



Beatsplosion for Kinect Brings Exercise to Xbox One – Beat Ninja Style!

Indie studio Virtual Air Guitar Company's third Xbox One game hits the digital store on Dec 30

Indie studio **Virtual Air Guitar Company** has announced that their next Xbox One motion game, **Beatsplosion for Kinect**, will be released on December 30th, 2015 via the ID@Xbox self-publishing program for Xbox One.

Beatsplosion uses Kinect for Xbox One to transport players into the crazy world of subatomic particles in search of a Unified Field Theory – by smashing everything into smithereens. Players will punch particles, dodge walls and jump over obstacles, all to the beat of music.

“You’re playing a rhythm game where you must also aim your punches correctly to hit crystals. As you earn higher skill belts, the music’s tempo gets more hectic, so you’ll need to start throwing those punches rapidly,” says Aki Kanerva, Founder and Lead Designer at Virtual Air Guitar Company. “We’ve ensured that smashing stuff is really satisfying: when you hit a crystal pillar, it responds immediately by breaking into tiny fragments that scatter and fly with real physics. Every punch is unique!”

The game has been designed with daily exercise in mind with its 3-minute levels, special 20-minute challenges and a graph of playing time for the past two weeks. Kanerva continues, “We wanted to give players a fun and satisfying way to get their sweat on by combining rhythm game elements with our distinct physical Kinect motion control. And you get to smash things into a thousand pieces!”

- Game website: <http://beatsplosion.com>
- Full press kit: http://www.virtualairguitar.com/press/sheet.php?p=2015_beatsplosion_for_kinect
- Launch price: \$12.99 / €12.99 / £9.99
- Rregions: North America, South America, Europe and Middle East, India, Singapore, Hong Kong SAR
- Age ratings: ESRB: E, PEGI-3, PEGI-PT 4, USK 0, DJCTQ 4, PCBP 0.
- Launch trailer: <https://youtu.be/VQ0WUS3emGg>
- Official game website: <http://beatsplosion.com>
- Follow Virtual Air Guitar Company on Twitter for updates on Beatsplosion and other games, upcoming titles and sale campaigns: <https://twitter.com/VirtualAirGtr>
- Company Facebook: <http://www.facebook.com/virtualairguitar>

Virtual Air Guitar Company Ltd, founded in 2006, is headquartered in Helsinki, Finland. The company is an independent game studio specializing in camera and motion games for consoles and PCs. Previously released titles include Squid Hero for Kinect (Xbox One), Boom Ball for Kinect (Xbox One), Kung-Fu High Impact (Xbox 360) and Kung-Fu Live (PlayStation 3). <http://www.virtualairguitar.com>

Media Contact – Virtual Air Guitar Company:

Aki Kanerva, Founder, Lead Designer
aki@virtualairguitar.com