

14 April 2008

By: Florin Troaca, Communications News Editor

Steam Iron: The Fallen
Mikoishi

[Steam Iron: The Fallen Finally Released](#)

In Korea for now. Europe and other countries following soon

Steam Iron: The Fallen, presented as "the world's first true online RTS game for mobile phones", was finally launched, after initially being planned for a November 2007 release. Created by Mikoishi, a Singapore-based developer, Steam Iron: The Fallen should bring a **gaming** experience similar to the one of Blizzard's hugely successful Starcraft. Developed for 3G enabled mobile devices, Steam Iron is an epic sci-fi fantasy adventure that places the players in a weird future that resembles the past rather than what we now believe the real future will be.

Steam Iron: The Fallen also comes with real-time multiplayer options, allowing gamers to play against real opponents, via online servers (that's why the game only works on **3G** handsets). Although the idea of a **mobile** RTS game might not seem too great, considering the reduced dimensions of the screen mobile phones have, Steam Iron: The Fallen is specially designed to overcome this disadvantage. Mikoishi hopes that, with its intuitive control system and the simple user interface, the game will become popular among RTS players. A sequel of The Fallen, namely Steam Iron 2, is also prepared by Mikoishi, and the company hopes to release it in November 2008. The first edition of the game seems pretty cool, so I guess the future existence of a sequel is good news. For the moment, Steam Iron: The Fallen is only available in South Korea. However, by the end of April, the game will hit Europe too, while players from the US, **China** and Taiwan will get to have it in the next few months. We've spotted a preview of Steam Iron: The Fallen on YouTube, so until the game becomes available in other countries except **South Korea**, you might want to have a look at it (yes, it indeed resembles Starcraft):