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By Florin Panaitescu, Gadgets Editor

Robonica Starting to Pioneer Consumer Robot Entertaining For children, that is

You know that Show on Discovery, Robot Wars? I have always liked it, since it combines technology and scrapheap challenge in one nice program. Now, the nice people at Robonica are pioneering a new robotic gaming category that will take the entertainment robotic market to the next level.

Roboni-i Action Games is part of their vision that would expand that market branch, and is the first in a series of products that should bring out the best of advanced robots, interactive software and Internet communities.

Roboni-i is a fully programmable robot vehicle, sporting 16 sensors, that will pioneer the fusion between interactive gameplay and real-world robotics - making all of this a novel combination with instant mass appeal that will elevate robotic entertainment to a new dimension.

Control the intelligent two-wheeled robot, Roboni-i, with game accessories and six action games included. You can also program the robot or design new games yourselves to help build-up the online community that you can join, play online games or scheduled matches.

The little robot is controlled through an advanced PC-based command center software and it is even customizable through the range of accessories mentioned above.

Roboni-i action games are targeted at ages 10+ and offer unparalleled entertainment and challenging play experience that will get children hooked and keep them entertained for a while, until the next craze breaks the market, but the period of hooking will last a little longer as a release date is not known as of yet for the Roboni-i Action games.

Even though already stating what the starter pack will contain and a lot more about it, there is no pricing quoted yet, but I am pretty sure it will cost a whole lot, tag for which they don't even include the batteries.