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SHOOT THEM ALL IN THE NEW GAME BY TTT GAMES

DEADLINE SURVIVAL

Deadline Survival is a single-player instant game that combines risk and cashout mechanics with zombie shooter action and the visually striking progression seen in mobile game ads. Players control every action, upgrade their weapons, and build a squad, turning multiplier growth into a complete combat run.

Action with Every Tap

Character movement, shooting, zombie reactions, damaged capsules, and item collection provide continuous visual feedback. Every increase in potential winnings is accompanied by visible events on the game field.

A Sense of Influence

Players choose between faster multiplier growth, weapon upgrades, and useful bonuses. These decisions change how the round develops and create a sense of personal strategy - the “illusion of influence” over a random outcome.



Max multiplier
x1 000

Players
SINGLEPLAYER

Release date
DEC 3

Volatility
LOW

Devices
MOBILE & DESKTOP

Familiar Mobile Ad Visuals

Three lanes, zombie hordes, glowing collectibles, and squad upgrades use recognizable elements from mobile game advertising. These mechanics are easy to showcase in a short video and reproduce in the game itself: the advertised scenario becomes the actual gameplay experience.

Progression Within Each Round

Weapon changes and additional fighters make the player’s growing strength visible. Each round develops its own sequence of events, creating the experience of a distinct, compact run.

Simple Controls and Flexible Pace

Three shooting directions and cashout provide straightforward controls. The single-player format allows players to start immediately and set their own pace, with time to make decisions between actions.

A Clear Endgame Goal

The nuclear bomb turns the maximum win into a tangible target players can reach. It represents the peak of progression and provides a strong visual centerpiece for announcements, trailers, and promotional materials.



FEATURES



Unique Mechanic

On every step the player chooses how to act: open fire on the horde, grab a new weapon, or pick up supplies. Each choice shapes the rest of the round.



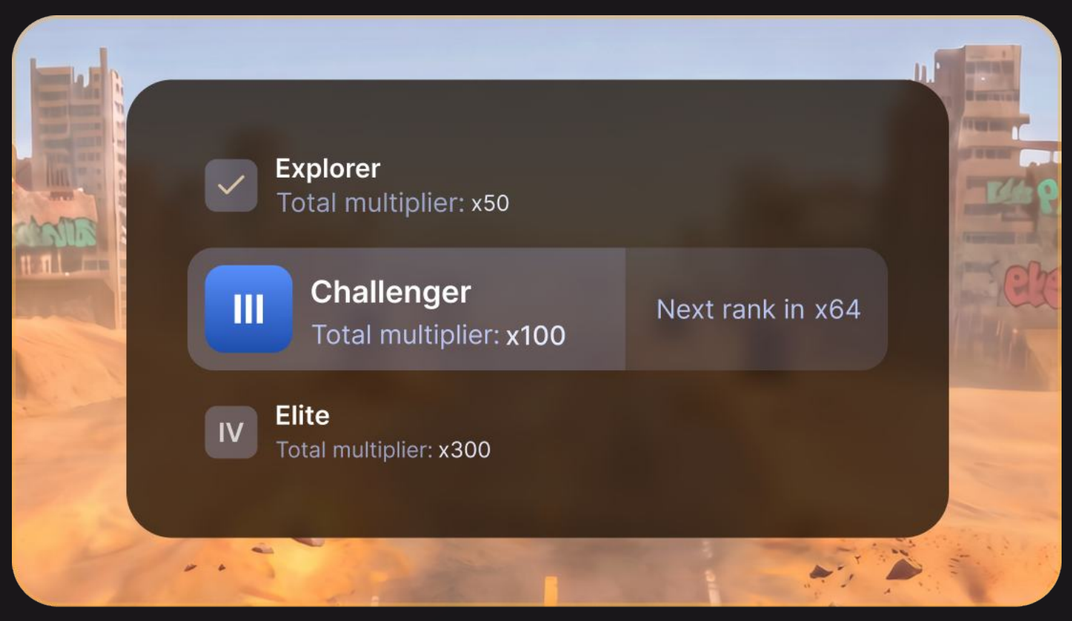
Weapon Upgrades

Every weapon picked up is stronger than the last, steadily raising the power of the Fire multiplier.



Functional Bonuses

Supply crates hold special bonuses such as shields and other gear. Each one changes the course of the round and gives the player new ways to handle the horde.



Ranks

By placing bets, players climb through the ranks, unlocking a fresh set of avatars with every new level.

GAME DETAILS

Release date	3 December 2026	Game demo	Download link here
Game ID	deadline_survival	Icons & logo	Download link here
Game type	TTT game	Games Elements	Download link here
Clients Area	Game page link NEW	Animated icons	Download link here NEW