



The Siberian Tiger: A camper that snarls on the outside and purrs on the inside



"Tin whiskers" could triple the capacity of lithium-ion batteries
Reaction system promises versatile, cost effective emergency housing



Apple announces iOS 6



Milkmaid smart jug texts you when the milk goes bad



[MORE TOP STORIES »](#)

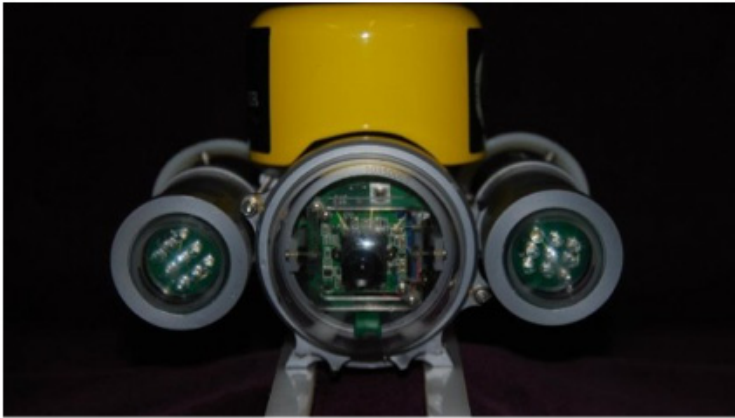
GAMES

Dive Commander lets you control a real sub via the internet

By Ben Coxworth
08:00 June 12, 2012

5 Pictures

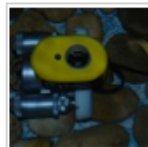
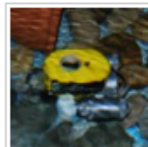
- 0
- Like
- 1
- Tweet
- 0
- 1
- Submit
- 0
- Pin it



The mini-submarine used in Dive Commander

[Image Gallery \(5 images\)](#)

First-person video games are all very well and good, but there's no getting around the fact that the person/vehicle that you're controlling *doesn't really exist*. If that sort of thing bugs you, then you might like Dive Commander – it's a web-based game, in which you control an actual, physical mini-submarine via your computer.



→
View
all
→

Dive Commander is the creation of Idaho-based tech firm Reach-In, formerly known as AprioriControl. The company previously brought us [iPet Companion](#), a system in which users can play with dogs and cats at animal shelters in real time, via remote-control toys and a live video feed. A [home version](#) of the system is also available.

In the new game, players view live video from a camera mounted inside a tethered mini submarine, which is itself located inside a tank of water decorated with rocks, gravel, plant pots, and other items. Using the interface controls on the Dive Commander website, users can turn on the sub's external lights, then move it up, down, forward, backward, left or right. Controlling it does take some practice, as it has a tendency to keep drifting after the controls are released – that's part of the fun, though.

Recent popular articles in Games



Stunning "Agni's Philosophy" tech demo shows the future of Final Fantasy



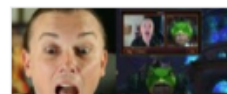
The Biggest Surprises of E3 2012



Wii U specs list revealed



Sony patent could see games interrupted by compulsory ads



Sections

- [Aero Gizmo](#)
- [Architecture](#)
- [Around The Home](#)
- [Automotive](#)
- [Baby Gizmo](#)
- [Childsplay](#)
- [Digital Cameras](#)
- [ecoGizmo](#)
- [Electronics](#)
- [Games](#)
- [Good Thinking](#)
- [Health and Wellbeing](#)



Instead of just aimlessly bumping around the tank, players are tasked with looking for clues that they can use to answer four questions surrounding the sinking of a fictitious ship. Each player gets a two-minute block of playing time, after which they have to rejoin the queue. A second player can join in while another is piloting the sub, however, causing disruptions such as bubble streams and flashing strobe lights, to make the sub pilot's job more difficult.

Right now, the game can be played free of charge. In a future pay-to-play version, however, correct answers to the questions will result in free minutes of subsequent game play. Down the road, Reach-In hopes that the game could be used by public aquariums to raise funds and increase awareness of the facilities' programs, thereby boosting donations and sponsorships – much as iPet Companion has done for animal shelters.

Source: [Dive Commander/Reach-In](#)

Ads by Google

Kmart® Official Site - www.kmart.com/Electronics

Get the Products You Love at Prices You Deserve. Shop at Kmart® Today!

About the Author

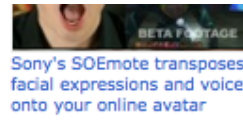


Ben Coxworth

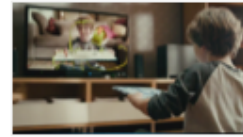
An experienced freelance writer, videographer and television producer, Ben's interest in all forms of innovation is particularly fanatical when it comes to human-powered transportation, film-making gear, environmentally-friendly technologies and anything that's designed to go underwater. He lives in Edmonton, Alberta, where he spends a lot of time going over the handlebars of his mountain bike, hanging out in off-leash parks, and wishing the Pacific Ocean wasn't so far away.

Tags

» [aquarium](#) » [Games](#) » [Submarine](#) » [Underwater](#)



Sony's SOEmote transposes facial expressions and voice onto your online avatar



Sony unveils Wonderbook Augmented Reality device for PlayStation at E3



Samsung unveils Samsung Cloud Gaming on Smart TVs with Gaikai



Nintendo unveils the Wii U Pro controller

- [Reach-In and Wandering](#)
- [Holiday Destinations](#)
- [Home Entertainment](#)
- [Inventors and Remarkable People](#)
- [Laptops](#)
- [Military](#)
- [Mobile Technology](#)
- [Motorcycles](#)
- [Music](#)
- [On the Water](#)
- [Outdoors](#)
- [Personal Computing](#)
- [Pet Gizmos](#)
- [Podcasts](#)
- [Research Watch](#)
- [Robotics](#)
- [Science and Education](#)
- [Sports](#)
- [Spy Gear](#)
- [Telecommunications](#)
- [Urban Transport](#)
- [Wearable Electronics](#)