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# MULTITOUCH ++

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MONDAY, JUNE 8, 2009

## R.U.S.E. Video Game on Intuiface Multi-Touch Table

R.U.S.E. E3 2009 live demo

★★★★



You might remember back in March of this year a post about Ubisoft's promotional video of a Real Time Strategy Game on a Multi-touch Table, called R.U.S.E.

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While that was simply a promotional video, last week Ubisoft announced and demonstrated a real implementation of their new game R.U.S.E. on an Intuiface a multitouch table developed by Inutilab ( I blogged about Intuiface back in January). A lot of the mainstream press is saying that R.U.S.E. is implemented on a Microsoft Surface table which is wrong, but easy to understand. the Intuiface table demonstrated at E3 look a lot like a Microsoft Surface table.

There is a pretty cool video (see above) showing someone playing R.U.S.E. on the Intuiface table and there are introductory videos (Part 1 and Part 2 ) to the game itself. It's great to see gaming come to a large multitouch tables even if the device is too expensive for the home market.

I firmly believe that the future of multitouch tables in the home is intimately connected to gaming, not to photo viewing or counter top kitchen cookbooks. Walking through a huge home entertainment store the other day I took note of the prices for pool tables, Foosball tables, and arcade-sized video machines which were priced around \$3,000.00 to \$4,000.00 on average and went as high as \$10,000.00 for a really beautiful pool table.

I think its likely that this luxury home game and entertainment market will be the first retail market for large multi-touch tables in the \$3,000.00 range. I suspect if Microsoft Surface had been priced around \$3,000.00 than a lot more people would have one in their home and that a small secondary market for Surface games would have emerged by now.

POSTED BY MULTITOUCH DESIGNER & DEVELOPER AT [10:49 AM](#) 