



“Tao Feng: Fist of the Lotus”

Fact Sheet

Spring 2002

What:	“Tao Feng: Fist of the Lotus”
Publisher:	Microsoft® Game Studios
Developer:	Studio Gigante Inc.
Format:	DVD for the Xbox™ video game system
Pricing:	¥69.99/£44.99
Availability:	Christmas 2002

Product Overview:

“Tao Feng: Fist of the Lotus” is the perfect blend of fighting realism and stunning special effects. “Tao Feng: Fist of the Lotus” delivers a classic battle between good and evil as two ancient Chinese clans of superfighters, each seeking to uncover the secrets of immortality, battle for dominance. Hand-to-hand combat is furiously intense with amazingly realistic fighting and stunning special effects. Arenas are highly interactive and destructive. When the fight ends, players will witness the devastation of battle.

Features:

“Tao Feng: Fist of the Lotus” offers several features never before seen in a fighting game:

- **Bone-crunching realism.** “Tao Feng: Fist of the Lotus” takes fighting to a new level of realism: clothing tears, blood spills, bruises swell and bones break.
- **Completely interactive and destructive worlds.** Players punch holes in walls and throw



opponents through glass, or make acrobatic attacks by swinging around poles and flipping off walls.

- **Powerful Chi attacks.** Each fighter has the ability to unleash awesome special attacks, inflicting devastating damage on the enemy and the surroundings.
- **Personalised soundtrack.** Gamers can rip their own music to create a personalised soundtrack for the game.

Developer

Information: “Tao Feng: Fist of the Lotus” is being developed by Studio Gigante, which was established by John Tobias in 2000. John Tobias was the co-creator of the highly successful “Mortal Kombat” fighting series.

#####

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 it or the information contained in it.

Microsoft 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.