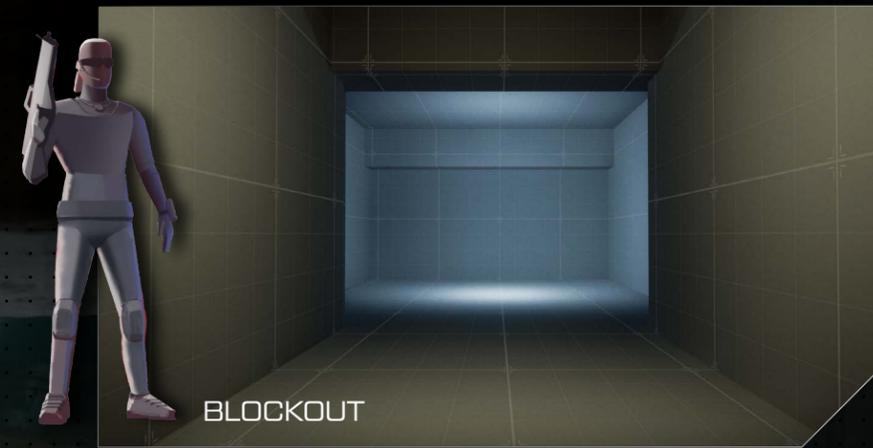
The four phases are: **BLOCKOUT**, **PROXY**, **REFINEMENT**, and **POLISH**.

BLOCKOUT: the geometry. Playing BLOCKOUT means you're experiencing something in one of the earliest stages of map development. The art team hasn't taken a pass yet. At this stage, design and art teams are working in parallel to define, in order of priority, how a map plays and what an environment looks like.

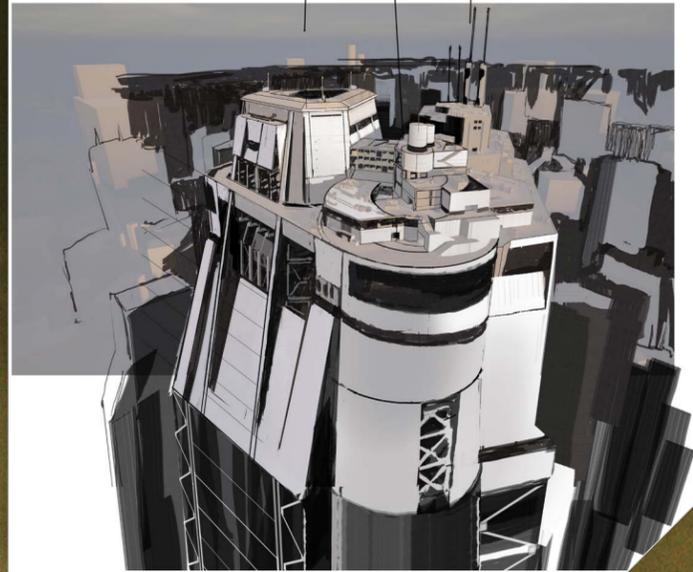
PROXY: the beginning of art. In this phase of art development, material types—such as roughness and color—can get assigned. Lighting team can also take a pass at highlighting points of interest centered around gameplay. Geometric details and sightlines can also be added.

REFINEMENT: the “almost there” stage of the art pipeline. It communicates important gameplay details to the player and outlines the full scope of work to our art team.

POLISH: the final art pass. This is when the art team gives a final pass through the map and levels up assets from the refinement stage to shippable quality.



CONCEPT ART



PROVING GROUND

It's all in the name. The dedicated space to prove yourself while also proving out the foundational elements of the core gameplay of DEADROP. The Proving Ground establishes several key systems, including the ability to compete against fellow Claws, loot their Drops, extract to the Player Hideout, and stash your gear in your inventory.

This represents the first of many steps toward establishing PVP gameplay for the full experience.

