LaserMaze – by LaserVenture

Overview

LaserMaze is a compact interactive game consisting of a number of laser beams (typically 12-24) that light in groups. Players have to negotiate the beams without breaking them. ***LaserMaze*** requires a minimum of floor space. A play area of as little as 2m by 4m can be used, while optimum results are obtained with a maze in the order of 4m wide and 6m long. ***LaserMaze*** can be used as a stand-alone game or as an integral part of a LaserVenture lasertag arena. A system may have up to 32 lasers.

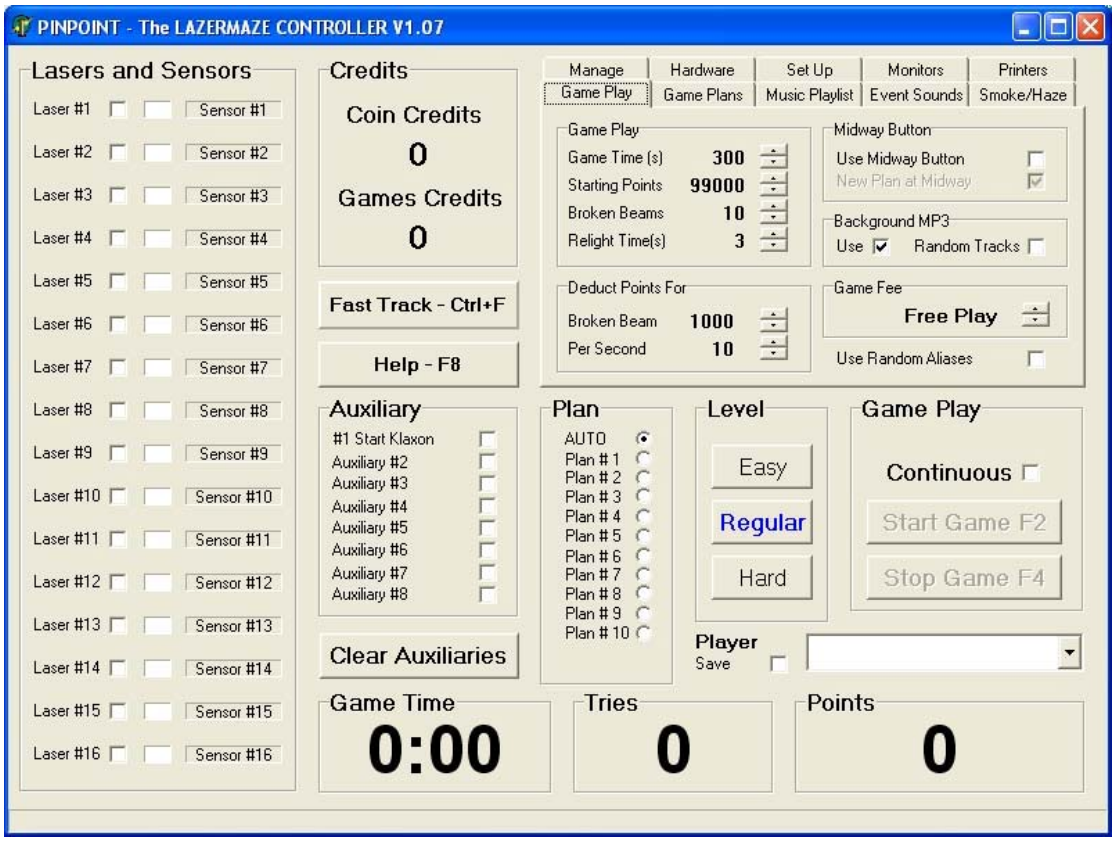
Note: The maze does not have to be rectangular. It can be any shape you wish and can be built into existing game scenarios, as per this example:

A ***LaserMaze*** system at the Summer Palace of the Crown Prince of Dubaii.

LaserMaze is extremely easy to install and can be up and running within an hour or two of unpacking the system.

PinPoint – The Control Program

This screenshot shows the main PinPoint screen. It is not normally used other than for setting up and testing. In this screen you can design your own gameplans (laser configurations) or you can let PinPoint do it for you. Ten gameplans are possible at each of the three skill levels, plus you can opt for ***Automatic*** gameplan generation.



