



## **BodySound Technologies, Inc. Introduces a \$6,000 Video Game Chair**

Minneapolis, MN (Marketwire - December 16, 2008) – [BodySound Technologies, Inc.](#), today introduces a high-end video game chair for the serious gamer who wants the best technology and the most comfortable seating. Experiential™ seating with BodySound technology is patent pending audio-touch technology built into ultra-comfortable, luxury seating. Users see, hear, and feel everything because they sit at its center.

This fusion of fine furniture with high-end audio technology places the user right in the center of the game, in style and comfort. “We developed BodySound technology for profound relaxation and to personalize the home theater experience, but we were blown away when we plugged an Xbox into a BodySound chair,” says Dan Cohen.

Every seat, whether a recliner or part of a larger seating arrangement, has a dedicated 7-channel amplifier with 200 MIPS of processing power. It drives each seat’s 7 speaker 5.1 surround system to provide private surround sound. The sound is crisp and clear, preserving every detail. The user hears everything without disturbing others. Every user can control the volume level, EQ wave shape, and balance settings for every speaker. Users can even steer the audio signal mix for each speaker.

The spine and seat drivers are strategically coupled to the steel frame to enhance the feeling experience. Because the sound and the seating are one and the same BodySound technology brings the game right to the user’s body. Users feel what they hear and see, making the game experience much more real.

The steel framing, independent recline and leg rest motors, and hi-resilient foam laminates create seating with uncompromised support, comfort, and versatility. Two big torsion springs allow the seat to float, adding even more comfort and the ability to rock. Italian leather wraps the technology and structural components in luxury. The seating was designed around the technology providing for easy installation and access to all of the technology components.

BodySound Technologies, Inc., based in Minneapolis is the developer of BodySound technology for use in [home theater](#), [gaming](#), and relaxation chairs and seating. Experiential seating provides personal surround sound and a personal feeling environment for entertainment and to produce profound [relaxation](#) and deeper states of [meditation](#).