

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.

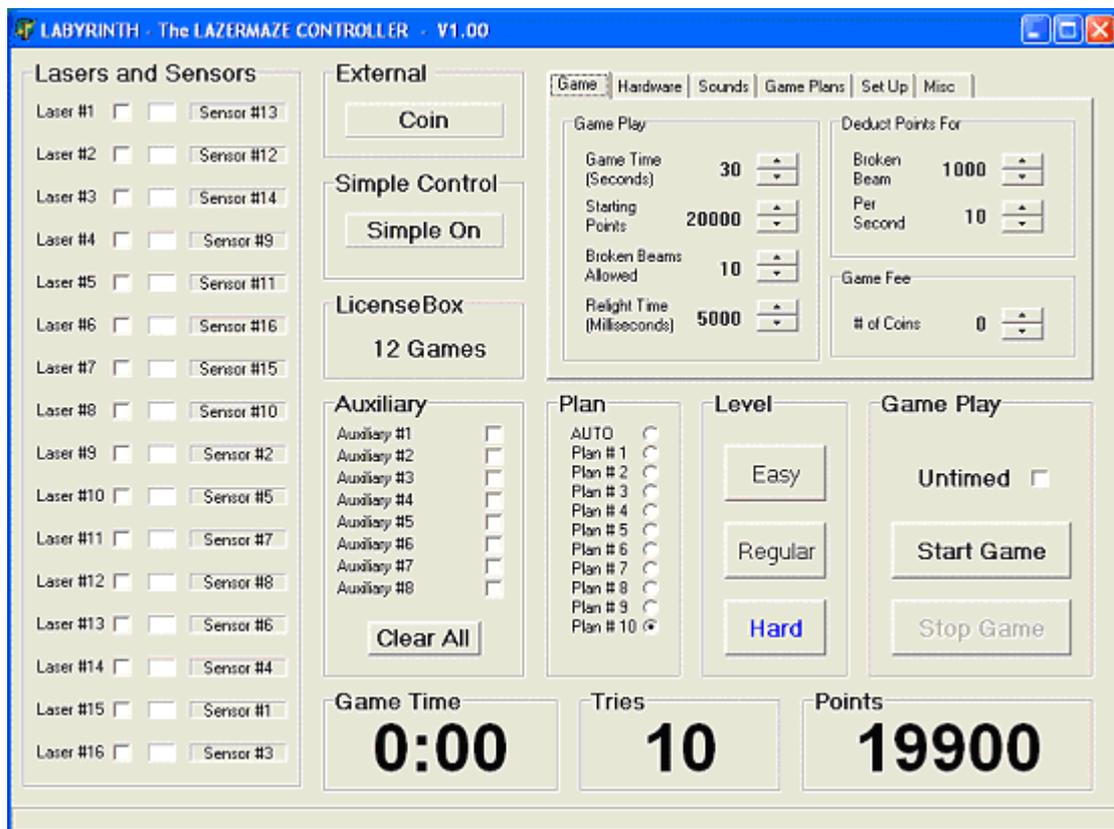
What sounds are used and where they used are all easily assigned in the **Labyrinth** program.

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.



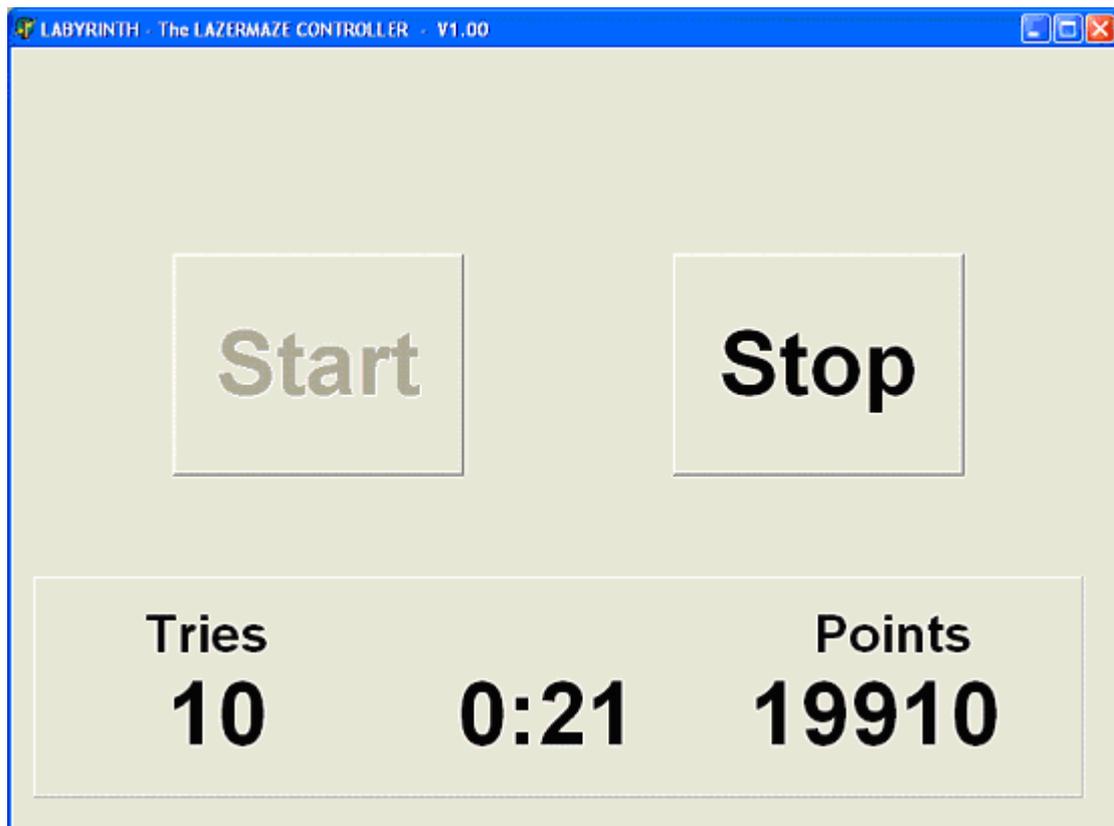
The main **Labyrinth** screen – see the next page for details of **Simple Mode**

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.

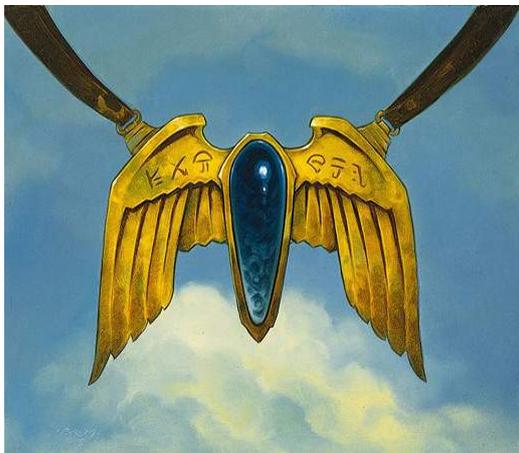
Theming the Maze

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.

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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