



Presenting Kung-Fu High Impact at DigiExpo

The First Finnish Kinect Game to Be Launched in November 2011!

Virtual Air Guitar Company Ltd announced today that the fighting-and-adventure exergame **Kung-Fu High Impact**, which continues the story of Kung-Fu LIVE, will be launched to market in the second half of November. **Kung-Fu High Impact**, the first Kinect game ever from a Finnish game studio, can be tried out by gamers in the Microsoft stand at DigiExpo, an exhibition taking place in Helsinki November 4-6, 2011.

Kung-Fu High Impact will hit the shelves in game stores both in North America as well as Europe in time for the holiday season. The U.S. publisher is Ignition Entertainment Ltd. while the Italian publisher Black Bean Games is in charge of publishing the game in Europe.

Kung-Fu High Impact fuses the player into the world of comics with the help of the depth camera functionality in the Xbox 360 Kinect sensor and the patented FreeMotion® Technology developed by Virtual Air Guitar Company. The player literally plays in the game as himself, not an avatar, controlling the game with his movements in front of the camera.

With Virtual Air Guitar Company's camera-based user interface the gamer doesn't need to use the traditional controller when playing the game. "The user interface is unique and intuitive. The player becomes a skilled Kung-Fu hero, fighting with his natural movements. Kung-Fu High Impact offers a novel, intensive playing experience. It will certainly appeal to an audience of gamers not attracted to button-based controls", says Teemu Mäki-Patola, CEO of Virtual Air Guitar Company Ltd.

With the release of **Kung-Fu High Impact** the company will grow into a game developer whose products are available globally on Xbox 360, PS3 and multimediaPC platforms.

The latest gameplay trailer can be found from www.kunghighimpact.com.
More information also on [Facebook](#).

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Virtual Air Guitar Company Ltd – Headquartered in Helsinki, Finland, Virtual Air Guitar Company Ltd is an independent game developer specializing in camera-based games for consoles and PC. The company was founded in 2006 by new media, computer vision and virtual reality researchers to design and develop unique social games and exergames using the patented FreeMotion®Technology. For more information, please visit www.virtualairguitar.com

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