



Kung-Fu for Kinect comes to Xbox One – punching air has never felt this good!

Full-body fighting adventure to have playable demo at Unite '16 Europe

Indie studio **Virtual Air Guitar Company** has announced their next Xbox One motion game, *Kung-Fu for Kinect*, will be released in June 2016. The game will be on display at the Unite '16 Europe conference in Amsterdam, May 31 – June 2, where conference visitors and the press can try out a fully-playable demo.

Kung-Fu for Kinect is based on Virtual Air Guitar's 2011 Xbox 360 game *Kung-Fu High Impact*. "We've received a lot of requests to bring Kung-Fu to Xbox One. We can now answer the popular demand, thanks to great leaps in game development tools, such as Unity® software. We can offer something for new players and old fans alike", says Aki Kanerva, Founder and Lead Designer at Virtual Air Guitar Company.

As with the company's previous games, Kung-Fu has been designed with daily physical activity in mind. "Exercise is one of the big reasons why we make motion games. We want to provide both kids and adults with games that are enjoyable on their own, but also keeps them up and active", continues Kanerva.

Kung-Fu for Kinect takes the player's own video image and puts it inside a 2D fighting adventure. The player fights comic-book villains with real kicks and punches. During cutscenes, Kinect takes snapshots of the player's poses, giving the player the lead role in their own animated comic book.

Kanerva reveals, "This new version has been reprogrammed from scratch using Unity, so we have new cool features like new game modes, more enemies on screen and ragdoll physics that react to your attacks." The game includes a 22-level story mode and 9 replayable challenges, such as a series of one-on-one fights, monster football, and a challenge where players must avoid getting hit.

- Game website: <http://www.kungfuforkinect.com>
- Press kit: http://www.virtualairguitar.com/press/sheet.php?p=2016_kung-fu_for_kinect
- Regions: North America, South America, Europe and Middle East, Australia, New Zealand, India, Singapore, Hong Kong SAR, Taiwan
- Age ratings: ESRB E10+, PEGI 12, Brazil 12, Australia/New Zealand PG, Taiwan PG12.
- Trailer: <http://youtu.be/60dAO7WwyKQ>
- Game social: <https://twitter.com/KungFuImpact> / <http://www.facebook.com/kungfuhighimpact>
- Follow Virtual Air Guitar Company for updates on Kung-Fu for Kinect, upcoming titles and sale campaigns: <https://twitter.com/VirtualAirGtr> / <http://www.facebook.com/virtualairguitar>

Virtual Air Guitar Company Ltd, founded in 2006, is headquartered in Helsinki, Finland. The company is an independent game studio specializing in camera and motion games. The company has released 7 titles on platforms including PS3, Xbox 360, PC and Xbox One. The most recent release is Beatsplosion for Kinect (Xbox One, Dec 2015). <http://www.virtualairguitar.com>

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