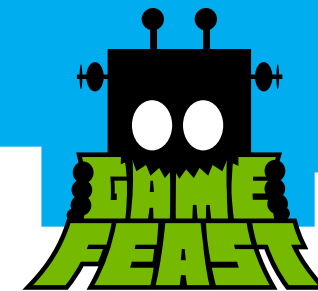




presented by Microsoft Game Studios

GAME FEAST presented by Microsoft Game Studios!



Take a bite out of four tasty Xbox LIVE® Arcade titles when GAME FEAST launches this fall. Featuring hand-picked games published by Microsoft Game Studios, this tantalizing lineup includes must have hits that will have you salivating for more!

Hydrophobia™

Action packed Hydrophobia™ is set in the near future with an epic backstory. As Kate Wilson, you must use every tool to survive. Powered by the revolutionary HydroEngine™, which models flowing water to behave realistically, Hydrophobia results in dynamic and dramatic game play.

Release Date: Sept. 29, 2010
Microsoft Points: 1200

Pinball FX™ 2

With improved graphics and a host of new social competition platforms, Pinball FX™ 2 is back and better than ever!

Release Date: Oct. 13, 2010
Microsoft Points: FREE

Comic Jumper

Jump between four unique comic book art styles in Comic Jumper. Failed superhero Captain Smiley is rescued by Comic Jumping technology allowing him and his "chestkick" Star, to save misguided plotlines.

Release Date: Oct. 6, 2010
Microsoft Points: 1200

Super Meat Boy

Relive the old school difficulty of classic retro platformers in Super Meat Boy. Play, as an animated cube of meat who's trying to save his girlfriend, Bandage Girl, from his nemesis Dr. Fetus.

Release Date: Oct 20, 2010
Microsoft Points: 1200

Join XBLA at PAX

Demo all four GAME FEAST titles and more at the **Xbox LIVE Booth, #670** including Hydrophobia™, Comic Jumper, Super Meat Boy, Pinball FX™ 2, ilomilo, A World of Keflings and Raskulls.

Be sure to track down a GAME FEAST t-shirt at the show!





Hydrophobia™

Platform: Xbox LIVE® Arcade

Genre: Action

Publisher: Microsoft Game Studios

Developer: Dark Energy Digital

Release Date: Sept. 29, 2010

ESRB: M - Blood, Language, Violence

Microsoft Points: 1200

Game Description

Set in the near future when the world has become massively over-populated, Hydrophobia takes place aboard the “Queen of the World”, a city sized ship sailing the globe as home to the wealthy elite escaping the chaos of the outside world.

An epic backstory reveals the rise of Neo-Malthusian terrorists, who are intent on controlling the world population. The great vessel is attacked, and as systems engineer Kate Wilson, you must use every tool at your disposal to survive and escape the flooding lower decks.

Hydrophobia is powered by the revolutionary HydroEngine™, the world’s first true fluid dynamics game engine, which models flowing water to behave realistically, resulting in dynamic and dramatic gameplay.

Game Features

- Unique “flow combat” delivers incredible immersive gameplay.
- Unleash floating oil fires, electricity, and the power of the water to wipe out enemies.
- Engage the enemy above and below the waves seamlessly.
- Utilize Kate’s flexy-screen MAVI (Mobile Automated Visual Interface) to outwit the dynamic AI.

About the Developer

Dark Energy Digital is a developer and publisher of videogame software renown for innovative and ground-breaking technological advancements.

Hydrophobia has been developed using Dark Energy Digital’s own InfiniteWorlds™ game creation system, which uses custom procedural technology that allows for high quality experiences for a fraction of the usual downloadable file size. With groundbreaking technology like InfiniteWorlds and HydroEngine, Dark Energy Digital is revolutionizing the way downloadable games are made.

Hydrophobia



Backstory - The Great Population Flood

2051. The world has become consumed by the ever rising tide of the global population flood. Fertile land has been reclaimed by rising oceans and expanding deserts, resulting in famine and poverty on an unprecedented scale. Water is now mankind's most valuable resource, and conflict erupts wherever it flows.

A new political and ideological struggle has arisen. On one side are the Malthusians, who seek to control and reduce the global population. On the other the Cornucopians, who want to find a technological solution to feed it. As desperation turns to despair, extremists on both sides are emerging.

Only one bubble of the old capitalist world survives. The Queen of the World is the largest ship ever to grace the oceans, a colossal city at sea where the wealthy elite live in exile from the chaos which surrounds them. Onboard this stateless paradise the Five Founding Fathers set about pursuing their Cornucopian research unimpeded.



