# 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.

The LAZERMAZE COL	NTROLLER V1.07	
Laser #1       Sensor #1         Laser #2       Sensor #2         Laser #3       Sensor #3         Laser #4       Sensor #4	Credits Coin Credits 0 Games Credits 0	Manage     Hardware     Set Up     Monitors     Printers       Game Play     Game Plans     Music Playlist     Event Sounds     Smoke/Haze       Game Play     Game Play     Midway Button     Use Midway Button       Game Time (s)     300     +       Starting Points     99000     +       Broken Beams     10     +       Relight Time(s)     3     +
Laser #5 Sensor #5 Laser #6 Sensor #6 Laser #7 Sensor #7	Fast Track - Ctrl+F Help - F8	Deduct Points For     Game Fee       Broken Beam     1000       Per Second     10       Use Random Aliases
Laser #8       Sensor #8         Laser #9       Sensor #9         Laser #10       Sensor #10         Laser #11       Sensor #11         Laser #12       Sensor #12	Auxiliary #1 Start Klaxon Auxiliary #2 Auxiliary #3 Auxiliary #4 Auxiliary #5 Auxiliary #6 Auxiliary #7 Auxiliary #8	Plan     Level     Game Play       AUT0     €     Easy     Continuous □       Plan #1     €     Easy     Continuous □       Plan #2     €     Regular     Start Game F2       Plan #5     €     Hard     Stop Game F4
Laser #13 Sensor #13 Laser #14 Sensor #14 Laser #15 Sensor #15 Laser #16 Sensor #16	Clear Auxiliaries Game Time <b>0:00</b>	Plan # 9 C Plan # 10 C Player Save C Player Save C Points 0

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.

INPOINT FASTTRACK - Ctrl+F: quit - F10	): Help	
		Easy <b>Regular</b> Hard
Start F	2	Stop F4
	Player Name	▼ Save □
Tries 0	0:00	Points

#### **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**

Manage	Hardware	Set Up	Monitors	Printers
ame Play	Game Plans	Music Playlist	Event Sounds	Smoke/Haze
0) 0)	WAV files n Easy Button n Regular Button n Hard Button n Coin Insertion	• C C C	On Start Switch On Beam Broker On Midway Switc On Stop Switch On Game Termin	sh C C
C:\pinpoin	t\Sounds\easysk	ill.wav		
Browse	Play	Stop	Save All	Defaults

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**

Manage	Hardware	Set Up	Monitors	Printers
Game Play	Game Plans	Music Playlist	Event Sounds	Smoke/Haze
C: \AtriumPlu: C: \AtriumPlu C: \AtriumPlu: C: \AtriumPlu: C: \AtriumPlu	s\MP3Files\03 - s\MP3Files\04 - s\MP3Files\04 - s\MP3Files\05 - s\MP3Files\06 -	Main Title - App Han Solo Return Fight in the Dun Fight in the Dun The Return of th The Emperor An The Death of Yo	ns.mp3 geon.mp3 geon.mp3 neJedi.mp3 rives.mp3	ith Star.mp 🔨

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).

Auxiliary #	Time (S)
1 🗄	2 🗄
2 🛨	4 🗄
4 🛨	0 🛨
5 🛨	6 🛨
6 🛨	10 🛨
7 🛨	12 🛨
8 🛨	10 🛨
3 🛨	N/A
	1 ··· 2 ··· 4 ··· 5 ··· 6 ··· 7 ··· 8 ···

All auxiliary outputs may also be manually controlled.

#### Set Up Monitors Printers Manage Hardware Game Plans Music Playlist Event Sounds Smoke/Haze Game Play Iniitialise Periodic Output Init Delay (m) 20 Delay (m) 15 + 5 ÷ Init Output For (s) Output For (s) 10 Skip Delay Next Output in 0:00 19:47 Manual Override 0:00 **Output Now** Suspend |

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 topups.

### **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.

LaserVenture

### Smoke/Haze machine Control

# LaserVenture ——

### **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

LaserVenture

### **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** 

PINPOINT - The LAZERMAZE CONTROLLER V1.00		
Player 121 Finished in 0:09		
3 Beams Broken		
95910 Points		
Player 21	99000	
Player 48	99000	
Player 50	99000	
Player 64	99000	
Player 83	<b>99000</b> Click Panel or Delete Button to Close	

#### **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.



LaserVenture Hazelhurst Broad Oak Rye England TN31 6EU

# +44 1424 883411

sales@laserventure.com www.laserventure.com