

Dead Cide Club, a new Cide-scrolling online shooting game

Dead Cide Club boldly departs from the first-person shooting (FPS) gameplay that dominates traditional shooting games, adopting the classic Cide-scrolling play style. The game emphasizes strategic fun through momentary judgment and intense mind games rather than aim ability which is the biggest factor when competing in traditional shooting games.

By incorporating the "multi-action" elements that swiftly cross the boundary between PvP and PvE, Dead Cide Club presents a noble interpretation of the shooter genre. The game provides intuitive gameplay and a fast-paced match tempo that players want. In the enclosed indoor battlefield with an urban setting, seven cartels use various terrain and spatial structures to unfold strategic tactics and offer more dynamic and immersive combat experiences through the enjoyable farming of killing monsters.

Four Key Contents of Dead Cide Club

Battle Royale mode

Battle Royale is a last-man-standing survival match in which a solo player or a trio (three-player team) penetrates buildings on a large map to eliminate other players. It features a PvE farming method that kills monsters while avoiding toxic gas accumulating throughout the building and PvP based on violent mind games. Players who defeat monsters can acquire coins from monsters' bodies and purchase more powerful weapons and supplies from vending machines. Players can create their combat strategies using unique weapons available for different cartels, such as special skills, grappling hooks that are also a means of transportation and can stun the opponent, and shields that are utilized both defensively and offensively.

Domination mode

Domination is a 5v5 match that the two teams compete against each other to conquer three territories first with speedy cooperative actions. The team must reach a specific territory with inter-team strategies to claim victory. Until then, they can respawn without any restrictions on death, and their currency for using vending machines is automatically recharged. It is a mode that even players unfamiliar with the tense Battle Royale style can enjoy.

Horde Mode

Horde Mode is a PvE content where a team of three players faces an endless wave of attacking monsters and challenges its limits. As the waves progress, the monsters become increasingly stronger. Still, players can strategically enhance their primary weapon, secondary weapon, and throwing weapon. In addition, they will be able to receive supplies to aid them with each new wave. They win if the three-person team survives the tension for all 35 waves.

God Mode - To be released at a later date

God Mode, where users become the host of the Battle Royale, is challenging content that maximizes the experience of operating matches and observing joyfully. As the host, players can set victory conditions, generate in-game items and monster rewards, and intervene in all parts of the match. Hosts can summon powerful monsters around specific participants, block paths with barricades, and place bounties on other players to make them targets. Customized matches with the map crafting feature are also possible.

Cartel and Perks Systems that enable intricate meta strategies

Dead Cide Club has introduced a Cartel and Perks system that allows players to choose and foster an organization. There are seven cartels - gangster, nerd, fugitive, special agent, psycho, hipster, and mercenary - each with unique passive skills and cartel-specific skill trees through the Perk system. As players level up, unique skills and perks are unlocked, allowing them to freely and intricately build their strategic meta by reinforcing statuses and weapons.

A backstory of the ruthless revenge drama

The story of Dead Cide Club begins with a single revenge drama. The daughter of a life science professor couple, murdered by a killer organization, swears revenge and devises a ruthless plan. After 15 years, she invites various cartels to the life science research institute BELOBOG by issuing fake assassination requests, where zombies and various monsters are already rampant. A woman's voice on the broadcast announces that only one person who survives will receive wealth and life. Cartel members are invited to a secret match to fight strange monsters while engaging in a ruthless battle with each other to be the last survivor to win the prize.

Funky art style and customization

The game features unique artwork that adds a funky and retro vibe to the typically serious and heavy atmosphere of the shooting genre. Dead Cide Club's distinctive art style is applied to various customization elements such as characters, weapons, skins, and hideouts, providing players with a wide range of options to showcase their individuality. For characters, players can change their gender, face, tattoos, hairstyles, clothing, accessories, and nameplates. The hideout can also be customized with a variety of decorative elements, including furniture and pets, to create a stylish and personalized space.

No paid items affecting the battle experience

Dead Cide Club is a game that emphasizes battles and winning, but it does not offer paid items that could undermine players' experience. Instead, the game offers season passes, rewards based on a player's performance, and various cosmetic items. Buying a season pass offers rewards like premium currency, experience points, exclusive skins, and items. Purchasing a season bundle offers a range of items, including unique fashion items with DeadCide Club's cool and distinctive personality and interior decoration for the hideout.