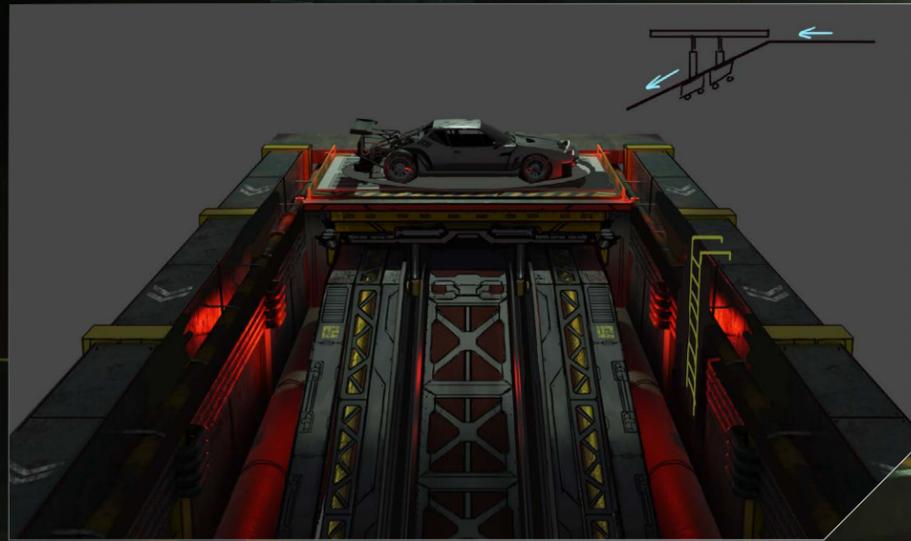


GARAGE

Reaching the Refiner State is going to require more than a plan—you'll need a ride.

Find every piece. Collect every part. Build every detail of your vehicle. Tailor it to your unique style and show it off to other Claws within your Hideout.

We might as well call this the Nursery, because this is where you'll keep your baby.



Drive to Refiner State Ramp concept art.



THE DEADROP

The sum of all unlooted Drops at the conclusion of a session. If only one player or squad remains at the end of a session (either because the remaining players have been killed or the remaining players have extracted), they win THE Deadrop.

This prize is not restricted by remaining backpack space or inventory limits. It's automatically transferred to the winner's persistent inventory.

LEVEL 1



LEVEL 2



LEVEL 3



CHOOSE
YOUR
REWARD

VICTORY

YOU DESERVE
THE BEST OF
THE BEST FROM
THOSE WHO FAILED
TO BE THE BEST

SELECT ITEM

DROPS

The backpack dropped by the player upon death including the individual loot items within it. Upon elimination, your Drops are looted by other players. Any loot that can be taken into a match, used, dropped, and taken by another player is considered a Drop.



DEADROP
SERIES 02



DEADROP

THE VARIANT GUIDE
SERIES 02

STATE OF DEVELOPMENT

Variants,

The past six weeks have been incredible. Getting online PvP multiplayer up and running has allowed us to get to the heart of what DEADROP is all about. Playing every Friday together, diving into deep granular conversations about gunplay, movement, balancing, and the core gameplay loop has been invaluable.

We've taken in all of that feedback and data and already implemented major weapon balancing changes with the SS2.1 patch. With SS3, we introduce the foundation of advanced movement states—sliding, vaulting, climbing, and ziplining. We're going to go overboard with the opportunities to get around the Proving Ground quickly in order to ensure we get a lot of use out of those mechanics.

We're interested in seeing how fluid movement and quick transitions from high ground to low ground impact the tactical nature of combat. We'll decide the personality of our gunplay together.

Robert Bowling

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO

FEEDBACK LOOP

Hello, Founders!

Thanks again for playing Snapshot 2 and sharing your thoughts on how you feel about DEADROP's current direction and progress. We introduced two new ways to share your feedback with us this time around – our new Discord Suggestions channel and the Discord Bugs channel where you can easily drop in your updates.

That said, our Snapshot surveys are still our primary source of feedback. Please be sure to contribute when each Snapshot rolls around.