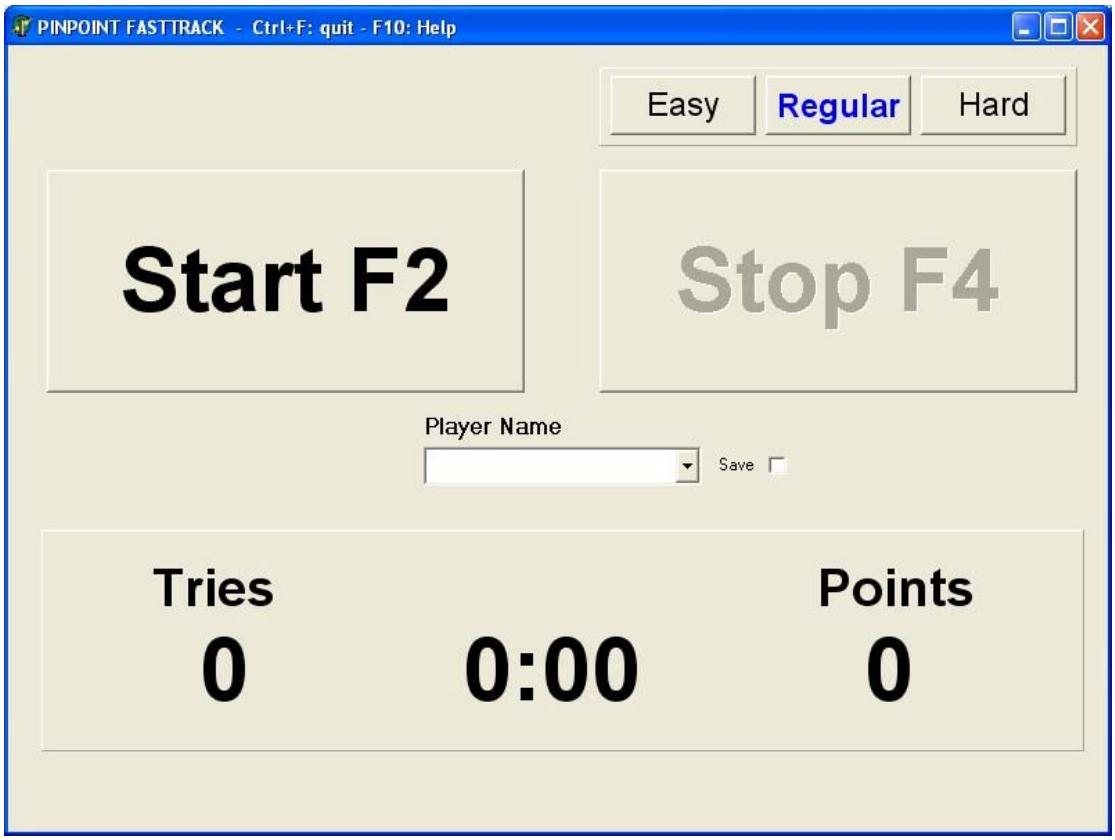
For day-to-day operation you will probably use the much simpler **FastTrack** mode of operation – see the **FastTrack** topic.

Operator Free - Coin-Slot Operation

LaserMaze can be operated as a stand-alone system, requiring no supervisory presence, if the coin-slot option is used. Game fees are fully programmable.

Fast Track Operation

Once set up, **LaserMaze** can be operated totally from external switches, but if you wish to operate via the PC, then **FastTrack** mode is the simplest option.



Bi-Directional Operation - Midway Button

LaserMaze can be operated as a 'straight-through' game – entrance at one end and exit at the far end, or can be set up to operate in bi-direction mode, with the player exiting where he/she entered.

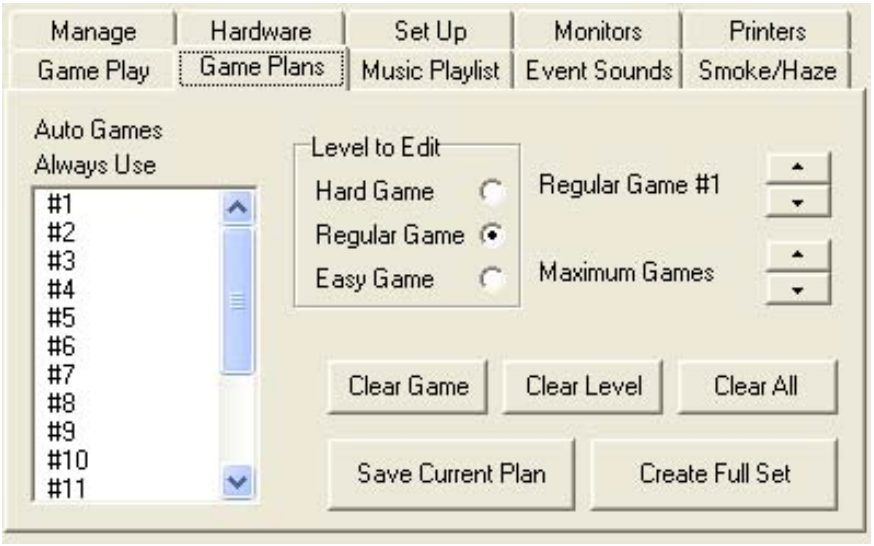
Player Entry

Player entry can be accomplished one of four ways.:

