



It's Coming: Indie Games Uprising III Starts Next Monday

September 5th, 2012

Are you ready for nine unique and creative Xbox indie games? The third annual XBLIG Uprising will launch on September 10th, and run until September 20th. On each day of the work week (Monday - Friday) a new title will be released onto Xbox Live Indie Games.

The release schedule is as follows:

Week 1

Mon Sep 10th - [qrth-phyl](#)

Tues Sep 11th - [Sententia](#)

Wed Sep 12th - [Diehard Dungeon](#)

Thurs Sep 13th - [Gateways](#)

Fri Sep 14th - [Smooth Operators](#)

Week 2

Mon Sep 17th - [Entropy](#)

Tues Sep 18th - [City Tuesday](#)

Wed Sep 19th - [Xenominer](#)

Thurs Sep 20th - [Pixel](#)

This year's lineup contains three Dream. Build. Play. 2012 finalists, a wide variety of genres and the luxury of buying every game in the promotion for only \$11.

If you would like to arrange for developer or coordinator interviews, or if you have any other type of inquiry regarding this year's Uprising, please contact Dave Voyles and Michael Hicks at Dnvoyles@gmail.com and michael@michaelarts.net .

Updates will be posted frequently on Twitter via <http://www.twitter.com/XBLIGUprising> and on Facebook at <http://www.facebook.com/XBLIG.IGSU> .

For further information on this year's games and for developer contact information please visit <http://indiegames-uprising.com/> . You can also download high quality assets for the games at <http://tinyurl.com/uprisingiiipress> , or just the box art at <http://tinyurl.com/uprisingiiiboxart> .

- Michael Hicks & Dave Voyles