



Fighting Hellfish Productions Release GTA: Long Night

Fat Albert battles zombies in much-heralded, long-awaited gaming experience

San Antonio, TX ([PRWEB](#)) May 11, 2005 -- The Texas-based guns-for-hire think tank, Fighting Hellfish Productions, have again proved themselves promising fresh developers trailblazing the horizons of interactive multi-media.

Gamers always look for ways to expand their favorite games. Fan-created content, called mods, are the solution. Many professional developing companies glean key staff members from the modding communities.

GTA:Long Night is an arcade horror total conversion mod for the PC edition of Rockstar Game's Grand Theft Auto - Vice City. Heralded by many as the best mod ever made, players fight for their lives against hordes of zombies in over twenty challenging, atmospheric missions. Survivors convene at the last make-shift military outpost and share their tales of chaos.

"The carnage and loss have taken their toll," said Jacob Slater. "One of the most amazing elements of video games are the strong emotional bonds players develop with characters. We wanted to capture the essence of why people game - enjoyable gameplay, interesting scenarios, and transportation into a place like no other."

The title Long Night is only appropriate as the team often spent forty to sixty marathon hours programming all while organizing, managing and executing several other projects simultaneously.

"We set a deadline for Long Night and bested it by a month," said Michael Lovelace. "We wanted the definite zombie experience. It takes an intense level of passion and commitment."

In less than a month, the game has accumulated over twenty thousand downloads internationally, over a terabyte of bandwidth, averaging a thousand a day.

The trailer can be viewed at:

http://www.fileorama.com/Games/GTA_Long_Night_Trailer/23654.htm

Demonstrating a strong creative eye and fierce dedication, Fighting Hellfish Productions have designed a number of both gaming and video projects from concept through to completion. The team is Michael Lovelace and Jacob Slater.

Grand Theft Auto Vice City is a registered trademark of Take Two Interactive and Rockstar Games.

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Online Web 2.0 Version

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