- Type in the player name
- Do nothing and the system will enter 'Player #xx'
- Select an Alias from the drop-down list
- Select **Random Aliases** for an automatic Alias Entr

Aliases are stored in a text file which you can edit at will. New aliases can be automatically saved when entering the player's alias.

Varying Beam Patterns – Game Plans



In normal operation the groups of beams vary from game to game so that players cannot 'learn' the maze. Varying skill levels allows more beams or fewer beams to be switched on in order to make the maze harder or easier to negotiate. You can manually create the **Game Plans** or let **Pinpoint** create them for you automatically.

You may also specify that certain beams are always used in the game. This is particularly useful if you want to clearly define the maze with some beams.

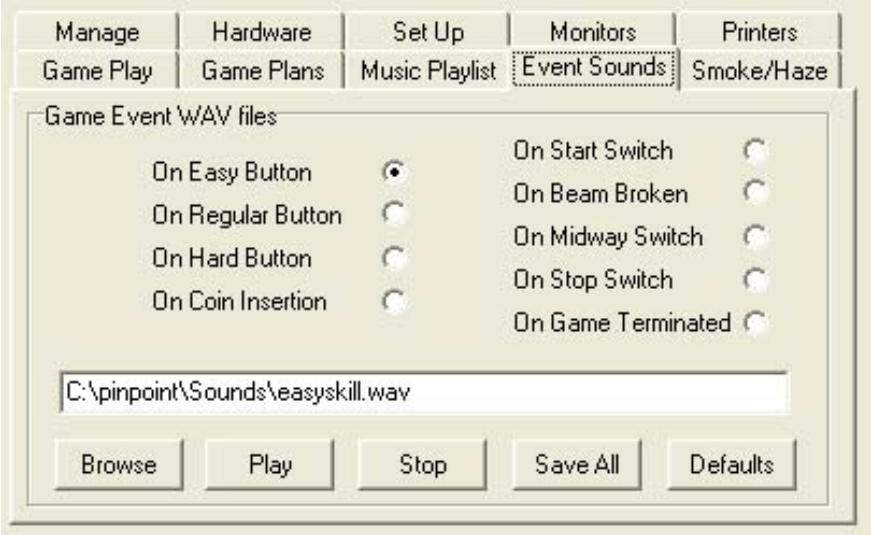
Skill Levels

LaserMaze can be operated at varying skill levels, in automatic (continuous) mode, or in manual mode using the ***PinPoint*** software provided. There are three Skill levels, Easy, Regular and Hard.

Players have a pre-programmed time in which to finish the game. They also are allotted a limited number of ***broken beams***.

The Skill Level can be set from the PC or via external push buttons.

Sound Effects

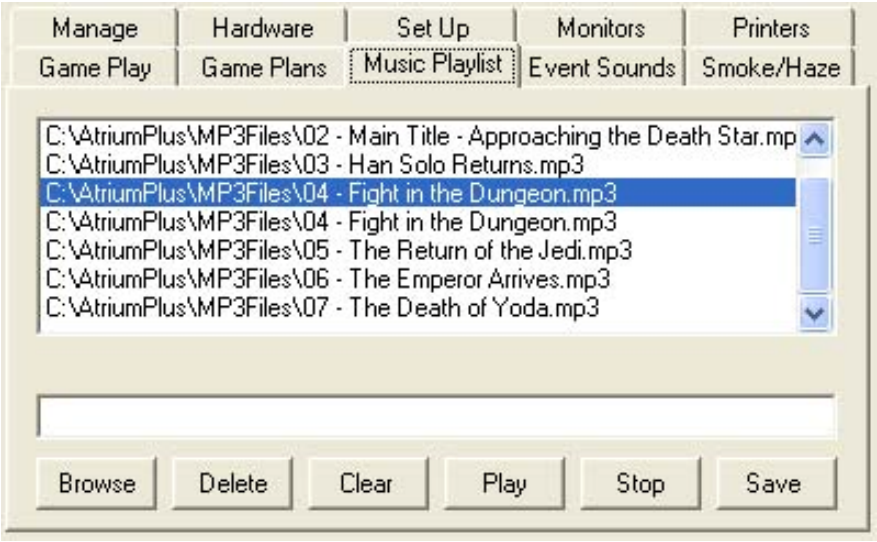


The system outputs sound effects on key events - Game Start, Broken Beam, Player Wins etc.

