

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 populous of the sprawling urban cities surrounding the structure.

Once 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, compete 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 most 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**



**HB
DURAN**



**RICK
BLAYLOCK**



**RYAN
THOMPSON**



**ERIC
HALLQUIST**



**GREG
COX**



**DAVID
PRASSEL**



**BRANDON
MAYS**



**JOSH
CUELLAR**



**BRYCE
SCHMIDT**



**JESSE
NAVARRO**



**LUCY
LIU**



**CHRIS
MA**



**STEVE
RAND**



**HOWARD
COULBY**



**HOBBERT
GAMES**



**STEV
LAWSON**



**ALISON
HUGHES**



**RODNEY
GILYARD**



**NICOLAS
ENGLE**



**LILLIE
LEE**



**MARK
KIRTON**



**KEVIN
MCGINNIS**



**TRAVIS
NAAS**



**BRAD
BOICE**



**BECCA
MILLER**

Midnight Protocol
 Verification System Online
 Passcode Required (#####)

Midnight Protocol
 Mission Log///
 Sector 1 Ready
 Sector 2 Ready
 Sector 3 Loading... (48%)
 Sector 4 Loading... (79%)
 Sector 5 Loading... (22%)
 Sector 6 ERROR
 Sector 7 Access Denied
 M:\Sector2
 M:\StartMission
 Visor Cortex Required

Downloading [23%]
 Cancel

SECTOR 4 - HANGAR EXTRACTION

Begin | System | Internet | 12:00 AM



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.





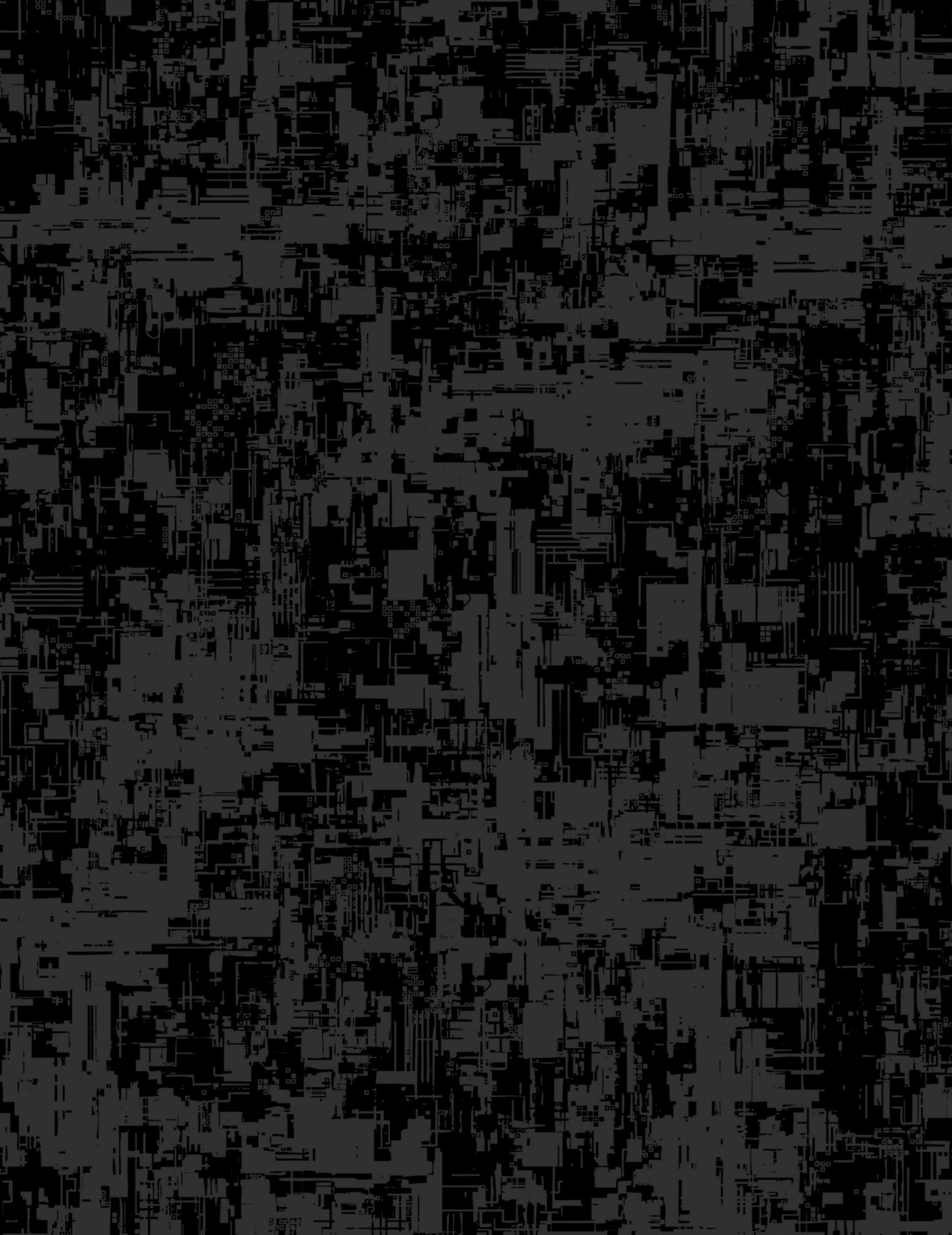
THE EXISTENCE

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.



