

For immediate release, 30 September 2026

Midwest 90: Rapid City opens in Early Access November 10

BANGKOK, Thailand, September 30, 2026 - Hidden Chest Studios and Rising Tide Publishing today announced Midwest 90: Rapid City opens in Early Access on Steam on November 10, 2026, and there's a brand new Early Access release trailer to go with it.

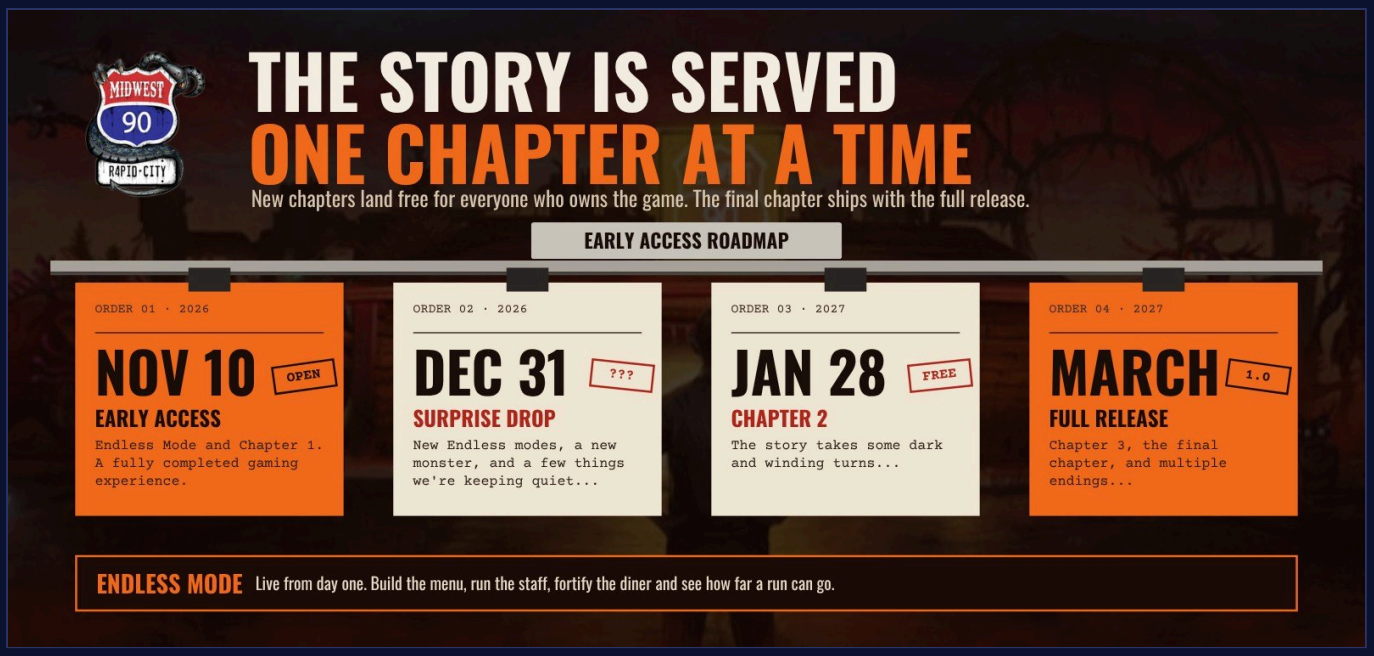
Run a highway diner in a monster apocalypse, cook what crawls out of the dark, and keep the lights on as long as you can in Endless Mode. The story gets served one chapter at a time until the full release in March 2027.

Watch the trailer · Wishlist on Steam · Press kit



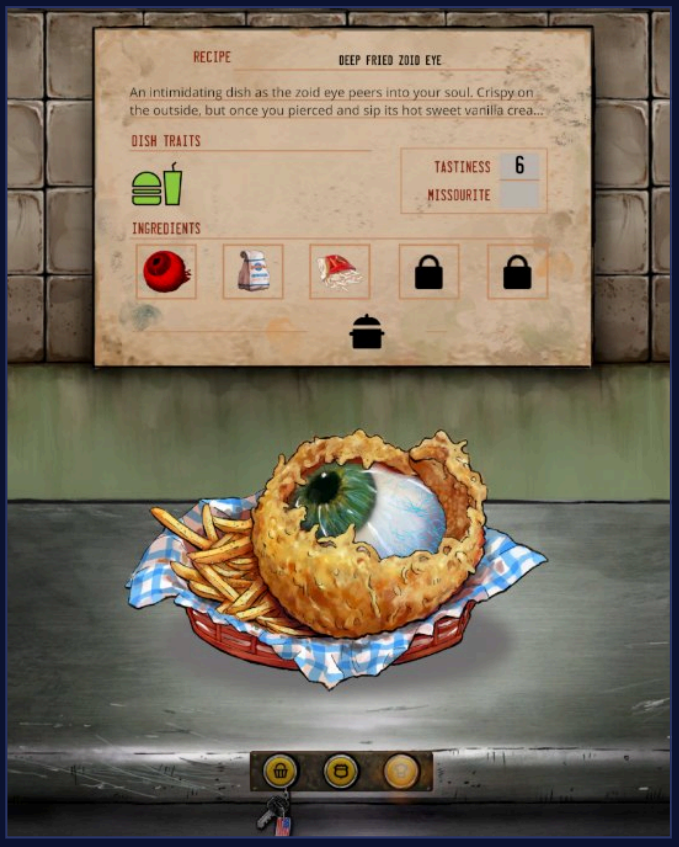
Developer	Publisher	Genre	Platform	Early Access
Hidden Chest Studios, Malaysia	Rising Tide Publishing	Diner sim, tower defense	PC (Steam)	November 10, 2026

Early Access roadmap



- **November 10:** Early Access drops with a deep, complex and complete Endless Mode: simulation, tower defense and diner management. Players also get the opening Prologue and Chapter 1 of the story.
- **December 31:** tons of new content. Customized Endless Mode options and scenarios. A new monster (maybe 2), and a few surprises.
- **January 28:** Chapter 2 drops in full, a huge amount of narrative content and where most of the twists and turns happen. A free update for everyone in Early Access.
- **March 2027:** full release with the final chapter, including branching outcomes based on the decisions you make. 1.0 drops too, and every Early Access player gets it free.





About the game

Rapid City, South Dakota, in the year 2034 yet strangely reminiscent of the 1990s. Some places never do change, eh? The New Great Depression already gutted the town, and now there are monsters. You run a small roadside diner where the monsters are both the threat and the supply chain. Between shifts, a consequence-driven story with a cast of strange regulars asks how much of the city you're willing to spend to stay in business.

- A restaurant sim with real steaks… err, stakes: menus, staff, research and upgrades in the middle of an apocalypse
- Trap it, harvest it, cook it: every monster is an ingredient, every ingredient is a recipe
- (Tower) defend your diner against monster waves
- A 90s isometric look inspired by early Fallout, in an eerie orange-and-red glow

"I'm a big fan, I've enjoyed the absolute heck of this game. This has been really really good. I've had an absolute whale of a time."

Orbital Potato, YouTube



About Hidden Chest Studios

A Malaysian developer crafting thoughtful, system-driven games, championing ethical employment and helping put the Malaysian games industry on the global stage. **hiddenchest.studio**

About Rising Tide Publishing

We champion games with sincerity. Developers with a peculiar and singular vision. **risingtidepublishing.com**

Press contact: Justin Paulsen, **justin@risingtidepublishing.com**. Review keys and interviews are available on request.