



KickBeat Overview

Developer: Zen Studios

Publisher: Zen Studios

Platform: PlayStation@Vita

Release: TBD 2012

Short Description: Kickbeat is an experimental rhythm game featuring fully 3D characters and combat and high-energy music

Key Features

- KickBeat offers players several innovative ways to interact with music!
- Beat-matching mechanics with a Zen Studios original take on an acrobatic style of martial arts, turning every song into a raucous battle.
- KickBeat features a music analyzer that allows players to create new tracks from their own music libraries.
- A hard hitting soundtrack featuring licensed tracks from a diverse lineup of artists from well known bands such as Pendulum and Marilyn Manson, to indie pioneers Celldweller and Blue Stahli, to hidden talents like electronic music producer Voicians and Taiwanese rapper Shen Yi.
- The first music game with fully 3D interactive characters!
- Beautiful art style with animated cut scenes and an immersive story
- Online multiplayer! Battle against other players in toe-to-toe fighting action. Collect orbs to power up and unleash powerful attacks against your opponent!
- Compete with friends and post your scores to world-wide leaderboards

Story Overview and Main Characters

- Because we've put all this effort into making characters a central focus of the game, we needed to give these characters a human touch. Otherwise, they're just animated props. Our story revolves around a love-struck and unlikely hero drawn into a battle for control of the world's music. It's light-hearted fare, but we've done a bunch of hand-drawn and fully voiced sequences that really bring the characters to life.
- Lee (male) and Mei (female) are the story protagonists.
- Master Fu is the leader of an ancient, secretive sect of monks called the Order of the Melodic Fist, who have been the guardians of Sphere of Music for centuries.
- Lee is the unlikeliest of hero's, but he is chosen to fight to reclaim the music that has been stolen by Radio Earth, led by Mr. Halisi, owner of Entertainment Earth and leader of those who would use music for power and control.

Quote from Neil Sorens, Zen Studios Creative Director

"Several years ago, we asked ourselves, 'What would happen if we took a beat-matching game, replaced the abstract cues like bars, arrows, and button icons with kung fu fight scenes, and set it all to some incredibly intense music?'" said Neil Sorens, Creative Director for Zen Studios. "We spent three years turning that idea into in *Kickbeat*, and anyone looking for something fresh and exciting and the music genre is in for a treat."