



January 2, 2012

T.E.C. 3001 Update

T.E.C. 3001 update coming on January 2nd 2012

Phoenix Game Studio has listened their audience and prepared some new stuff for them. Their IGSU finalist game T.E.C. 3001 has got an update which will make it even better than before. People will be most excited when they hear about new bonus level pack for all those who had finished the base 21 levels. There are 12 new levels accompanied with 2 new soundtracks. Continue reading a complete change log:

- 12 bonus level added
- Awards system
- 2 new soundtracks
- Informing voice through the game
- Fixed collision bugs
- Fixed memory leaks and glitches
- Fixed animation bugs on slide+jump, slide+roll and charge over launching pads
- Fixed bug with camera roll left
- No more exit game on back button
- Statistics are saved only if they are better than previous
- On level fail you can choose to return to last check point or to reset level
- Level starting screen has now name of the level
- Player can now lock certain color theme in menu
- Added self destruct button (X on gamepad)
- Player can continue on A button rather than Start
- Added *buy game* button in menu while the game is in trial mode
- Spelling errors fixed

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. 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. More about Indie Game Summer Uprising event can be found on the following link.

<http://www.indiegames-uprising.com/Games2.aspx?gameID=35&FinalistView=true>

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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