

8 Other Game Devices

Game Stations and Event Stations assume other forms as needed by space, theming, or story requirements.

Game play continues when **Integrated with Live Shows**. Crucial game links are introduced and clues provided when spoken by actors, provided visually, or given to the audience as throw-away souvenirs.

Faceless Kiosks are stations without a monitor or obvious inputs. The game leads a guest to 'touch the dinosaur's nose' where a pushbutton operator has been themed into a dinosaur figure.

Intuitive Inputs are stations where there has been no direction given to a guest. A themed car, for example, is available for guests. Without direction, guests will sit in the driver's seat, turn the steering wheel, push the pedals, and play with the gear shifter. These actions produce game events.

Puzzle Solving opportunities are endless. The game directs players to 'stay out of the light', 'walk in the footsteps of the giraffe', or that 'only Tom Thumb will pass'. You must speak to the owl before the bookcase will open. The imagination is the limit of what the system may use as game events.



Guests are required to climb, jump, swim or perform other actions to make game progress at **Adventure Inputs**. An adult-sized fast food restaurant-style playland, for example, may be a path through EnchantWays™.

Game devices include pressure mats, light beams, air jets, proximity switches, and other forms of presence detection as applicable.

9 Tie-ins

The networked nature of the EnchantWays™ system lends itself to many possibilities.

Venue-wide **Security Notices** are posted at Game Stations. Guests are alerted to lost children or emergencies.

The system offers **Guest Messaging**. A parent leaves a message at one Game Station for a child to pick up at another.

Park Updates are provided at Game Stations. Show times, weather and special event information is displayed.

Ride **Wait Time Information** is available at Game Stations. If the roller coaster wait time changes or if an attraction is out of service, the operator uses his operations key at a Game Station to input the updated information or write **Attraction Out of Service Notices**. The information is provided to guests on Game Stations throughout the park. Attraction status information together with targeted game questions **Direct Guest Flow** to less busy park areas or as desired.

Game Stations facilitate **Demographic Studies**. Automated questionnaires are posted requesting guest information that is used in park studies to maximize the guest experience and profit.