



Chilli Hugger Software to remake Mike Singleton's Midwinter

16-bit classic will be updated for PC and consoles

January 9th, 2014 - Chilli Hugger Software is pleased to announce that a new version of the critically acclaimed Commodore Amiga and Atari ST game Midwinter is now in development.

First released in 1989, Midwinter was created by pioneering British game designer Mike Singleton, who died in 2012. The new Midwinter project has the full support of the Singleton family, and includes key members of the original development team. Original Midwinter programmer and industry veteran Dave Gautrey is the technical lead on the game, using the original game code and design documents as a foundation. Games journalist, scriptwriter and author Dan Whitehead has taken on the creative lead role, responsible for narrative design and gameplay. Chilli Hugger founder Chris Wild, developer of the iOS remake of Singleton's The Lords of Midnight, is overseeing the project.

Chris says: "Midwinter was a seminal game, and a huge influence on the open world sandbox genre, but Mike's vision was held back by the technology of the time. Our aim is to bring Midwinter back into the modern gaming environment, combining the depth and variety of the original with today's cutting edge visuals and processing power. The goal is not to merely remake the game, but to fully realise Mike's ambitious design without the limitations of 16-bit hardware."

Midwinter has been in pre-production throughout 2013 and will enter the next stage of development with a Kickstarter campaign in early 2014, at which point the core development team will be expanded. Anyone interested in being part of the project at that time are asked to contact Chilli Hugger software directly.

Midwinter is aiming for an early 2015 release.

Ends



MIDWINTER





Note to Editors

Title: Midwinter

Format: PC / XBOX / PLAYSTATION

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About Midwinter:

Midwinter, originally published by Rainbird Software in 1989, is a first-person open world adventure set on a vast island in the aftermath of a catastrophic asteroid impact which plunges the Earth into a new ice age. Initially playing as Captain John Stark, leader of the Free Villages Police Force, it's up to you to repel the invading forces of fascist dictator General Masters. As well as tense first-person guerrilla warfare, players can recruit up to 32 other islanders to the cause, expanding the number of playable characters. Travel around the island can be carried out on foot, on skis, via hang glider, cable cars and dozens of vehicles. A compelling combination of action, adventure, exploration and strategy, it remains one of the most highly praised games of the 16-bit era.

What the press said about Midwinter:

"A superlative, immense program that is every bit as good as you'd expect from Mike Singleton." - Zzap!

"Midwinter is a superb game to play and a must for anyone who wants to immerse themselves in a thoroughly believable game world." - Amiga Format

"A unique creature; a priceless transitional specimen in the fossil record of gaming." - Eurogamer.

"Playing it felt like time travel - a sneak peak at the blueprint that showed how games were going to be. It was then, and is now, an enormous accomplishment." - Edge

GameSpot chose Midwinter as one of its ten "Unsung Heroes", the games that should be "remembered for their contributions to their respective genres and to gaming as a whole."

Awards for the original:

97% / Zzap Gold Medal by Zzap 64 (Amiga version)

96% / CU Super Star by CU Amiga

96% / Amiga Computing Supreme by Amiga Computing

94% / Star Player by The Games Machine for Amiga/Atari ST versions

94% / Zero Hour by Zero (PC version)

92% / Amiga Format Gold by Amiga Format