

# MAKING LIFE MORE FUN

## This 18-Year-Old Knows What You're Thinking

(NAPSA)—More than nine million units have been sold since it hit retail shelves. It has been translated into more than twenty-one languages. It was named the 2006 Toy of the Year by the Toy Industry Association. It even has its own house...

What is it, and how is it all possible?

It's 20Q and Robin Burgener is the mastermind behind the sophisticated, modern-day twist on the classic parlor game Twenty Questions.

20Q was created more than 18 years ago as an experiment in artificial intelligence, and lived on a floppy disk. Since then, it has evolved into an Internet-based game that learns from its opponents, assimilating the characteristics of the player's object and storing the information for future use in its knowledgebase. The "best" of that knowledgebase was compressed into an award-winning electronic pocket game.

The play pattern is simple: Think of something...anything... then answer a series of 20 quirky questions. 20Q's personality shines, offering taunting commentary as you play, such as *I'm thinking you can do better* or *You win...Just joking!* If 20Q reads your mind within twenty questions, it wins. If not, you win. But you shouldn't get your hopes up on stumping 20Q too often. Its accuracy is jaw-dropping, accurately guessing objects as common as a carrot and as exotic as a Komodo dragon.

The \$10 pocket game from Radica Games first amazed people in



### Can a handheld game really guess what you're thinking?

2004, and is still going strong in 2006, although today, 20Q is much more sophisticated. The newest themed versions, 20Q Rock and Pop and 20Q Sports, can guess songs, musicians and athletes. They make great gifts for kids of all ages, for eight-year-olds to their grandparents. For all-in-the-family fun, there's 20Q Challenge, featuring a large, floating LED array that displays the questions—and answers—for everyone to see. 20Q is also learning to read minds in 21 languages. Finally, for those who just can't seem to "20Q" enough, the game is available for cell phone download for play anytime, anywhere.

Outside of computers and other tech gadgetry, Robin's main interest is in finding new ways to relate other interests to computers and tech gadgetry. He's pleased to note (or likes to brag) that, so far, more than 44 million games have been played online at [www.20q.net](http://www.20q.net) and that 20Q now runs on a fiber-optic Internet connection, with one of the top 500 supercomputers in the world. In fact, 20Q has its own house! Finally, this 18-year-old got off the couch and got a job!