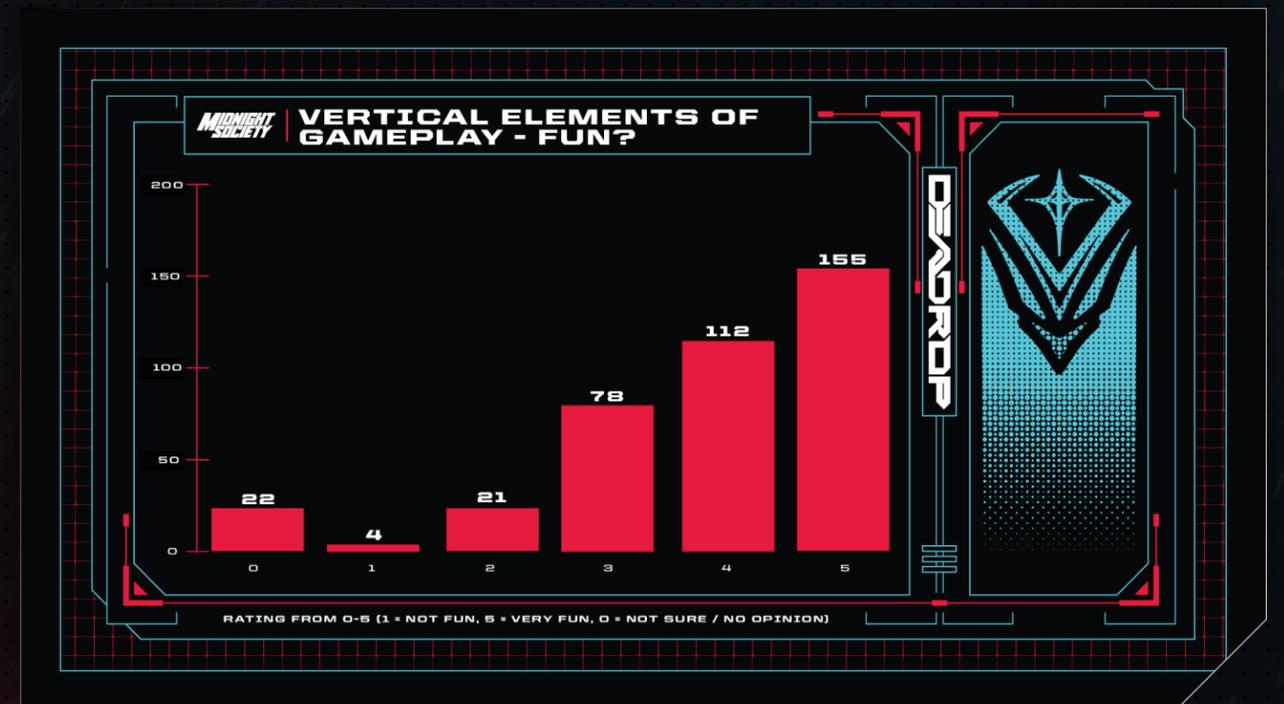
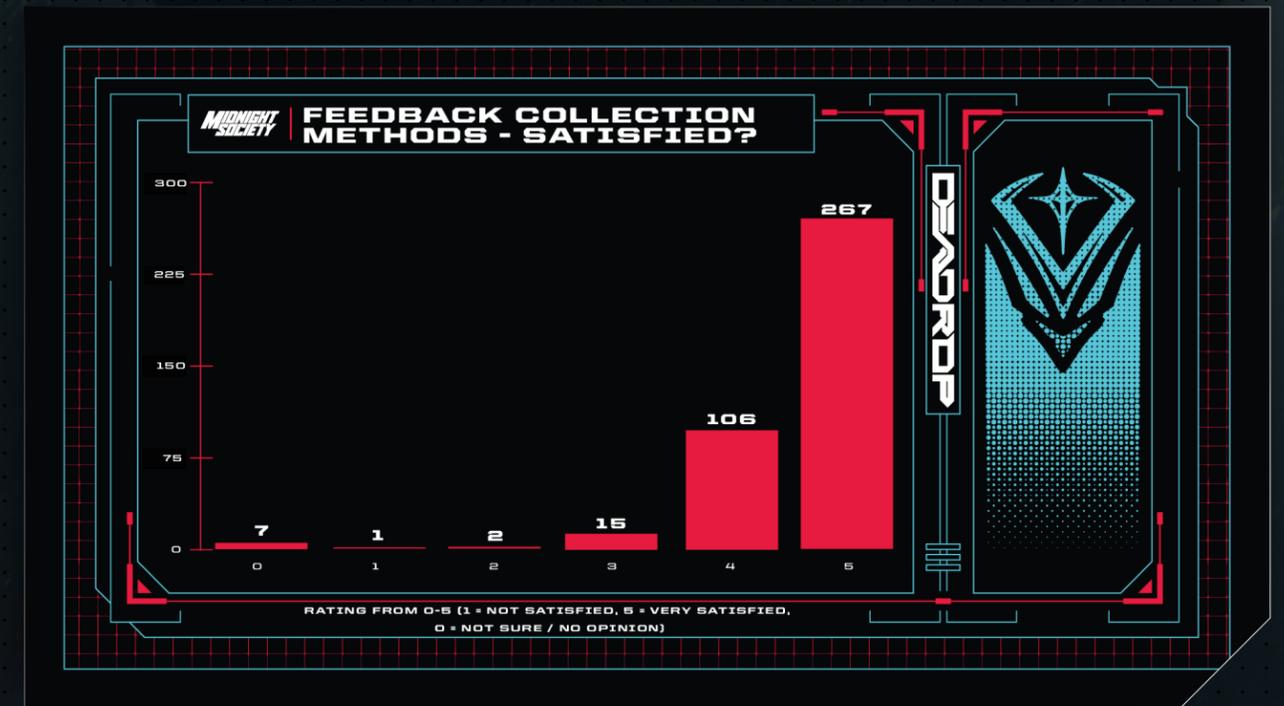
Gathering and reviewing your input is vital for the way our studio works; this is a collective journey, and we're in this together.