The contempt of the outside world is offset by NanoCell Corporation, one of the five, who promise to develop nano-technology to purify sea water at the molecular level and make the deserts bloom with the food of the world. But as they move closer to their goal, the bitterness of fanatical Malthusians grows.

The so called 'Neo Malthusians' timed their attack perfectly. 9.8 billion watched as they recast hope, as hatred. Their agenda was to commit global genocide; drowning the planet with blood as they slash the world's population to a mere half billion 'righteous souls.'

A prophecy they will soon find themselves in a position to fulfill.



"When the power of population becomes superior to the power of the earth to provide subsistence for man, premature death must in some shape or other visit the human race."

- Thomas Malthus, 1798

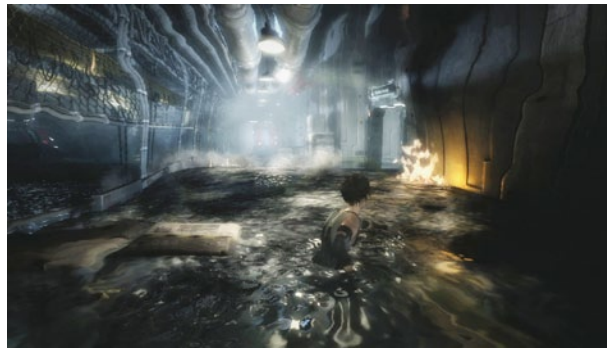
Hydrophobia



Gameplay Screenshots



Kate is a climber and much more comfortable balancing high above the waves, than swimming deep beneath them.



Objects move realistically by the water's flow.



Kate shoots a fuse box with a sonic round to electrocute a nearby Malthusian



Kate takes cover, scanning the area ahead for any potential danger.



Underwater combat is a key part of Hydrophobia. Rapid fire rounds tear through the waves at high speeds.

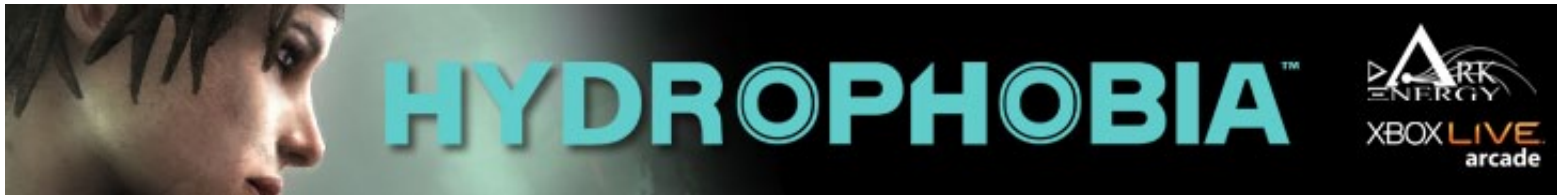


Kate's MAVI is an augmented reality device that gets upgraded throughout the game, to open doors, hack consoles, and access the CCTV network.

Hydrophobia



Web Banners



Hydrophobia



Logos



Game Logo



Developer Logo

Comic Jumper



Comic Jumper

Platform: Xbox LIVE® Arcade

Genre: Action

Publisher: Microsoft Game Studios

Developer: Twisted Pixel Games

Release Date: Oct. 6, 2010

ESRB: T - Cartoon Violence, Crude Humor, Language, Suggestive Themes

Microsoft Points: 1200

Game Description

Threatened with becoming just another failed superhero, Captain Smiley is rescued by the fine folks at Twisted Pixel who provide him with a base of operations and Comic Jumping technology allowing him—and his back-talking “chestkick” named Star—to leap into other comic books and save misguided plotlines, so that they may earn enough cash to catapult their superhero careers back into the limelight. From the creators of the award-winning titles Splosion Man and The Maw, Comic Jumper is the team’s most ambitious game yet.

About the Developer

Twisted Pixel is an independent studio that specializes in character-driven, original IP titles that shake up what games are all about. Formed in early 2006 by a passionate team of industry veterans armed with innovative ideas, Twisted Pixel focuses on memorable characters, creative gameplay, impressive presentation and how games can be made more accessible and distinctly more fun.

Game Features

A World of Comics

Jump between four totally unique comic book art styles in both 2-D and 3-D, encompassing over thirty characters. Play through eleven missions, eight challenge levels, and explore a decked-out operations base.

