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T.E.C. 3001 and Steam Greenlight

T.E.C. 3001 is waiting for votes on Steam's new service called Greenlight

After one successful year on XBOX Live Indie Games, Phoenix Game Studio is aiming to shoot for PC platform with their title T.E.C. 3001. Timing couldn't be better because Steam has launched new service for promoting and publishing indie titles on their great platform. Service is called Greenlight and it grows more and more each day. If T.E.C. 3001 gets published on Steam, players can expect some new and interesting stuff like:

- Steam achievements
- Online highscores
- Additional levels
- Time trial mode

You can support it by voting on this page:

<http://steamcommunity.com/sharedfiles/filedetails/?id=95490143>

Also, iPad version and PC sequel will be considered shortly after the PC version gets published.

If you are not familiar with T.E.C. 3001 check out links below.

Trailer: <http://www.youtube.com/watch?v=T37Pgu5CN98>

Gameplay: <http://www.youtube.com/watch?v=iz0VaH8TevU>

Game is a winning title of Indie Game Summer Uprising 2011. It probably has the best graphics among all titles on XBOX Indie Games service. Simple, fun and sharp gameplay is main feature of the game. It is all about speed and quick reflexes.

About Phoenix Game Studio

Phoenix game studio is a small studio whose motto is "Play it, love it, create it". Studio is located in city of Nis in south Serbia. The team was born during the collage days. All of three members possess knowledge in: programming, modeling and animation. They are very ambitious and they want to push their talent to the limits. This is the first official game but not the last one.

Contact

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