



Voodoo Vince

FACT SHEET MAY 2003

Title:	“Voodoo Vince”
Publisher:	Microsoft® Game Studios
Developer:	Beep Industries
Format:	DVD for the Xbox® video game system
OFLC Rating:	Pending
Availability:	Q 4
Pricing:	\$79.95 (AU) estimated retail price

Product Overview:

“Voodoo Vince” is an outrageous venture from the streets of New Orleans to the depths of a Louisiana bayou populated with quirky monsters. “Voodoo Vince” allows players to explore and fight as a burlap voodoo doll who is on a quest to find the whereabouts of his keeper, Madam Charmaine. In true voodoo style, players encounter and defeat monsters and villains by inflicting damage to Vince. By racing under a falling safe, jumping into a high-speed blender or leaping under falling rubble, Vince is sure to defeat his enemies, all while managing to escape completely unscathed.

- Key Features:**
- **Voodoo combat action.** Players can employ more than 30 voodoo attacks that do outrageous things to Vince, but it’s the monsters who end up hurting! Unlike in other games, players must actually use dangers and



hazards instead of running from them. Falling safes, prickly pushpins and bolts of lightning bring a whole new meaning to the phrase “no pain, no gain.”

- **Magical voodoo world.** Thrust into the depths of a twisted and dangerous world, Vince must trek through crawfish-laden swamps, a graveyard filled with imps and lost zombies, a fantastic French Quarter and a network of boggy sewers.
- **Vehicles and minigames.** As the game unfolds, Vince must master and pilot a number of vehicles, including a fanboat, a submarine, an airplane — even a rat gives him a lift at one point. Vince must master one mind-bending minigame after another to complete his quest.
- **Dynamic cast of characters.** No adventure would be complete without its host of surly characters. Offbeat characters with all the charm of New Orleans are around every corner. Vince encounters everything from Gingerdeadmen, who are not exactly sugar-coated, to a pair of intoxicated gas pumps that offer up a fiery challenge.

Developer Information:

Beep Industries was founded in 2000 by creative director Clayton Kauzlaric, along with an impressive team of dedicated game industry veterans, including Director of Technology Matt Setzer, Art Director Gary Hanna, Executive Producer Barbara Hanna, Lead Programmer Kurt Pfeifer, Systems Architect Brian W. Brown and Business Manager Harald Kohl. The bulk of Beep’s staff have worked together for nearly a decade. Based in Kirkland, Wash., the company was started with the goal of creating games and characters that fit the distinctive personality of its staff while maintaining uncompromising standards for art, technology and gameplay. Beep Industries’ first title has been in production since October 2001. “Voodoo Vince,” an Xbox exclusive, will be on store shelves in the fall of 2003.

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For further information or imagery please contact:

Xbox Press Office

Maria Deevoy; +612 9870 2524, email: v-maride@microsoft.com

Yara Khalife; +612 9870 2284, email: i-yakhal@microsoft.com

Hausmann Communications : +612 9361 3777

Dominic Hilton Foster or Catherine Donnelly

dominic@hausmann.com.au or catherine@hausmann.com.au

About Xbox

Xbox (<http://www.xbox.com.au>) is Microsoft's future-generation video game system that delivers the most powerful games experiences ever. Xbox empowers game artists by giving them the technology to fulfill their creative visions as never before, creating games that blur the lines between fantasy and reality. The Xbox features the most powerful graphics processor of any game console, is DVD capable, and is the only Video Games System which features a built-in hard disk, built-in broadband capability and real-time Dolby Digital 5.1 surround sound support throughout the entire game. Xbox is now available in the continents of North America, Europe, Asia and Australia.

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