Unlockables

Discover character upgrades and countless “making of” bonuses on which to waste Captain Smiley’s hard-earned money.

Original Story

Play through the original story with Twisted Pixel’s trademark humor, written by award-winning writers Matthew Entin and Ed Kuehnel.

Freebies

Free premium dashboard theme, gamerpics and avatar accessories. And, check out the all new **free unlockable Splosion Man single-player and multiplayer levels!**



A World of Comics - Modern / Fantasy



MODERN

Adventures of Captain Smiley Volume 23

Who needs quality plot, well-developed characters, or originality when you've got has-been villains, one-liners, and stuff blowing up? Well, maybe a comic needs it, since the initial run of the *Adventures of Captain Smiley* sold even less copies than Smiley's mom promised she would buy. Undaunted by public reception, the Captain has blamed his comic's failure on its shoddy sets, poor writing, and his lack of creative control. His 'chestkick' Star blamed the comic's failure on the Captain being a big pile of suck.



FANTASY

Nanoc the Oblivator Volumes 285 - 287

One of the greatest triumphs of the Fantasy genre, Nanoc the Oblivator ruled the comic world in the mid-70s. Modern day parent groups can't decide whether to be more offended by the rampant violence or the scantily-clad concubines draping themselves across the pages. Both sound pretty damn good to us. Nanoc's series abruptly ended when a mysterious stranger introduced the hero to junk food, and Nanoc has since locked himself in his throne room with forty-seven honey-cured hams and assorted nacho cheese snacks.



A World of Comics - Silver Age / Manga



SILVER AGE

Improbable Paper Pals Volumes 77-79

Unencumbered by modern standards of political correctness, the *Improbable Paper Pals* intermix sickly sweet gee-golly sentiment with levels of chauvinism and offensive stereotyping considered unprintable by today's standards. Ah, the glorious days of the late 50s, when men were men, women were in their place, and it was your patriotic duty to hate every culture but your own.



MANGA

Cutie Cutie Kid Cupids Volumes 10-12

Manga, once the laughingstock of the comic community. How do you get a good comic from a place that hasn't invented color yet and doesn't even know the right way to turn pages in a book? But something about those schoolgirls and annoying catch tunes caught fire with the ever-expanding lonely geek market. And when that money started pouring in, it was *konnichiwa, baby*.



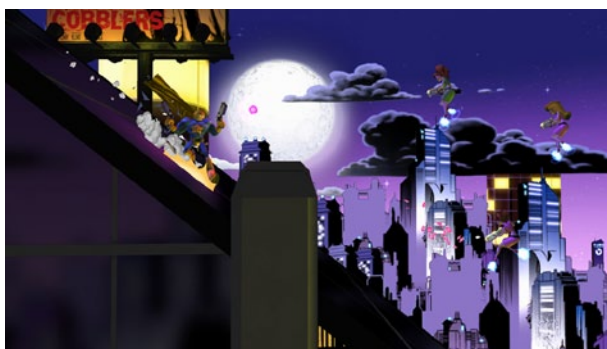
Comic Jumper



Screenshots



Battle your way through eleven comic books, panel and page by page.



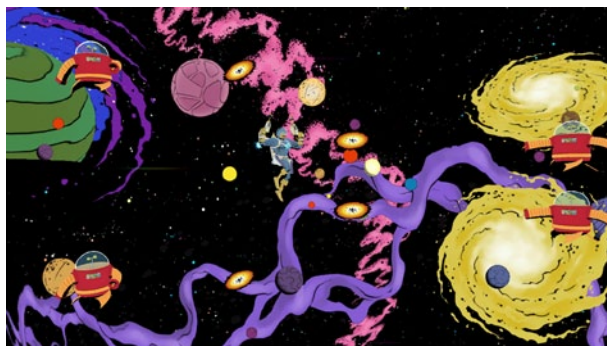
Experience varying styles of gameplay and learn how to surf down the side of a building on the back of a Brad-Bot!



Interact with over 40 characters in cut scenes written and voiced by award-winning writers and actors.



Master the transitions from 2D gameplay to 3D and more!



Visit the silver age of comics and travel through space and time!



Visit the manga genre of comics and try to decipher its strangeness.

Comic Jumper



Web Banners



Comic Jumper



Logos



Game Logo



Developer Logo



Pinball FX™ 2

Platform: Xbox LIVE® Arcade

Genre: Arcade

Publisher: Microsoft Game Studios

Developer: Zen Studios

Release Date: Oct. 13, 2010

ESRB: E - Everyone

Microsoft Points: FREE - Four new tables to demo and purchase.

