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## [Touch the Dead Glitches and Secrets \(DS\)](#)

### *Portable survival horror*

Touch the Dead is a rail shooter/[survival horror](#) game for the Nintendo DS developed by Secret Stash Games and published by Eidos Interactive. Touch the Dead is a rail shooter, similar to House of the Dead and Area 51. Players use the stylus to point at oncoming zombies on the bottom screen, pointing fires the weapon Steiner has equipped. Shots can be delivered to the head, arms, legs and stomach. To reload, players must simply grab a clip icon (located in the bottom right hand corner of the touch screen) and drag it to another icon. The D-pad and face buttons of the console are simply used to switch weapons. Both serve the same purpose and work for both right-handed and left-handed players. Protagonist Rob Steiner, or Prisoner #1809, has been transferred to Ashdown Hole State Penitentiary. Steiner has been accused and sentenced for murder, a crime that he did not commit. The intro movie shows him being transferred, and his mugshots. Resting in his cell, Steiner's cell door opens. Seeing his chance for escape, Steiner flees the Penitentiary, which is mysteriously occupied by [zombies](#). **GlitchWell** while trying to skip through cut-scenes I discovered an interesting glitch. It basically gets rid of the clip meter, the bullet count (for the shotgun and the SMG) and the reload sign. Whenever you start a new level in Mission Mode (I haven't tried it in Story Mode) just start pressing the Start button as rapidly as you can. The screen will stay black (probably because it is still loading) but when you see you hand appear stop pressing Start. The game should stop and it will appear as your hand and your gun are in black abyss. Then press Start once more and the level will start without the HUD.

I suggest that new players do not try this glitch because you will have almost no idea (unless you count) how many bullets you have in your clip. The only Level that I cannot get this glitch to work on is the very first one. And I have only tried one level completely through without the HUD (Level 1-2). **Reloading Secret** Just touch and hold the clip and use your left index finger to touch the left magazine while you are holding the clip with your right hand. You don't have to drag it over at all. So you can do something like this: 1. Unload pistol clip 2. Reload pistol 3. Quickly switch to shotgun (cancels reload animation) 4. Unload shotgun 5. Reload shotgun 6. Quickly switch to pistol (cancels reload animation) 7. Repeat! It'll save you some precious time. Once you get the shotgun upgrades, then reloading really doesn't become a problem - since it's so fast. From there on it's all about ammo conservation.

**Fighting tips** Normal zombie-2 headshots (pistol) Swamp zombie-Full clip headshots (pistol) Fat Swamp Zombie-(3/4 clip stomach (pistol) And mostly just head and stomach, some zombies get killed in the leg. And some zombies are actually affected in the crotch, and it is funny to do. The zombies get blown back and it's enjoyable. Here's a video showing some gameplay footage from the best horror survival title on the DS: