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[Multiwinia Brings Multiplayer to Darwinia](#)

Four players to battle against each other thanks to this multiplayer update

In case you don't know it yet, Darwinia was a highly acclaimed [RTS](#) game released in 2005 that managed to put players worldwide under its spell with its gameplay and really, really strange graphics. Introversion, the game's developers, have been working for a [multiplayer](#) update and some DirectX 10 technology support called Multiwinia. It seems that things are going exactly as they were planned, since a summer 2008 release is set for it. To be more specific, Multiwinia is a four-player update to the original game, while the story kind of sticks to the original: digital tribes go head to head for supremacy in a computer's "belly". The action takes place after Darwinia, where you fought off the computer virus - after the threat was eliminated, the Darwinians started to grow in numbers and, as it happens with every civilization that grows too big, they divided into factions and started to fight against each other. Sounds like a cool upcoming experience!"I'd hesitate saying a month, but you're more than welcome to say it's going to be out in the summer of 2008," a company rep hesitantly told videogaming247.com. "We've got some announcements about Multiwinia as well, which we're going to make about April-May time, when we get the website up and running."The original indie game, Darwinia, came to us with an surreal, original and retro world inspired from the 80's classics like Tron or Defender, populated by iconic video game sprites from the past twenty years of computer games and all sorts of fractals. A war starts between the peaceful Darwinians when a massive virus, the Red Viral, starts threatening their existence. Gamers and critics all over the world just loved this game that allowed RTS fans to take a break from conquering the Medieval Europe or fight for the 100th time in the World War and presented, instead, a cyber plot line and some lovely vector lined mountain peaks, fractal generated forests and pixelated units and such.