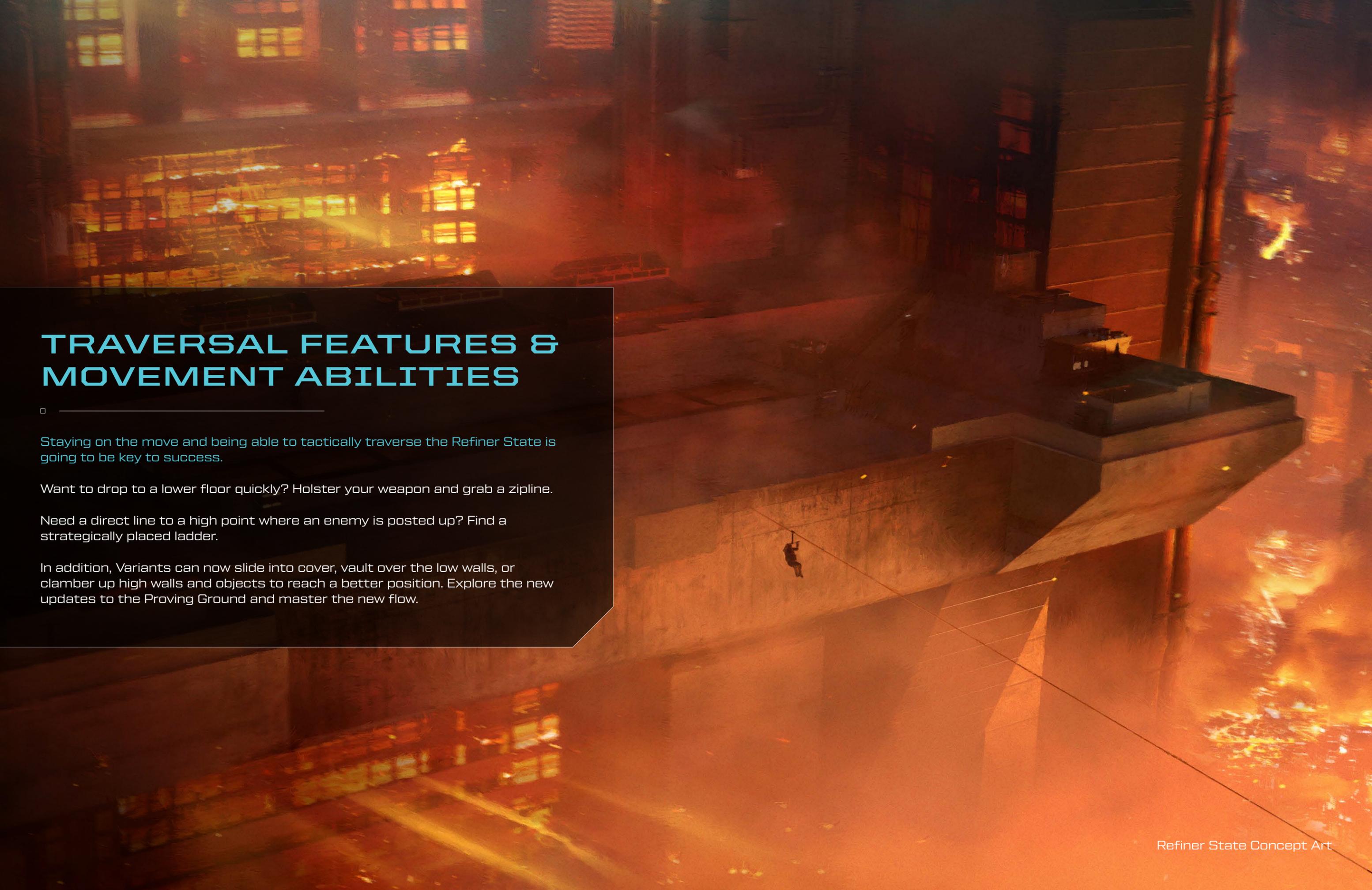
Thanks for being part of The Existence with us. Cheers to this Snapshot release and many more.

Can't wait to see what you think!

Alison

MIDNIGHT SOCIETY GAME PRODUCER | VARIANT 2234 | HIGH NOMAD KILO



A concept art illustration of a futuristic, industrial city at night. The scene is dominated by warm, orange and yellow light emanating from numerous windows and streetlights. The architecture is complex, with multiple levels, balconies, and a prominent structure in the foreground that appears to be a large, multi-tiered platform or building. A small figure is visible on a ledge, and a zipline is shown extending across the scene. The overall atmosphere is gritty and high-tech.

TRAVERSAL FEATURES & MOVEMENT ABILITIES

□

Staying on the move and being able to tactically traverse the Refiner State is going to be key to success.

