Factsheet	**Who?**

Developer
Peter Hann
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Since
2004/2005

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I'm a Designer with one decade of experience in game development covering several roles, from Gamedesign over UI/UX Design all the way up to founding my own Studio "Monkeyhead" back in 2008 working with SCEE on a PSN Title. Until now I worked on major titles like "Sacred 2" and "Dark Star One" as several smaller productions, pre-productions and prototypes. Currently I started to develop Indie Games more seriously in late 2013 besides continuously offering Services like Consulting, UI/UX Design, Reviews, Coaching and Gamedesign as a Freelancer.

Indie Projects
Cyberpunk 3776
Beyond Mars
Shew it Down
Cyberflap

Cyberpunk 3776

Website
www.cyberpunk3776.com
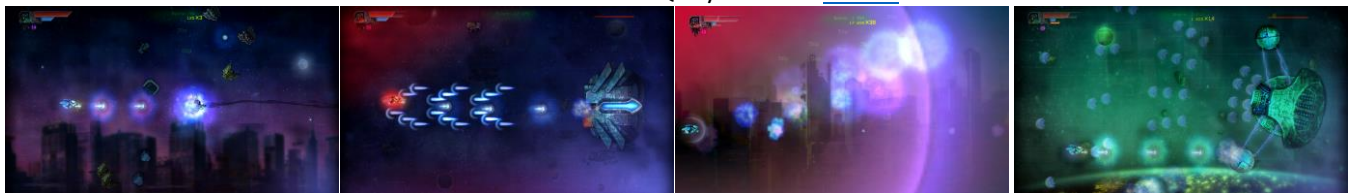
Steam
Store Website

Media
Trailer Youtube
Media download

Articles
Indiegamemag
Manapool
Gamesidestory (French)
NerdStash (Interview)

Do you have a soft spot for dark tuned old school shoot em ups? Cyberpunk 3776 harkens back to the glory days of arcades. It all begins on a post apocalyptic earth and proceeds into space. Your journey will be a metaphor about life and death, a road that every person has to walk down alone. The only choices you get while on your path to the inevitable end: keep your head up high or forfeit.

This game features a bold, unique and dark atmosphere with seven original stages. Each of them includes a unique boss that will challenge your skills and require its own tactics. Cyberpunk 3776 boasts hours of breathtaking action, ship upgrades, floating health pods and a unique soundtrack by Gabe Castro plus great voice acting by Nico Uusitalo.

Dates
released 2014 on Desura and Itch.io
to be released Qrt1/2015 on Steam

For bigger Screenshots and Gamelogo please download the Cyberpunk3776_Media.Zip
As for questions regarding Reviews, Interviews, Streaming, Podcasts or Let'sPlay's feel free to contact me.