



“Kung Fu Chaos” Fact Sheet

Spring 2002

- What:** “Kung Fu Chaos™”
- Publisher:** Microsoft® Game Studios
- Developer:** Just Add Monsters (JAM) Ltd.
- Format:** DVD for the Xbox™ video game system
- Pricing:** \$49.99 (U.S.) estimated retail price
- Availability:** Fall 2002

Product

Overview: “Kung Fu Chaos” is a quirky brawler game inspired by the ‘70’s Kung Fu movie era. With the outrageous cast of characters in “Kung Fu Chaos,” gamers can go head-to-head with up to four of their friends, battling it out on interactive movie sets that add an element of challenge to the mayhem. Players will become completely immersed in the game as they engage in Hong-Kong-style combat with over-the-top gigantic leaps, suicidal stunts and multiple-opponent action — all while unleashing humiliating insults that can be as damaging as the karate kicks themselves. Featuring appropriately themed music tracks, including “Kung Fu Fighting” and the theme from “Enter the Dragon,” “Kung Fu Chaos” will hit gamers with a brawler experience packed with fun, competition, and glory — as well as humiliation, insults and back-stabbing!



Features:

- **An incredible cast of characters.** “Kung Fu Chaos” features an outrageous cast of eight would-be superstars. Each character has a unique fighting style and signature move, as well as an array of hilarious mistranslated taunts and a repertoire of spectacular special attacks.
- **Combat with a twist.** It will take more than just cool moves to win this game. “Kung Fu Chaos” features a combat system with an added twist of humiliation. Gamers can pummel opponents with slick combat moves or power up with taunts that add to the impact. Combat moves are easy to learn but have depth, so experienced gamers can gain new skills and really go to town on their opponents.
- **Diverse “main feature” movie sets.** Gamers can battle it out on six diverse movie sets drawn from the traditional Kung Fu movie era as well as contemporary Hollywood blockbusters. Huge animating structures, travelling sets, incidental details and spectacular action sequences are combined to deliver epic battles that are fast-paced, highly competitive and downright comical.
- **Gameplay diversity.** Featuring a wide range of single- and multiplayer gameplay modes, seven sets of combat rules, minigames, customisable options, team-play modes and unlockable features, “Kung Fu Chaos” is a pick-up-and-play brawler extravaganza designed for a wide range of gamers.

Developer Information:

Just Add Monsters’ mission is to be the best digital entertainment developer for the social gaming masses. Social gaming is about fun, competitive, state-of-the-art games that everyone can pick up and play. Former Sony Computer Entertainment developers Mike Ball, Nina Kristensen and Tameem Antoniades founded Just Add Monsters Ltd. in March 2000 in Cambridge, United Kingdom. JAM became a subsidiary of Argonaut Games Plc in October 2000 with Jez San OBE joining the board,

and is developing its debut title, "Kung Fu Chaos," as a Microsoft first-party exclusive for Xbox.

#####

The information contained in this fact sheet relates to a prerelease product that may be substantially modified before its first commercial release. Accordingly, the information may not accurately describe or reflect the product when first commercially released. This fact sheet is provided for informational purposes only, and Microsoft makes no warranties, express or implied, with respect to the fact sheet or the information contained in it.

**Microsoft, Kung Fu Chaos and Xbox are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries.
The names of actual companies and products mentioned herein may be the trademarks of their respective owners.**

