



## The War of the Solstice has begun...

**January 14<sup>th</sup>, 2013 – Chilli Hugger Software bring Mike Singleton's '84 classic to mobile devices.**

Chilli Hugger are pleased to announce that the critically acclaimed Lords of Midnight is now available for Android, iOS, Blackberry Playbook, with Blackberry 10 already submitted and waiting for the device launch.

They will be joined by Windows Phone version and Desktop versions for Windows and OSX later in the year.

Developed in partnership with Mike Singleton, Chris Wild has updated this classic, bringing new high resolution but faithful graphics, an updated landscaping technique, touch control, and a discovery map amongst other little touches that freshen a much loved game and make it ideal for modern mobile devices.

Unfortunately, industry veteran Mike Singleton never witnessed the release of the game due to his untimely death in Oct 2012. Chris finished and released Lords of Midnight as a tribute to Mike on Midwinter's Day – the start of the Solstice and the setting of the game.

The Lords of Midnight is available on iTunes App Store, Blackberry App World, and Google Play. RRP £2.99 / \$4.99 / €4.49

Follow the latest news on [www.thelordsofmidnight.com](http://www.thelordsofmidnight.com)  
Download assets from  
[www.thelordsofmidnight.com/assets/lom\\_dpk.zip](http://www.thelordsofmidnight.com/assets/lom_dpk.zip) (23mb)

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## Note to Editors



Title: The Lords of Midnight  
Format: Android, iOS Universal (iPhone, iPad and iPod touch), Blackberry Playbook, and BB10

The digital press kit can be downloaded from:  
[www.thelordsofmidnight.com/assets/lom\\_dpk.zip](http://www.thelordsofmidnight.com/assets/lom_dpk.zip) (23mb)

Android Review version and iOS Promo Codes available - please Contact.

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### **What the press have said about the iOS version.**

*"Despite the perfectly adapted touch controls and crisp graphic presentation, this is a proper 1980s they-don't-make-'em-like-they-used-to game"* - [pockettactics.com](http://pockettactics.com)

### **iOS Best Port/Retro Game of the Year 2012 - Arcade Life**

*"Lords of Midnight does story-based, large-scope, high-fantasy warfare better than most titles I can think of, iOS or otherwise."* - Rating 4/5 - [pockettactics.com](http://pockettactics.com)

*"It's an unmissable remake. Few titles weather the storms of time as well as this solid-gold classic."* - Rating 4/5 - [pocketgamer.co.uk](http://pocketgamer.co.uk)

*"If you're interested in classic games, especially fantasy and/or strategy games, Lords of Midnight is a must-have."* - Rating 4/5 - [toucharcade.com](http://toucharcade.com)

*"A must own title; pure genius and extremely entertaining. Recommended."* - Rating 98/100 - [Arcade Life](http://Arcade Life)

**"#3 in Quality Index Top 10 iPad games and apps of December 2012"** - [qualityindex.com](http://qualityindex.com)

*"If you love a game, love the game's creator and want to produce an updated tribute - here's your benchmark. Almost thirty years old and*

*yet it feels fresh, relevant and completely at home on a touch screen. Recommended without reservation – so good it makes me want to cry.*"  
- Arcade Life

*"Made of extremely bright colors and clean lines, a stylistic choice that was and still is very original."* – multiplayer.it

*"This is a cracker of an app – original, longed for and a perfect adaptation of a legendary game. App of the Year!"* – Louise Mensch, Mirror

### **Awards for the original Lords of Midnight**

**Best Strategy Game of the Year 1984** – C&VG Golden Joystick Awards

**Best Text/Graphical Adventure Game of the Year 1984** – Crash Magazine

**State of the Art Award 1984** – Crash Magazine

10 /10 Crash Smash – Crash Magazine

10/ 10 Game of the Month - Personal Computer Games

9 / 10 Gilbert Factor - Sinclair User

Pic of the Week - Popular Computing Weekly

**7th best game of all time** - Your Sinclair/Retro Gamer magazine in 2004

### **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 20 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.

Chris has published numerous articles, most recent the Retro Gamer tribute to Mike Singleton.