



### “Voodoo Vince”

**Title:** “Voodoo Vince”  
**Publisher:** Microsoft® Game Studios  
**Developer:** Beep Industries  
**Format:** DVD for the Xbox® video game system  
**Availability:** Christmas 2003

**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 that 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 mini-game 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 Ginger-dead-men, 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 game-play. 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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