Want to drop to a lower floor quickly? Holster your weapon and grab a zipline.

Need a direct line to a high point where an enemy is posted up? Find a strategically placed ladder.

In addition, Variants can now slide into cover, vault over the low walls, or clamber up high walls and objects to reach a better position. Explore the new updates to the Proving Ground and master the new flow.

PROVING GROUND UPDATES

The Proving Ground continues to expand!

In Snapshot 3, we're going BIG on ziplines to monitor usage and gather critical data points from the community. Also, we're introducing strategically placed ladders to high points and improving the core flow of the map to be more conducive to the advanced movement states.

Health stations are now in more exposed locations, requiring a risk for the reward.

Discover all the new ways to access your favorite looting spots.



New Healing Station Locations



New Loot Box Locations

WEAPON SYSTEM & UI/UX ADDITIONS

Once we reach the Refiner State, choices matter. What to take, when to take it, and organizing your backpack will become a crucial part of your looting strategy. We take a first major step in that direction by introducing the foundation of the weapons systems. Search for new optics around the Proving Ground and equip them to any rifles you acquire.

Each Weapon Class will now require a specific ammo type, so find and use ammo wisely.

This is the first step towards a fully functional Weapons Bench in the Player Hideout that allows for weapon customization and personalization.

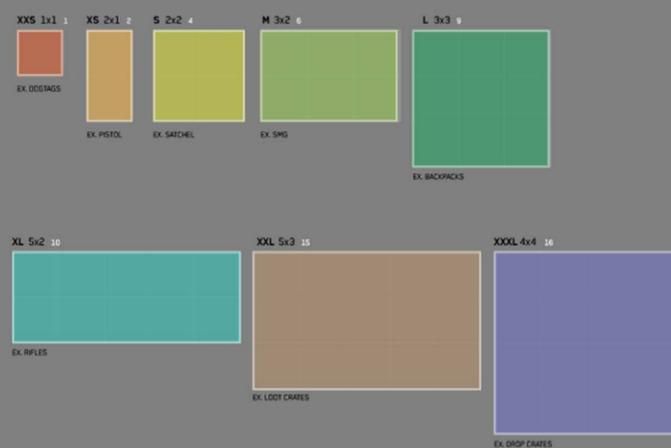


SMG Concept Art for Future Snapshot Release

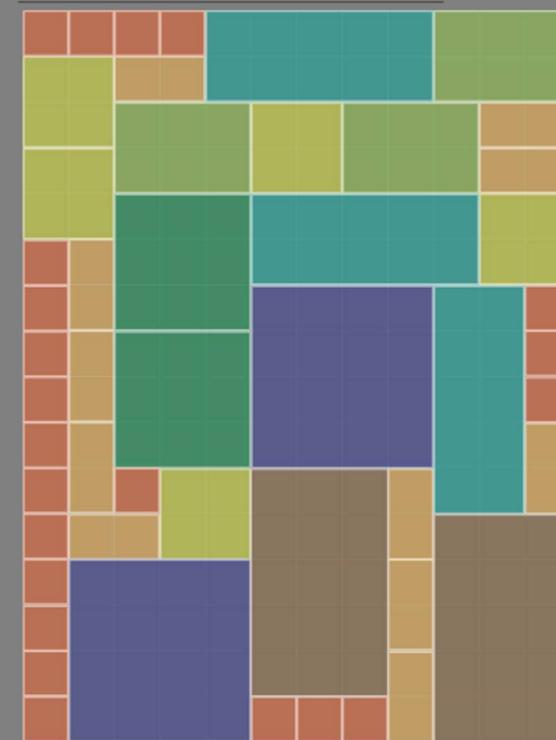
WEAPON ATTACHMENTS CURRENT



CONTAINERS COMING SOON



VARIABLE ITEM SIZES COMING SOON





THE VARIANT GUIDE
DEADROP

SERIES 03

STATE OF DEVELOPMENT

Variants,

This is it. The conclusion of our first year in the Existence, and it's been an incredible journey.

We're one step closer to that glorious Tower in the distance, and have spent our time training and refining the foundational elements of the experience in the Proving Ground. In this Snapshot, we added a few fine motor skills that will allow you to more tactically traverse updated routes. Take riskier, non-traditional paths to reach the ideal position or evade an enemy. Hang from a ledge and shimmy across or climb up a zipline. These additional movement states allow you more control over how and where you can move during an engagement.

Just like we're giving you more control over your movement abilities, we've also incorporated your feedback from the previous builds and have greatly expanded your control over your loadout with an upgrade to the Weapons Bench. Now you have the ability to swap attachments between weapons, add optics, use extended mags, increase accuracy with laser sights, refine it with the perfect stock, or swap the barrels.