Game Description

Pinball FX is back, and it's better than ever! Pinball FX 2 offers improved graphics and a host of new features for novices and experts alike such as: a new state-of-the-art physics model that surpasses anything available so far, Operators Menu with custom settings and advanced play info, automatic in-game challenges against your friends, and split-screen local multiplayer mode - a first in video pinball history!

Pinball FX 2 is a free download with four new tables to demo and purchase. The first announced table is Pasha. Players can explore the fabulous world of ancient Persian legends, where a new adventure awaits beyond every sand dune.

Full backward compatibility - play all Pinball FX tables within Pinball FX 2!

Game Features

New social competition platform

Superscore - Performance across all tables
Allows gamers to track their all time play records and compare to the rest of the Pinball FX 2 community.

Pinball Wizard - Your Superscore plus your friend's Superscores
Allows gamers to pull together and unite in an effort to rule the Pinball FX 2 community.

- Worldwide scoreboard
- Friends scoreboard
- Hot Seat Multiplayer (local only)
- Split Screen Multiplayer (local only, first time ever for a pinball game)
- Simultaneous online Multiplayer competition

About the Developer

Zen Studios is a global producer and digital publisher of interactive entertainment software for all leading game platforms including Xbox 360®. The company is headquartered in Budapest, Hungary with representative offices in Canada. ZEN Studios has worked with some of the largest intellectual properties in the videogame industry, including Capcom's Street Fighter and Marvel Comics' The Punisher. ZEN's Pinball FX franchise on Xbox LIVE Arcade is one of the most popular titles on the platform.

Pasha Pinball Table - Explore the fabulous world of ancient Persian legends, where a new adventure awaits beyond every sand dune.



Screenshots - Pasha Table



Pasha is a Arabian Nights-influenced table with adventures packed into every corner.



Rich, detailed, and colorful artwork brings this exotic theme to life.



The worn, dusty lamp for sale here might be more than it seems...



Collect priceless artifacts and hide them from rapacious thieves in a frenzied multiball mode.



Some missions trigger dramatic changes to the table's appearance and layout.

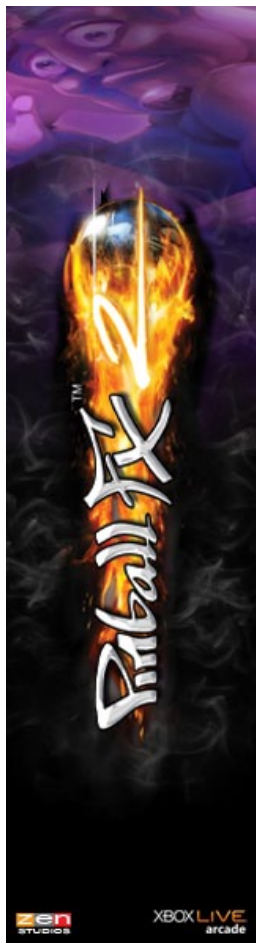


Seven different camera options let you get as close or as far from the action as you prefer.

Pinball FX™ 2



Web Banners



Pinball FX™ 2



Logos



Game Logo



Developer Logo



Pinball Table Logo

Super Meat Boy



ARCADE



Super Meat Boy

Platform: Xbox LIVE® Arcade

Genre: Platform

Publisher: Microsoft Game Studios

Developer: Team Meat

Release Date: Oct 20, 2010

ESRB: RP

Microsoft Points: 1200

Game Description

Super Meat Boy is a tough-as-nails platformer where you play as an animated cube of meat who's trying to save his girlfriend (who happens to be made of bandages) from an evil tux wearing fetus who lives in a jar.

Leap from walls, jump over seas of buzz saws, and run through crumbling caves and pools of old needles. Super Meat Boy relives the old school difficulty of classic retro platformers and streamlines it down to the essentials, no BS, just straight-forward twitch reflex platforming, and all while sacrificing his own well-being to save his damsel in distress.

Game Features

Classic Platforming

It's classic platform gaming with epic boss fights and old school gameplay.

Lots of Gameplay

Take on Story Mode, featuring over 300 levels and spanning across more than five chapters. Jump into warp zones that take you into other games. It's a story so moving that you will cry yourself to sleep for the rest of your life.

Unlockables

Collect medals and bandages, and find over 15 unlockable and playable characters from popular indie game titles including Braid, Bit, Trip, Gish, and Alien Hominid.

