



## The Lords of Midnight finally gets its novel...

June 19<sup>th</sup> 2018 - Novelisation of The Lords of Midnight.

In 1984 with the release of *The Lords of Midnight* on the Sinclair ZX Spectrum, publisher Beyond Software promised the prize of the novelisation of the gameplay of the first person to offer proof of completing the groundbreaking game. Unfortunately the speed in which the first person completed the game took them by surprise and the novel never happened. The games designer and developer Mike Singleton offered to write the novel himself, but his work schedule made the project prohibitive.

To reintroduce *The Lords of Midnight* to a new audience, Chris Wild the current custodian of the game, and the Singleton estate wanted to finally release a novel based on the game's original lore and innovative ideas. To do full justice to Mike's memory, they offered the job to best-selling novelist Drew Wagar already widely acclaimed for his *Elite: Dangerous* tie-in novels, *Reclamation* and *Premonition*. As a long-time fan of the game, Wagar accepted the challenge.

Wild, a long term *Lords of Midnight* aficionado and developer of the remake, has assisted with the development of the novel in a consultancy capacity, helping Drew to navigate the lore of the saga.

The result, an epic fantasy adventure and the first book of the *Chronicles of Midnight* will be published by Fantastic Books Publishing. Released as eBook to the world on the 2018 Summer Solstice with the Paperback officially launched at FantastiCon 2018 in September.

'The book is an absolute belter of a fantasy novel. It will appeal to fantasy fans across the board,' says Dan Grubb, CEO of Fantastic Books Publishing. 'We were delighted that Drew agreed to write another tie-in and were proud to publish it.'

***"The magical land of Midnight was cursed into eternal winter many hundreds of years ago. The survivors battle hardship, famine and war; even beating back the Witchking in a battle that lives on in legend. But now at the Winter Solstice, not even the combined might of the Free Lords of Midnight and the Fey of the Forest can resist. Their only hope rests in ancient lore, but so much has been lost that the quest seems hopeless."***

Follow the latest news on [www.thelordsofmidnight.com](http://www.thelordsofmidnight.com)

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## **About Fantastic Books Publishing**

Fantastic Books Publishing is a family run, independent publishing house based in East Yorkshire. Priding themselves on delivering extremely high quality e, print and audio books while maintaining their foundation of charitable giving with all of their projects.

w: [www.fantasticbookspublishing.com](http://www.fantasticbookspublishing.com)

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## **About Drew Wagar**

Drew ran a controversial but highly successful 'Kickstarter' in late 2012 allowing him to write one of the official novels set in the universe of Elite: Dangerous by Frontier Developments. This book, Elite: Reclamation was published in 2014 by Fantastic Books Publishing. The sequel Elite: Premonition was released in 2017.

'Emanation' the first instalment of his wholly original SF series 'The Shadeward Saga', was launched October 2015. Book 2 - 'Exoneration' followed in 2016 with Book 3 due later this year.

[www.drewwagar.com](http://www.drewwagar.com)

## **FantastiCon 2018**

The Lords of Midnight Novel will be launched officially by Drew Wagar and Fantastic Books Publishing at FantastiCon 2018, 1st and 2nd September, as part of the annual fantasy and sci-fi extravaganza featuring celebrities from the worlds of Elite: Dangerous, Star Citizen and Dr Who.

w: <http://fantasticon.co.uk>

## **About Chris Wild**

Chris Wild is an independent developer trading as Chilli Hugger Software Ltd, working for clients in both the Games Industry and Business Sector. Formerly Technical Director at Smoking Gun Productions, Development consultant to Sports Pro Games, and Senior Developer at SCi. His industry experience covers 25 years and titles such as Kingdom 'O Magic, XS, Cyberwar, Robosaurs versus the Space Bastards, Giant Killers, Official Football Management Game - Club Manager, Sky Sports Football Manager, and Final Answer.

Chris has been a prominent Lords of Midnight fan since its release. His first conversions of the original games to MS-DOS were released by Domark in 1995 along side Lords of Midnight: The Citadel. His remakes of The Lords of Midnight and its sequel Doomdark's Revenge were published on iOS, Android, Windows Phone, Windows, OSX, Blackberry, and Kindle Fire from 2012-2014.