This is YOUR weapon. There are many like it, but this one is yours.

Each adjustment you make tweaks the stats in your desired direction.

Being able to move effectively and fight tactically is just the beginning. Starting now, you'll be able to communicate efficiently with other Variants through in-game proximity chat. So mic up, and let's dive into this and many more secrets hidden throughout Snapshot 4!

Robert Bowling

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO

FEEDBACK LOOP

Hello, Founders!

Welcome back. We hope you enjoyed Snapshot 3. Thanks again for being part of The Existence with us. What a journey it's been thus far! As we wrap up this year, we are proud and excited to share what we've been working on. We can't wait to see what you think of DEADROP Snapshot 4.

We are stoked to see all of our avenues of feedback submission being utilized; Variants can submit feedback with the survey and also through our Discord channels. Analyzing and understanding your feedback is essential for our studio, and we encourage all of our Variants to submit their thoughts, suggestions, and any bugs that they might find through our various feedback channels. Our Snapshot surveys are still our primary source of feedback, so please be sure to fill out the survey.

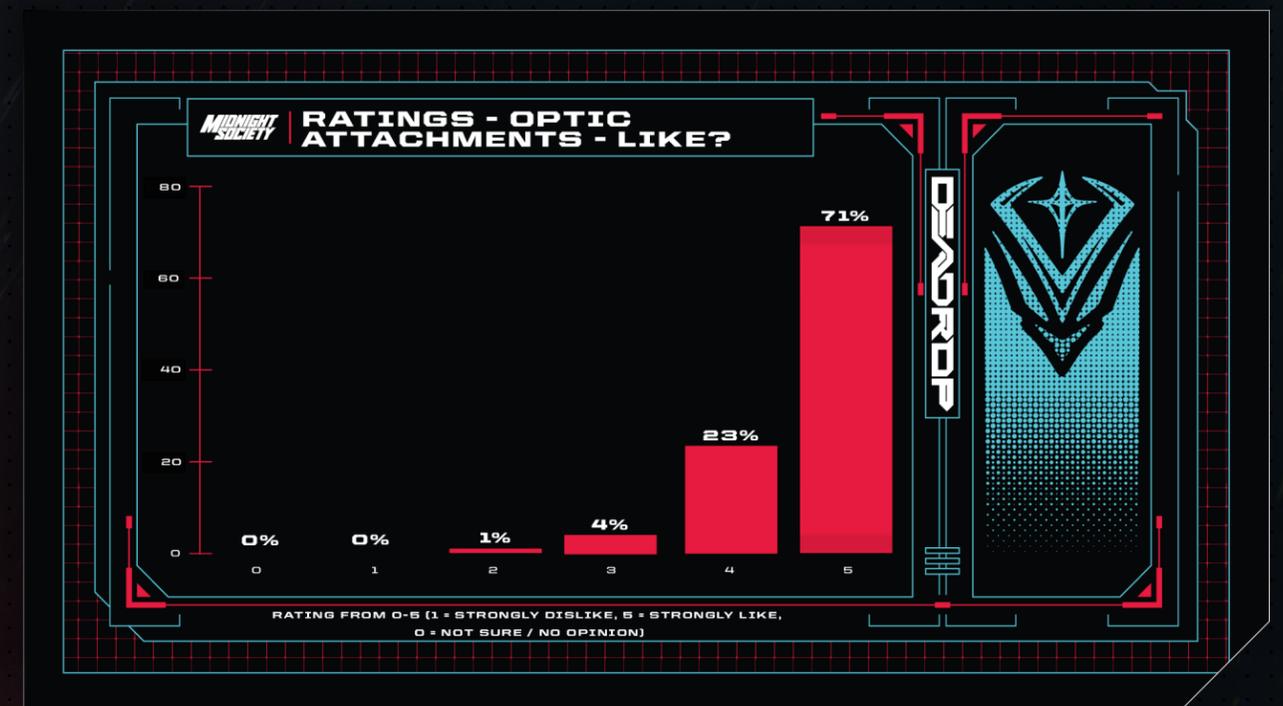
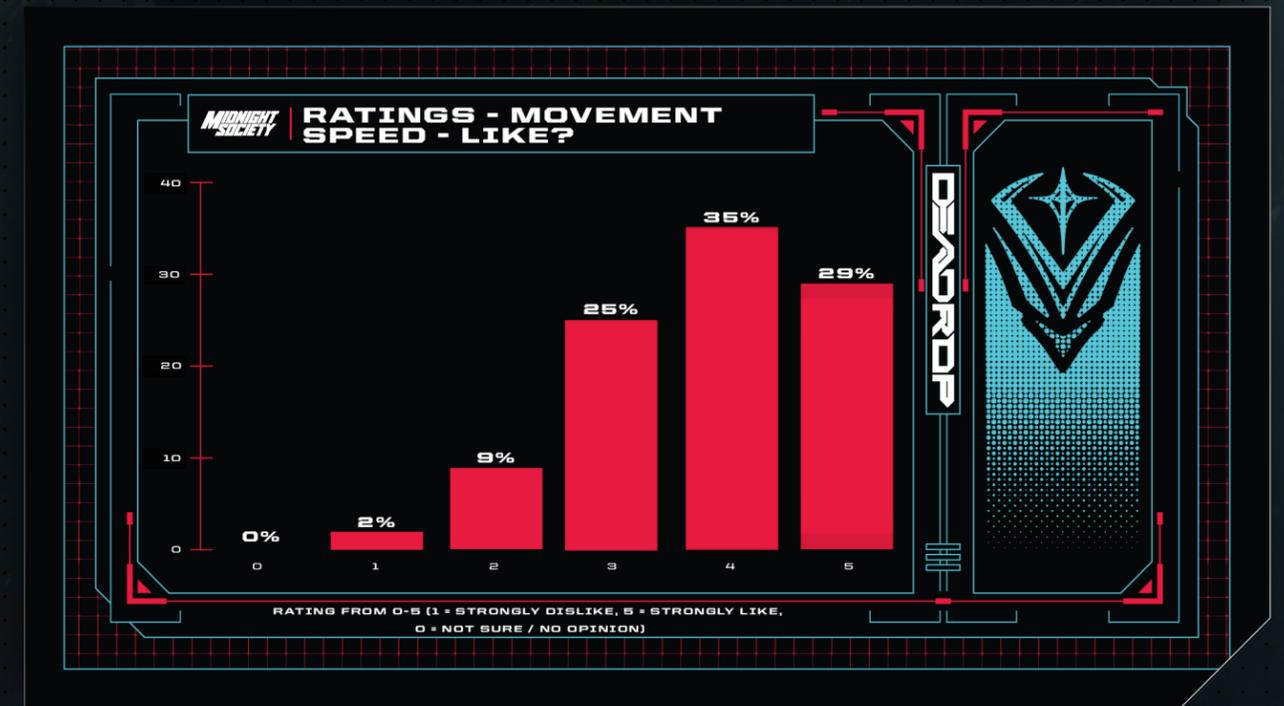
You can access the survey by either going to our website or clicking on our newly added "Feedback" button in the "Options" menu on the main screen of our game.

