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Guide to the Studio Gigante Records, 2000-2005

— 122.1282

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English

Describing Archives: A Content Standard

Brian Sutton-Smith Library and Archives of Play at The Strong

The Strong

One Manhattan Square

Rochester, NY 14607

library@museumofplay.org

URL: <https://www.museumofplay.org/collections/brian-sutton-smith-library-archives-of-play/>

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Summary Information

Repository:	Brian Sutton-Smith Library and Archives of Play at The Strong
Title:	Studio Gigante records
ID:	122.1282
Date [inclusive]:	2000-2005
Physical Description:	0.2 Linear Feet (1 document box)
Language of the Material:	English
Mixed Materials [box]:	1
Abstract:	The Studio Gigante records document game development and conceptualization for fighting games released by Studio Gigante, including <i>Tao Feng: Fist of the Lotus</i> (2003), as well as unpublished games including "Tao Feng 2", "Fight Club", and "People Fighter." The records consist of correspondence, design documents, development milestones, graphic materials, notes, proposals, scripts, and more. The materials date from 2000 to 2005.

Preferred Citation

Studio Gigante records, Brian Sutton-Smith Library and Archives of Play at The Strong.

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Historical Note

Studio Gigante was a video game developer established in 2000 by John Tobias, Dave Michicich, and Joshua Tsui. The company's founders previously worked as developers on Midway's *Mortal Kombat* fighting game series.

Studio Gigante released two games exclusive to the Xbox home video game console, *Tao Feng: Fist of the Lotus* in 2003, and *WWE WrestleMania 21* in 2005. The company was developing several other fighting game prototypes which were unpublished when it closed down in 2005.

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Collection Scope and Content Note

The Studio Gigante records document game development and conceptualization for fighting games released by Studio Gigante, including *Tao Feng: Fist of the Lotus* (2003), as well as unpublished games including "Tao Feng 2", "Fight Club", and "People Fighter." The records consist of correspondence, design documents, development milestones, graphic materials, notes, proposals, scripts, and more.

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System of Arrangement

The materials are arranged chronologically by project.

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Administrative Information

Publication Statement

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Conditions Governing Access

The Studio Gigante records are open for research use by staff of The Strong and users of its library and archive.

Conditions Governing Use

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Immediate Source of Acquisition

The records were donated to The Strong as a gift of Joshua Tsui and accessioned in March, 2022, under object ID 122.1282.

Processed by

Laura Boland, October 2024.

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Controlled Access Headings

- Video games
- Game design and development
- Video game designers
- Xbox (Video game console)
- Video games -- Design
- Video games -- Development
- Studio Gigante

Collection Inventory

Title/Description	Instances	
"Fighter X" game development, 2000	box 1	folder 1
<i>Tao Feng: Fist of the Lotus</i> quest mode scripts, 2002 November 8	box 1	folder 2
Tao Feng Metro China location artwork, undated	box 1	folder 3
"Fight Club: A Game Treatment", 2002 September	box 1	folder 4
"Fight Club" game proposal, 2002	box 1	folder 5
"Fight Club" game development notes, undated	box 1	folder 6
"Tao Feng 2" preliminary concepts, 2003	box 1	folder 7

"Tao Feng 2" game development documents, 2004-2005	box 1	folder 8
"People Fighter" PSP concept development, 2005	box 1	folder 9