



Fact Sheet

Developer: Household Games Inc.
Publisher: Household Games Inc.
Release Date: March 6, 2018 PS4/Steam
March 7, 2018 Xbox One
April 11, 2019 Nintendo Switch
Web: www.wayofthepassivefist.com

Way of the Passive Fist comes to Nintendo Switch on April 11, 2019!

Featuring all of the content from **New Dawn** and introducing new features like a training mode, **Way of the Passive Fist** is bigger and better than ever before.

New Dawn is a HUGE and FREE update to **Way of the Passive Fist** that includes new ways to play and improvements all around. With new modes to test your skill, there's never been a better time to get your parry on!

NEW Epilogue Campaign "New Dawn" with 5 new Stages
NEW Rogue-lite Survival Mode "Passiverse" with randomized progression
REVAMPED Story Mode with improved pacing and difficulty curve

There's also new music, enemies and finely tuned updates to all combat mechanics. It truly is the best version of **Way of the Passive Fist** yet!



Way of the Passive Fist is an action title created in the spirit of the great licensed arcade brawlers of the 90's. Players take on the role of the mysterious Wanderer, a figure who walks alone in the wastes of planet Zircon V, and distant mining planet that orbits a volatile star. By employing parries, deflections and dodges, the Wanderer's enemies tire themselves with their furious, unrelenting strikes and fall one by one. A cool head and a keen eye are the tools needed to defeat your foes and survive in this world ruled by raiders, mad scientists and fanatical sun worshippers.



About Household Games Inc.

Founded by industry veteran Jason Canam, Household Games Inc. develops games that leverage unique mechanics to provide new ways to play for the core gaming market. Based in Toronto, Canada, Household Games has been described as [forward-thinking](#) and works as part of the city's prominent game development community to create high-quality original IP for consoles and PC.

Way of the Passive Fist Development Team

- [Jason Canam](#) – Game Director
- [Jeff Giffen](#) – Technical Director
- [Gavin McCarthy](#) – Art Director
- [Ben Thomas](#) – Concept Artist
- [Rosemary "Dayna" Brennan](#) – Lead Animator
- [Jeff "TopSpinTheFuzzy" LeDrew](#) – Animator
- [Orie Falconer](#) – Composer / Sound Designer
- [Bridgid McNulty](#) – Business Manager
- [Clint "Halfcoordinated" Lexa](#) – Accessibility & Design Consultant

