

## **6 System**

Enchantways™ is a networked system of game user and effect stations that manages the response to coded keys and direct inputs. It provides game displays and status information while enabling or disabling game events.

### **6.2 Keys**

Enchantways™ keys are each coded with a unique electronic identification. Receivers in the Game and Event Stations respond to the keys when in a given proximity. **See Sample Keys diagram.**

### **6.3 Entrance Station**

A new guest enters the game here. Guest information is linked to his, hers, or their key to be used throughout the game. This is a one-time event that enables the guest to play.

An Entrance Station consists of a name input module, a PC, a network connection, and a short-range key sensor. The Entrance Station is themed consistent with the game.

### **6.4 Game Stations**

Game Stations allow guests to move throughout the game. Game status is updated and new direction is provided in order to move forward. Game Stations are themed as desired.

A typical Game Station consists of a touch screen, a PC104 board with a CD drive running Windows CE, a network connection, and a short-range sensor. Variants of this basic design are provided as required.

### **6.5 Event Stations**

Event Stations are the game interfaces to the event devices. They may be stand-alone kiosks, or may be integrated with Game Stations. Event Stations are made up of a key sensor, a PC104 board, and an event output module. Event Stations are themed as desired.

## 6.6 Key Sensing Hardware

Key sensing hardware is chosen as appropriate for the application. **Short Range Sensors** (up to 6 inches) are used at Entrance and Game Stations where guests are at a designated kiosk location, or at an Event Station where the key sensor location is defined.

**Mid-Range Sensors** (up to 12 inches) are used at Event Stations where proximity to the sensor is restricted, such as in a guest queue or where theming requires a greater sensing distance.

**Need to liven up the queue?**  
Link a show event to a monitor-less station in the queue line.  
The play never stops!

**Area Sensing** (up to 27 feet) is used where a general area rather than a specific sensing location is desired. Guests in one end of a hallway or near moving animation are examples requiring Area Sensing.

## 6.7 Server

The Server allows game monitoring and reporting. The Server Station runs Window 2000/XP Server, providing data reporting tools and game customization software. Here gathered information is manipulated and content updated.

## 6.8 Network Methods

The system is connected by a wireless, hardwired, or telephone network.

A wireless network uses 802.11b WAP or WEP for secure systems. A hardwired network uses Category 5 or coaxial cables with 10/100 MB transfer rates. Existing telephone lines are used with dial-up modems.

## 7 Investment Considerations

Costs for system design, assembly, installation, and maintenance vary with system complexity and theming requirements. The venue's creative and engineering groups must work closely to optimize story, location, and use of existing equipment.

Once the initial game system is in place, upgrades can be managed to best maximize the system's long-term growth and use for each venue.