About the Developer

Team Meat

Edmund McMillen

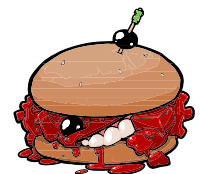
Long ago Edmund was a child, as said child Edmund would wander the fields in search of his father, always coming home fatherless. One day when Edmund was 7 he found his father living in a soda can under his front porch.

For months Edmund and his father would run through the fields in search of bottle caps and beer that his dad called "daddy fuel". Unsure of his father's motives Edmund decided it was best to put him back in the soda can and move on without him, that was until he was informed that the man calling himself dad was an imposer who was actually a small dead stink bug.

This profound realization caused Edmund to become a alcoholic recluse hell bent on making a game called Super Meat Boy.

Tommy Refenes

Tommy is a programmer, probably the best ever. He is the one and only programmer for Super Meat Boy. He travels the world searching for other programmers to kill and absorb their powers, but so far he's only killed the homeless people outside of the Taco Bell up the road. Also he likes orange.



Super Meat Boy



Gameplay Screenshots



Dr. Fetus is clearly a villain.



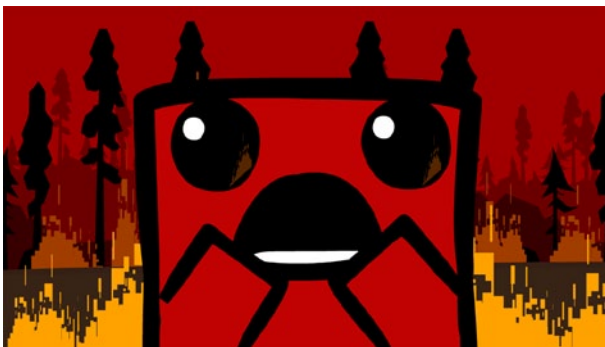
Meat Boy enters the Salt Factory.



Meet Brownie!



First use of Lava in a video game.



Meat Boy plays with matches.

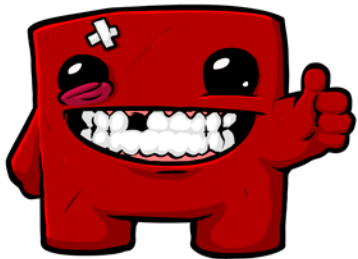


C.H.A.D. (the boss of chapter 2) enjoying his monthly bath.

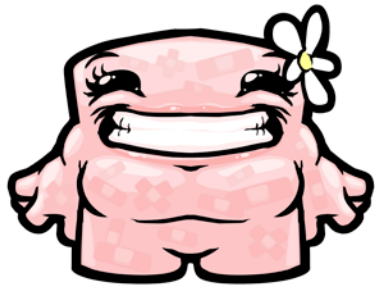
Super Meat Boy



The Cast!



Meat Boy is a boy made of raw meat who leaves a trail of blood wherever he goes (he never gets lost). Meat Boy is a man's man, a true hero for the youth of today. He's like the little engine that could, Obama and Jesus wrapped into one, he's that awesome. He also has a symbiotic relationship with his lady love, Bandage Girl.



99% of **Bandage Girl's** body is made up of bandages, not gross used ones, clean fresh ones. What makes up the remaining 1% of her body is still unknown, but we are pretty sure it's wicked and dark. I mean look at her...you know there's a bit of crazy hidden in there somewhere...Anyway she's a women's libber who "Don't take no crap." Sadly though, she has a paralyzing fear of fetuses.



Dr. Fetus is an ass, a pretentious jerk if you will. In fact we aren't even sure if he's legally a doctor, rumor has it he just calls himself Doc to impress the ladies. Either way he isn't to be trusted, I've heard he kicks the elderly and voted yes on Prop 8. Oh he's also a fetus in a jar wearing a suit and monocle.



On his journey Meat Boy will run into fellow "Indie" characters, and even find himself inside their games by using secret "Warp Zones." So far we have only announced **Tim** (from Braid), **Alien Hominid**, **Commander Video**, **Gish** and **Flywrench**, but there are over 15 unlockable characters in the lineup, ranging from the "oh duh that was obvious" to the "who the hell's that?".

All Indie characters will be playable in the main game. Each Indie will not only handle differently than Meat Boy but also have their own special abilities, like floating, sticking and rewinding time!

