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E3: *TubeTwist* Wins ECD Systems Indie Showcase

Anti-piracy and copy protection software company ECD Systems, has announced that 21-6 Productions is the winner of its first annual Independent Game Developers Showcase. E3 2006 attendees voted for 21-6 Productions' *TubeTwist* as the best indie game following two days of intense competition between four finalists at the exposition this week. 21-6 Productions beat out the competition this morning at E3 with its science themed puzzle game, *TubeTwist*. Flashbang Studios (*Potion Motion*) took home second place while Rabidlab (*Dodge That Anvil!*) came in third and Virtue Games (*Mayabin*) garnered fourth place. 21-6 Productions will take home a gameplay-optimized demo PC as, well as a free license for Digital Armor protection against piracy. "The passion and innovation demonstrated by all the participants indicates the level of commitment and creativity that independent developers have for their craft," said ECD Systems CEO Jack Hart. "We continue to support their dedication by creating software that helps them protect their games, now and in the future." In 21-6 Productions' winning game, a renowned scientist in charge of Project TubeTwist has gone missing. In an attempt to find the professor, the gamer must reconstruct the scientist's experiments and solve the mystery of her disappearance. The overall goal of the game is to construct a machine that will guide the professors' famous Macroton devices from their starting positions to a final reactor tube where their energy will be extracted and stored for later use. Over thirty different tubes of various shapes and sizes must be combined to complete the machines including spirals, switches, anti-gravity devices, twisty turns, and precipitous drops. "We are honored to be a part of ECD's showcase, which has provided us with both exposure and revenue-saving copy suppression technology that helps ensure the financial success of independent games," said 21-6 Productions president Justin Mette. "While at E3 we received invaluable feedback directly from gamers and we wish to thank ECD for the opportunity to have our game played by thousands in only a few days."

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