Our goal is to ensure that submitting and retrieving your feedback is as seamless as possible, and this process will only continue to improve. We look forward to hearing your thoughts about the latest Snapshot. Awaiting submissions: Activated.

Cheers!

Alison

MIDNIGHT SOCIETY GAME PRODUCER | VARIANT 2234 | HIGH NOMAD KILO





NEW WEAPON ADDED: SNIPER RIFLE

□

Your calls have been answered.

The new high-powered sniper rifle has an equippable 8x scope and is capable of dropping targets with a single well-placed hit.

Use proximity chat to call out snipers and slide into cover quickly to avoid a devastating blow from this absolute unit of a weapons system.

Its power comes at the cost of skill. Lead your target and account for bullet drop and damage fall off. Once you've landed your kill shot, you'll need to close that distance quickly to claim your reward and loot your enemy's backpack.



ADVANCED MOVEMENT ADDITIONS

A unique element of a Vertical Extraction Shooter (VES) is the tactical positioning that can be achieved above, below, and all around your enemy. Giving you the ultimate freedom to traverse across maps is key to the design of DEADROP.

Players can now hang from ledges, and won't be forced to mantle on top. That said, climbing on top is still an movement option.

If you choose to hang, you'll also be able to shimmy across ledges and find a more secure location from which to drop down or pull yourself up, based on the scenario.

Lastly, ziplines are no longer a one-way thrill ride downwards. Along with pipes, they can be scaled hand-over-hand to travel up to your desired location. It's a risky, but useful way to get to some key locations when traditional routes are covered by enemy fire.



NEW BACKPACK SYSTEM

Choose wisely. Backpacks come in various sizes and each have a limited amount of space.

Players will have to make hard choices about what they bring in to a match and what they take with them when they extract.

Ammo and smaller loot items will stack, while larger, more valuable pieces of equipment will require a dedicated slot.

Arrange your backpack carefully to optimize your extraction with the highest value and quality loot.

Winning the Deaddrop does not count against your backpack limit, Deaddrop items will be deposited directly into your Stash in the Player Hideout.