Super Meat Boy



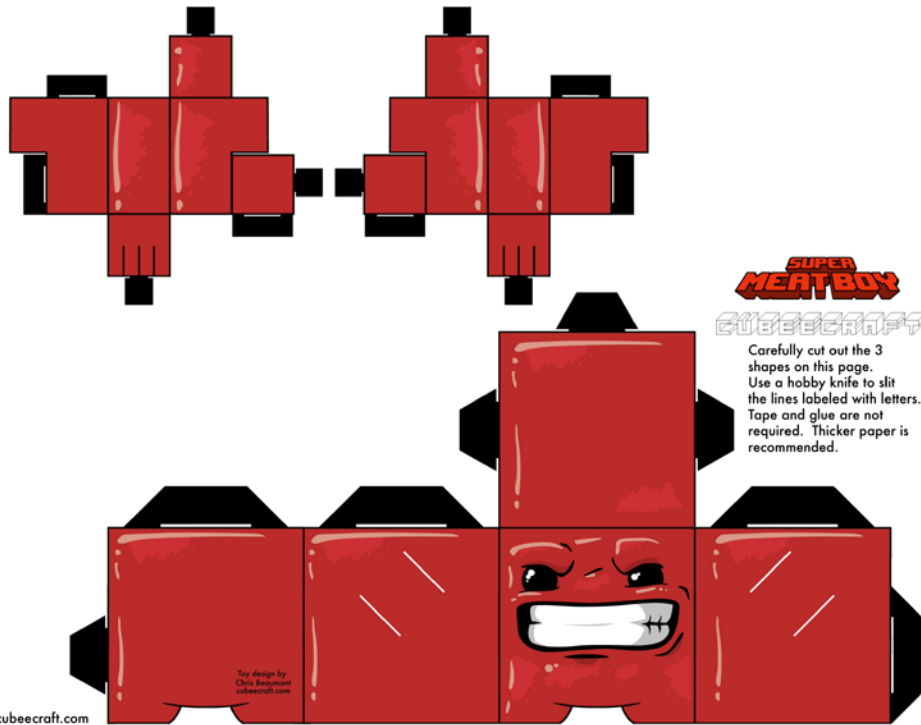
Web Banners



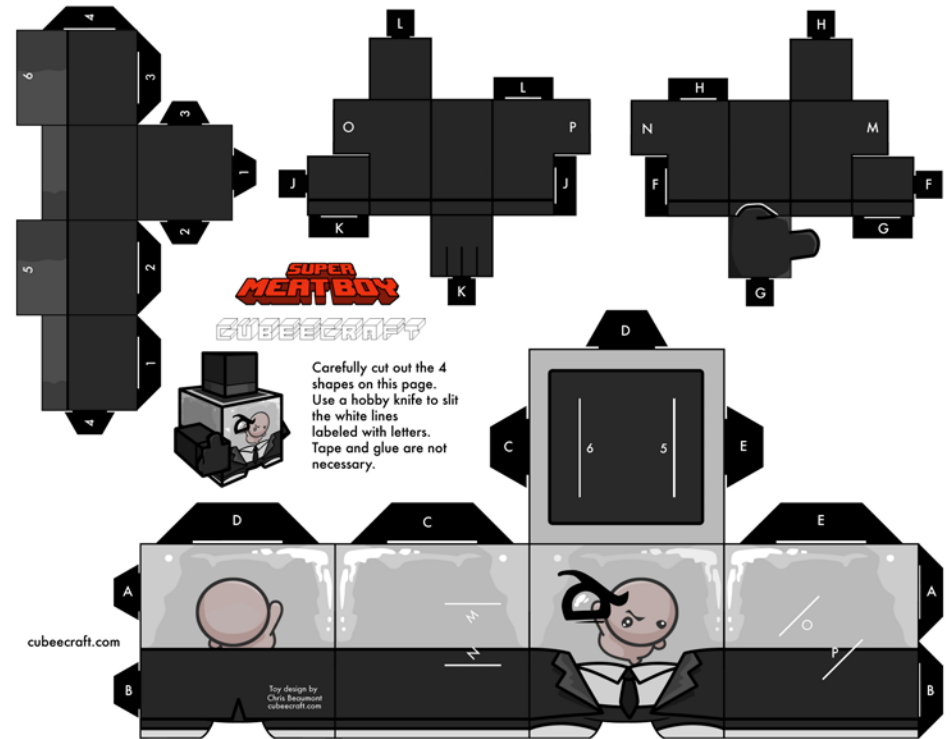
Super Meat Boy



Fun Stuff



Meat Boy Cube



Dr. Fetus Cube

Super Meat Boy



Logos



Game Logo



Developer Logo

