

MIDWEST 90 EARLY ACCESS LAUNCH & DEEP GAMEPLAY REVEAL TRAILER

Endless Mode and the start of a great story, accompanied by a deep dive in simulation, tower defense, and diner management mechanics

Bangkok, Thailand (November 11, 2026) | *Midwest 90: Rapid City* by Hidden Chest Studios is out now in Early Access on Steam for **$16.99**, published by Rising Tide.

Rapid City, South Dakota, 2034. The New Great Depression gutted the town, and now there are monsters. No one is sure where they came from, but us regular folk still need to survive. So you find yourself running a roadside diner converting dead monsters into relatively edible meals.

Endless Mode offers dozens of hours of gameplay, combining simulation, tower defense and diner management for as long as you can survive. The Prologue and Chapter 1 of Story Mode are also available in Early Access, with the remaining story coming in via updates until 1.0 delivers the conclusion.

You set the menu and price every dish, work out new recipes from whatever the monster raids bring in, hire the crew, and spend the take on bear traps and booby traps to survive. Add Missourite to a dish and it sells better, though the side effects may include addiction and... well, you'll see.



LEARN THE ROPES

Hidden Chest put together a 6-minute video on running your first shifts. The trailer, screenshots and key art are in the press kit.

GAMEPLAY VIDEO | STEAM | TRAILER | PRESS KIT

ON THE MENU

- Endless Mode, from day one
- Prologue and Chapter 1
- Monster recipes and daily specials
- Dish traits and Missourite (side effects vary)
- Hire the crew (slapping optional)
- Bear traps and barricades, $10 to $150 in-game
- A shotgun, for emergencies

WHAT'S NEXT

- **December 31:** custom Endless Mode scenarios and a new monster (maybe two)
- **January 28:** Chapter 2, free
- **Early 2027:** full release, final chapter included

Every update is free for Early Access players, and the price goes up slightly at full release.







"I'm a big fan, I've enjoyed the absolute heck of this game. I've had an absolute whale of a time." *Orbital Potato, YouTube*

Request a review key and send feedback at risingtidepublishing.com/midwest90review.

ABOUT HIDDEN CHEST STUDIOS

Hidden Chest Studios is 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

We champion games with sincerity. Developers with a peculiar and singular vision. linktr.ee/risingtidepublishing

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