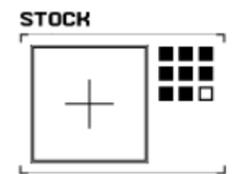
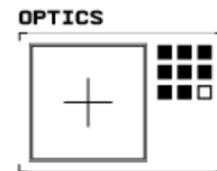
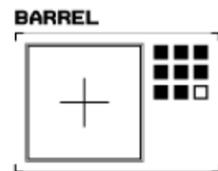
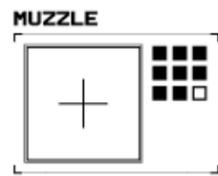


WEAPONS BENCH 2.0 NOW LIVE

ARMORY | ASSAULT RIFLES

ARMORY HIDEOUT **PLAY** BATTLE PASS STORE

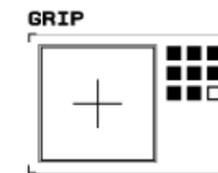
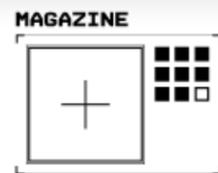
150,000



Tailor your weapon to your exact playstyle by swapping select attachments in the moment, such as optics, magazines, and laser sights.

Certain attachments require weapon stripping and the dedicated tools of the Weapons Bench inside the Player Hideout. You'll be able to fully tailor your weapon, augmenting its stats with each attachment you choose.

Every weapon has limited attachment slots, and some attachments may require a specific weapon class.

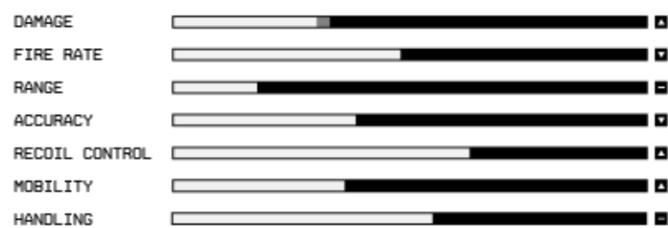


X-1 ASSAULT RIFLE

01/25

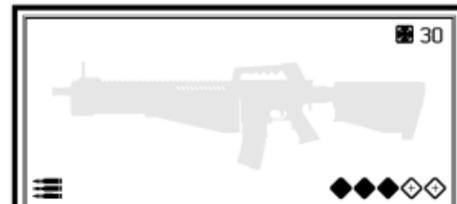
WEAPON VARIANTS

FILTER EXPAND

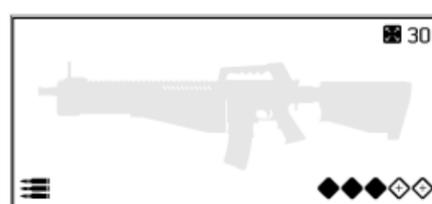


ROUNDS
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RESERVE
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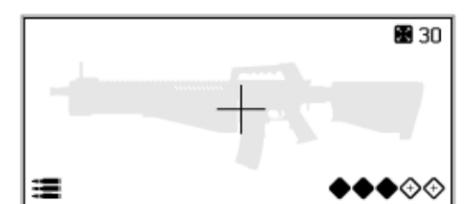
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5 6 7 8 9

TERMS OF EXISTENCE

Claw

A mercenary that takes contracts or gigs within Refiner States for personal gain or on behalf of another.

Cleaners

Operators of the Refiner States.

Climate Wars

An environmental global crisis that led to the creation of Refiner States.

Codex Operandi

A cipher developed by Variants for cryptic communications between factions.

Deadrop

The total collection of unlooted Drops from dead Claws. The best Drop is claimed by the reigning Claw; all others are cleaned.

DRCCSAPM!

Penny dreadfuls of an unknown origin.

Drops

The contents of a Claw's Backpack.

Embers

Weapon manufacturers, modders, and crafters for hire.

The Existence

The totality of the Midnight Society reality.

Extraction

A safe exit from the Proving Ground or Refiner State and quick way to escape alive with one's Drops intact.

Eyes

Guild leadership and members enlisting Embers in the expansion of the Existence.

Refiner States

Self-governed "city-states" located in dense metropolises designed to extract and refine toxins from the atmosphere.

Sector

Large self-contained areas of the Refiner States which operate independently of other areas of the tower.

Skins

Slang for human combatants of any faction.

Space Dust

Aka "Dust," street name for the concentrated extract of the toxins produced by Refiner States and sold for a high value amongst organized crime circles.

Stash

A collection of Drops kept securely in a Hideout.

Syn

Slang for synthetic combatants of any faction.

Variant

Highly exclusive subculture of Claws within the Midnight Society.

VES

Vertical Extraction Shooter. A term used by Claws to describe combat within Refiner States.

VisorCortex

The unique display on Variant helmets.

THE VARIANT GUIDE

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