You can use sounds from the library supplied or sounds of your own choosing.

What sounds are used and where they used are all easily assigned in the ***PinPoint*** program.

Background Sound Track - Playlist



In addition to game events you can create and edit a playlist from which you can randomly select background tracks to play during a game.

The background track will be played throughout the game and will be interrupted by any game event sounds.

This feature uses standard MP3 files. The volume level is controlled by the PC mixer and outputs via the sound card.

Auxiliary Outputs

Eight auxiliary outputs can be controlled, allowing you to switch external equipment to coincide with game events such as game start, broken beam etc.

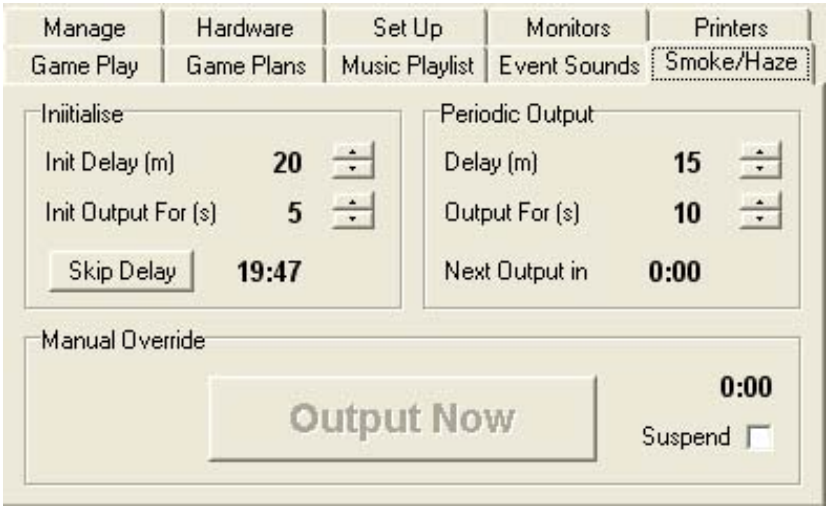
The ‘on’ times can be programmed, so you can operate lights, sirens etc.

There is also a ‘security’ auxiliary that enables you to secure the play area when the system is not being used.

Additionally, one of the auxiliaries may be configured to control a smoke/haze machine (see below).

All auxiliary outputs may also be manually controlled.

Smoke/Haze machine Control



A correct level of smoke or haze is essential so that the laser beams can be seen.

One auxiliary output provides for timed control of a smoke machine so that you can keep the play area smoked at the correct level, without continually having to make top-ups.

Dual Monitors

When a game finishes, the score is displayed in a separate window. Pinpoint allows for Dual Monitor operation so that you can display scores on a separate monitor.

Background Sound Track - Playlist

Installation

Assembly

Installation is quick and simple – a standard 14/16 laser fixed system can be in operation in as little as 2 hours. The laser and sensor modules are held in substantial ball jointed mounted plates.

The component parts of ***LaserMaze*** – Interface, Laser and Sensor modules, and RJ45 cabling

Game Results

At the end of each game the results are shown along with the five highest recent scores. You may also set the system up to repeat this information separately on a **remote score monitor**

Score Forms

Scoreforms can be printed automatically at the end of each game, or manually, at will.

Theming the Maze

How you theme your maze is up to you. The maze illustrated here is sited in a prehistoric jungle – the possibilities are only limited by your imagination.

Theme Graphics

If you wish, you can have ***PinPoint*** set a different theme for each game, displaying the ***Task*** for the next player on the monitor

Images like these will change for each game – there is an extensive library.

Safety

LaserMaze uses Class 3R lasers. These are of the order of power used by laser pointers. In the event of a broken beam, the laser in question is turned off right away. The system then waits a predetermined period before trying to relight the laser. Additional precautions, such as an electronic safety lock between PC and modules, ensure that the system is, as you would expect, totally safe. For more information please refer to our Risk Assessment PDF on our downloads page.

Servicing

LaserMaze has no parts that require regular maintenance. Other than keeping the system clean and in good physical condition, no other attention is needed.

Contact Details

LaserMaze is a ***LaserVenture*** leisure product, manufactured in England. We have more than forty years experience in the leisure industry and supply equipment all over the world.

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