Elevator Pitch

Imagine yourself in a world where you see a group of clones that look exactly like you. Also imagine that these clones are fighting tooth and nail with contraptions that harness the power of physics itself. You see some clones that are larger sloth-like versions of the other clones. You also see another group of clones up on the ceiling firing rockets down at these sloths. In the far corner you see what appears to be a series of barriers that appear out of nowhere and another clone with a pair of binoculars that fires some sort of projectile right over your shoulder only to hit another clone square in the forehead. You look around and see that you’re in some sort of school environment that is attached to a museum and a warehouse.

Welcome to the world of *Trigger Happy*. In this world, players assume the character of clones being exploited in team based matches for the enjoyment of high paying spectators. The clients ordering these engagements can put the teams into a King of the Hill match where the goal is to capture more areas than the opponents, and Assault where one team is attacking and moving a flag across the map through a series of checkpoints while the other team defends. Players have at their disposal a series of weapons that they can take into battle and a combination of contraptions called Modifiers that bring the unpredictable nature of physics into the match. How will you fair? That depends on how well your survival skills are and ability to adapt to any situation that may present itself on the battlefield.