

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.

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:



One of several shots of a **LaserMaze** system at the Summer Palace of the Crown Prince of Dubai.

Varying Beam Patterns

In normal operation the groups of beams vary from game to game so that players cannot 'learn' the maze. Varying skill levels allow more beams or fewer beams to be switched on in order to make the maze harder or easier to negotiate.

Skill Levels

LaserMaze can be operated at varying skill levels, in automatic (continuous) mode, or in manual mode using the **Labyrinth** software provided.

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

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 **Labyrinth** program.

Installation

Assembly

Installation is quick and simple – a standard 14 laser fixed system can be in operation in as little as 2 hours. The transportable version can be assembled and operational in less than 30 minutes. The laser and sensor modules are held in substantial ball jointed mounted plates that bolt either to the maze structure or to rigid aluminium extrusions supplied by www.alprofil.com.



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

Connection

The laser and sensor modules are daisy-chained together by standard RJ45 cables (supplied). Because the modules can be connected in any order or sequence, wiring is not only quick, but requires no skill or prior knowledge. The computer end of the daisy chain plugs into an Interface (grey box in above picture), the Interface being the link between the PC and the rest of the system.

Auxiliary Outputs

The system also includes optional external **Start/Stop** buttons and up to eight **Auxiliary outputs** which can be used to switch special effects.

These outputs can be programmed to operate at different stages of the game. The period that the devices are active for can also be varied.

Association

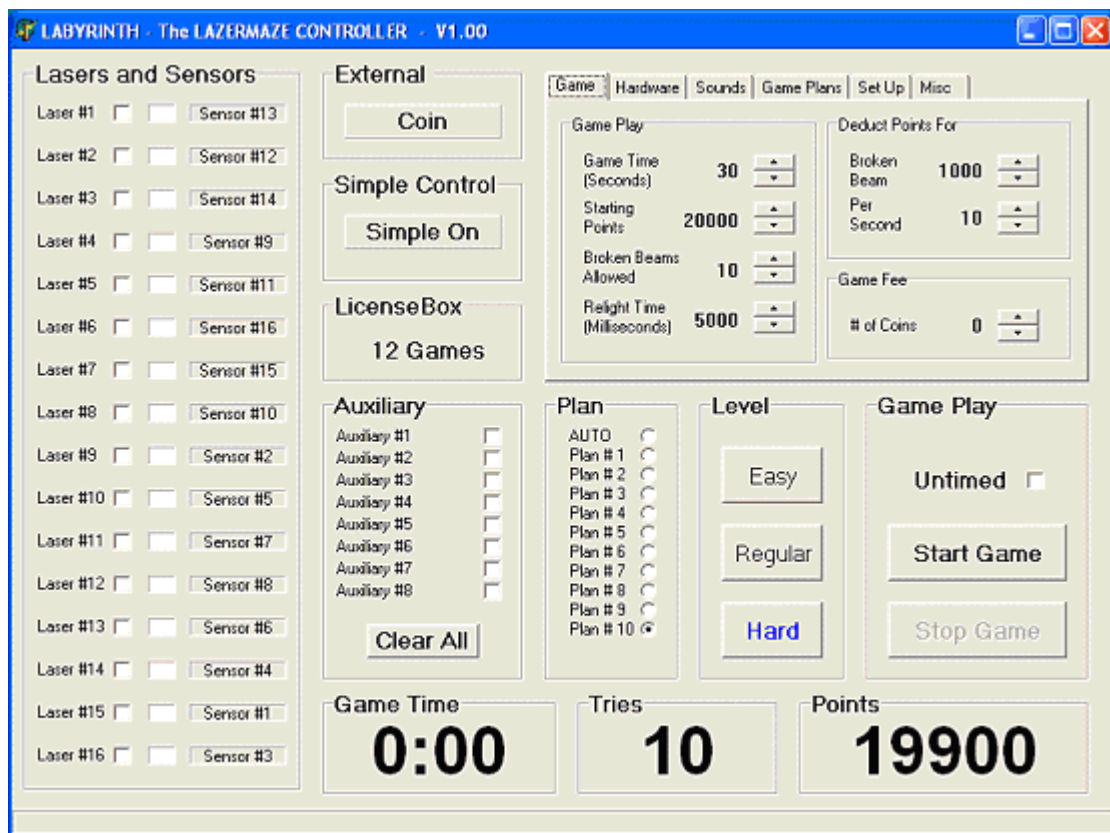
Once everything is connected and the lasers physically arranged in a pattern that suits your venue, the control program **Labyrinth** runs a utility called **Association** and automatically identifies the laser/sensor pairs.

