Written by Marco Attard 14 August 2013

Gamers unable to decide between play and getting some ever-so-healthy exercise might not need to choose any more-- with the Virtuix Omni one can control games by simply running on the spot!



Designed primarily for use with the <u>Oculus Rift</u> virtual reality headset (even if it still works with "any [PC] game or app that uses keyboard input"), the Omni is a bit of a beast. It is 1.2m tall, weighs 50kg and allows for 360-degree movement complete with walking, running, jumping and crouching through special motion-tracking shoes.

The package also includes a harness, no doubt for safety reasons. After all, the last thing one wants while running and gunning is to trip over!

The Omni, like the Rift, is another Kickstarter success story, making \$1.1 million worth of pledges during the campaign. Current preorders run in two flavours-- a single pack (includes everything bar an Oculus Rift, costs \$500) and a "Dual Pack" featuring double of everything, with shipments set for March 2014 delivery.

Running around on the spot while playing games was something of a hit at E3 2013, but will regular customers go for it? We will judge whether it represents the future of gaming once it hits the general market...

Go Virtuix Omni

## **Preorders Open for Gaming Treadmill**

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Watch Virtuix Omni in Action