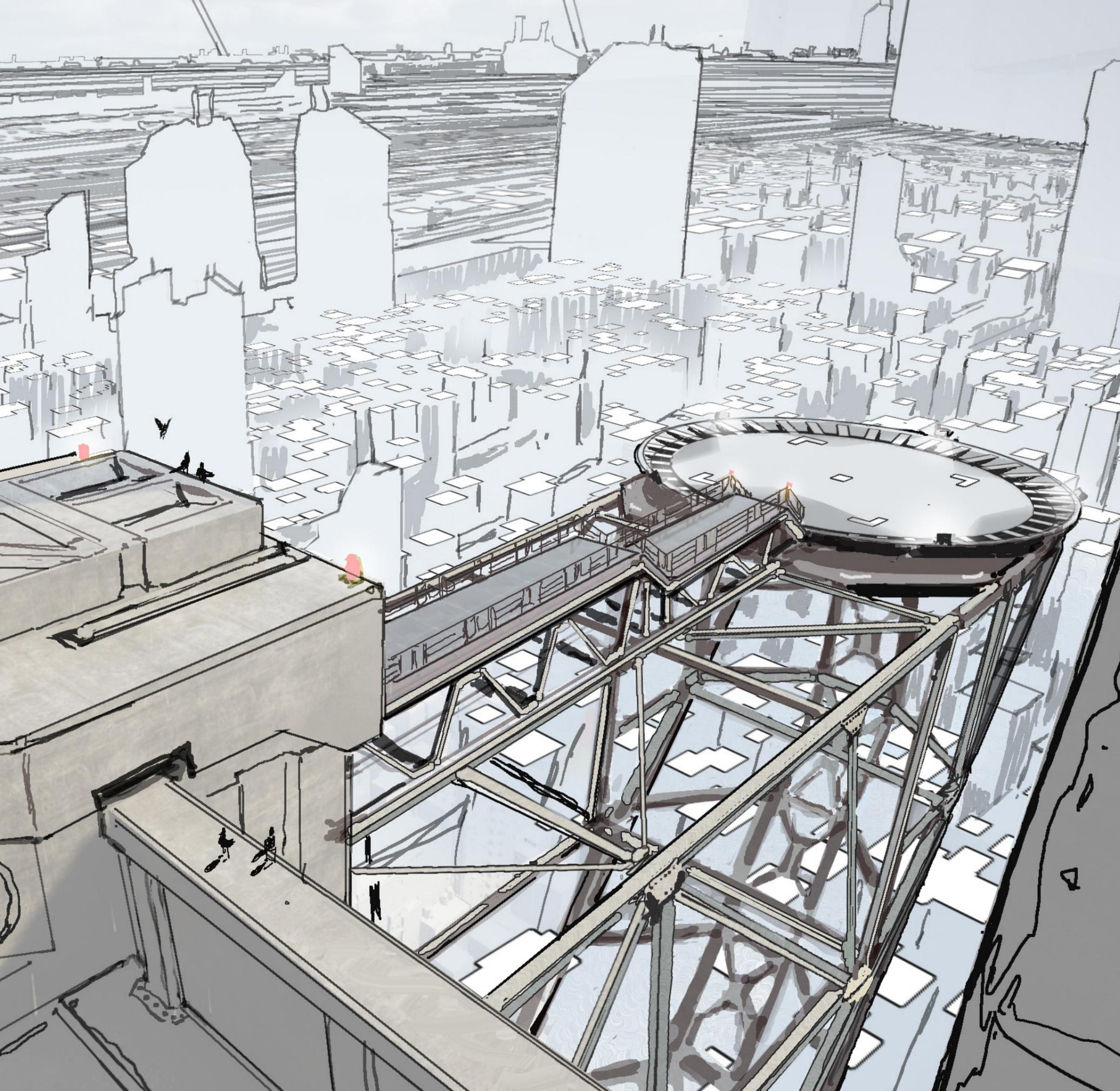


FIRING RANGE

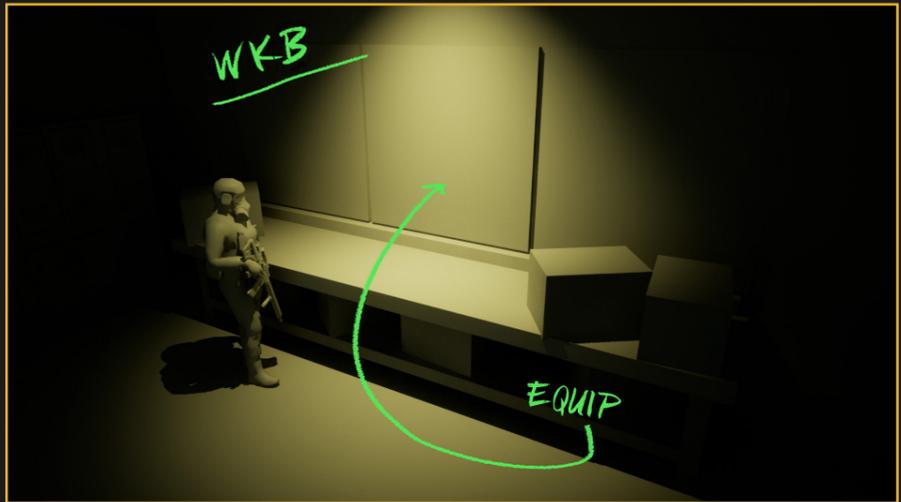
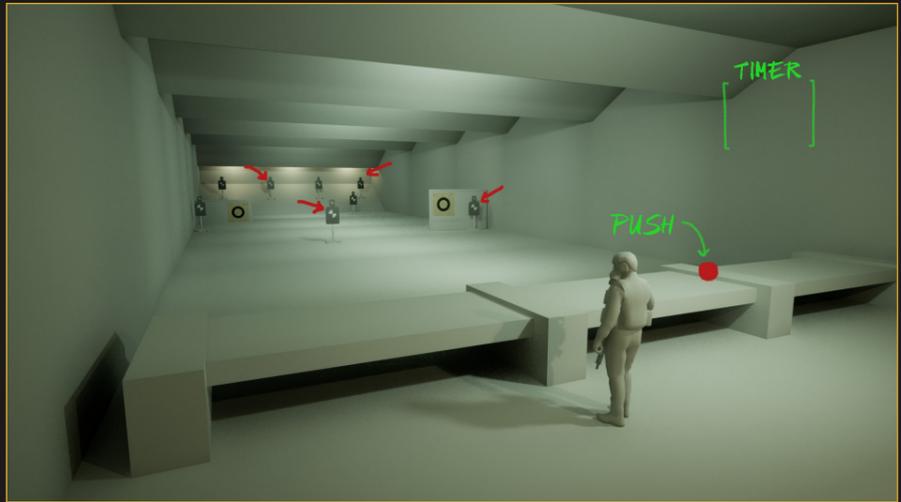
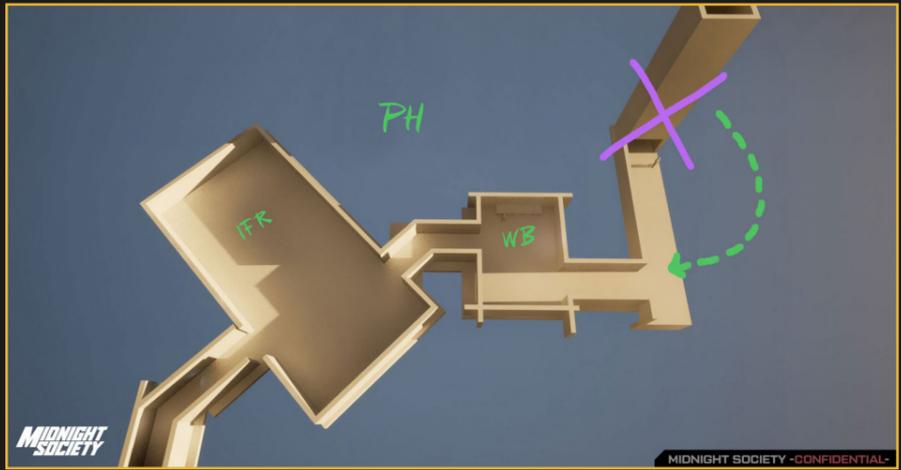
PUT YOUR WEAPONS TO THE TEST

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 pushes Variant's reaction speeds pressure sensitive plates triggering targets as you move through the range.



BEHIND THE SCENE



APPENDIX

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.

Embers

Weapon manufacturers, modders, and crafters for hire.

Existence

The totality of the Midnight Society reality.

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.

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.

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.

Sector

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