Labyrinth – the control program

This screenshot shows the main Labyrinth 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 Labyrinth do it for you. Ten gameplans are possible at each of the three skill levels, plus you can opt for **Automatic** gameplan generation.

Points/Duration etc

The system allows you to set the values for points, game duration and maximum number of broken beams allowed that will suit your venue.



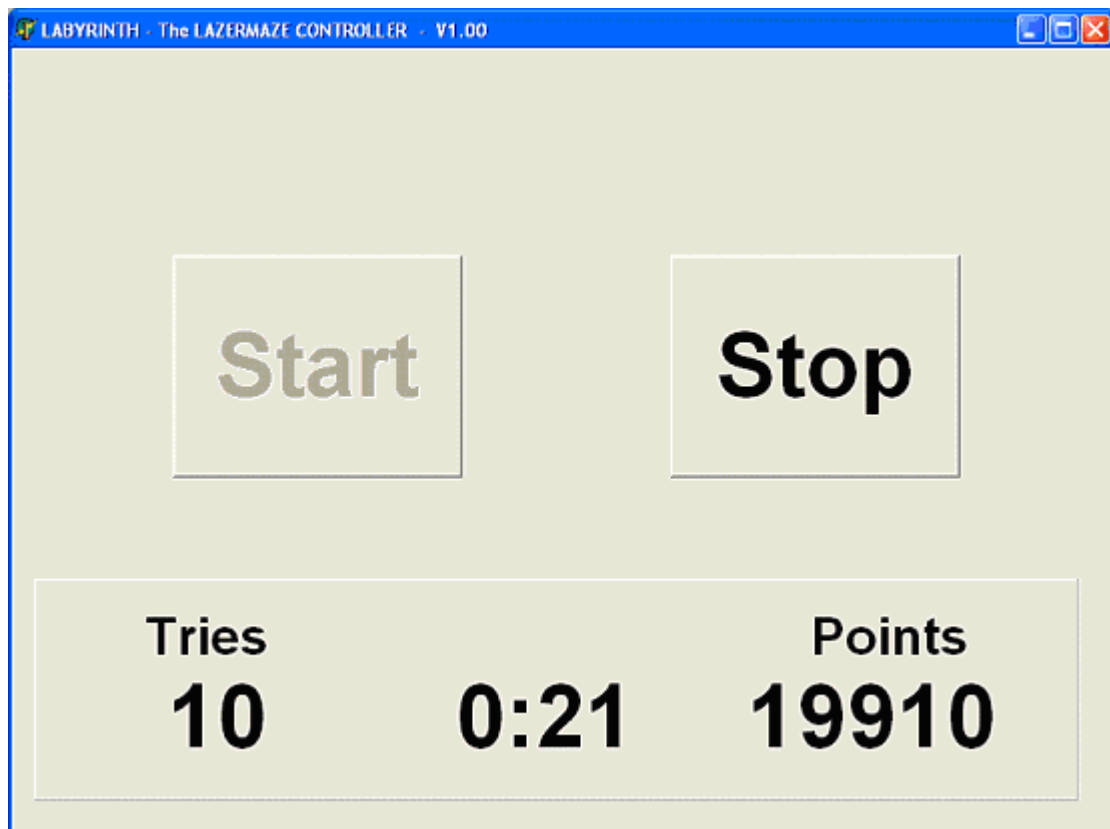
The main **Labyrinth** screen – see the next page for details of **Simple Mode**

There are also 8 *Auxiliary* channels that use modules identical to the laser and sensor modules (and connected in the same way), so that external lighting and other special effects may be connected.

Fast Track

Fast Track is the way that **LaserMaze** is very often operated, with the laser group selection set to Auto.

The **Start and Stop** functions can also be performed by external buttons



The **Fast Track** screen. Start and Stop can also be performed by external buttons.

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 **Labyrinth** 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 1 lasers and therefore the emissions of the lasers falls within the safest category. 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.

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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