

## **Human controlled by a biological terminal?**

Sounds like another ‘Matrix’ sequel, but it is a new generation of Internet games.

Players fight against each other not with joysticks, but with their minds. A device connected to the fingers, deciphers the player’s physiological parameters and sends them to the server. Your thoughts have a key influence on your avatar and the course of the whole game. This will be a real-time game, in which one can compete with people from all over the world.

The game is based on biofeedback principle, first worked out in NASA laboratories. At that time, biofeedback was applied in medicine, then in psychology and psychotherapy. Recently it enjoys a comeback as a tool for psychological sportsmen training and, in home version, as a popular method for brain improvement.

There have been some PC games, thanks to which the player, through the course of play, acquires the skills of focus, motivation or relaxation. The first available online biofeedback game is [mindmower.com](http://mindmower.com).

The game sets off at the beginning of 2008. As from the 25th December this year, you can join the beta-testers. For details check [www.mindmower.com](http://www.mindmower.com).

## **Connect your body to the net. Feel others connected.**

Only recently it was hard to imagine a game, in which people compete only with their minds. Today, you can play it.

At the end of this year Mindmower sets off. The first biological Internet game. Your body gets connected to the game. Your thoughts have a key influence on your avatar and the course of the whole play. You can compete in real time with players from the entire world.

The first beta tests of Mindmower start on the 25th December. The go live is planned for the beginning of 2008. The game will be available under [www.mindmower.com](http://www.mindmower.com).