

	MAX X		MAX X	
<b>WARRANTEE:</b>				
Laser	Life	Life	LEDs in Gun (visual hit and status indicator)	8 8
PCB and Electronics	3y	3y	Vibration in Gun (tactile hit indicator)	Yes NA
Battery Warrantee	12m	12m	Audio Status Vocalisation System	YesNA Text
Housings	12m	12m	based Status (LCD Display in Gun)	Vocalisation Yes
Extended Warrantee with Full Service Upgrades	Opt	Opt	- Score or Ranking in current game	Yes Yes
			- Hit (Kills) on Others	Yes No
			- Ammo (shots/clips left)	Yes No
			- Hits on you	Yes No
			- Mode	Yes No
			- Time Remaining	PA system No
			LED Display control button (flips between data)	NA No
<b>WEIGHT and SIZE:</b>				
Combined Blaster with Body Targets System	2K	1.45K		
Blasters	0.7K	0.65K		
PAQ Uno	1.1K	1.1K		
PAQ Duo	1.3K	1.3K		
Vest	0.8K	0.8K		
<b>MATERIALS:</b>				
Battery Technology	Li-ion	Li-ion		
- Estimated charge in terms of shot (new)	100K	100K	Operator Steps to Start-up a new 20 player game	
- Estimated charge in terms of shot (12m)	80K	80K	- Automatically add 20 players to a game	3 step (3-20s) NA
- Estimated life in hours (depends on game style)	7 -12	10-14	- Repeat same game (same players)	1 step (1 s) 1-5 s
Outdoor and Indoor	Opt	Opt	- Manual adding 20 players to a game)	23 step (25 sec) 1-5 s
High Powered Narrow beam (for outdoor)	Opt	Opt	TEAMS - Number of..	8 4
Plastic material	HDPE	HDPE	PLAYERS - Maximum number of..	127 Unl
	Pcarb	Pcarb	HANDHELD REMOTE	
<b>BLASTER (Gun) FEATURES</b>			- Start & control without computer	Bronze & Up Yes
Basic Blaster Cost per player	Bronze	£995 £495	PLAYERS	
Distance of hit range - Indoor	30m	30m	- same features for each player in game	Silver & Up Yes
Distance of hit range - Outdoor Day (w high power)	30m	30m	Number of arenas played at same time	Bronze = Unl Unl
Distance of hit range - Outdoor Night (w high power)	75m	75m		Silver & Gold = 4
Distance of hit range - Indoor	35m	35m	IN-GAME Removing Player	Silver & Up Yes
Diameter of hit - Indoor (can vary by conditions)	30cm	30cm	IN-GAME Terminating the Game	Silver & Up Yes
Diameter of hit - Outdoor (can vary by conditions)	60m	60m	PLAYERS - Personalise names	Silver & Up Opt*
Number of Hit Points on Blaster	5	5	FOYER SCREEN(s) - Current Game Score	Silver & Up Opt*
Touch Trigger	Yes	Yes	FOYER SCREEN(s) - Previous Game Score	Silver & Up Opt*
Rubber Safety Barrel	Yes	Yes	PRINTING - Low cost Thermal & maint	Silver & Up Opt*
Laser Tracer pulsed on shot	Yes	Yes	SCORING - Post Game	Silver & Up Opt*
Different Language Support	Opt	Opt	OPERATOR SCREEN - Touch systems	Silver & Up Opt*
Safety Interlock	Yes	Yes	REAL-TIME Scoring and Ranking	Silver & Up No
Number of Speakers in Gun	1	1	ARENA SCREEN(s) - Current Game Score	Silver & Up No
One Handed Operation	Opt	Opt	IN-GAME Spy mode	Silver & Up No
Green Laser Beam	Opt	Opt	IN-GAME Score Screen functions	Silver & Up No
BioTouch Trigger (no moving parts)	Std	Std	IN-GAME interaction from central computer	Silver & Up No
Physical Trigger	Opt	Opt	WEB - Remote 'take control' support	Silver & Up No
Impact Sensor inside blaster (that shuts it off)	No	No	PRINTING - Laser Printer for versatility	Gold & Up Opt*
LED Patterns - Flash	Bronze & Up	Yes	Windows & App Game Recovery on the Fly	Gold & Up No
RGB multi-coloured LEDs (Team Definitions)	8	4	PLAYERS - Different features for each player	Gold & Up IR
Real Time Scoring via Radio Communications	Bronze & Up	No	OPERATOR - Happy Birthday song	Gold & Up No
2nd High powered wide beam	Bronze & Up	No	ARENA - Sound effects module	Gold & Up No
Function Button(s) (activates features)	Bronze & Up	No	ARENA - Music mixes	Gold & Up No
Anti-Stalking mode (NEW for 2014)	Bronze & Up	No	ARENA - MP3 module	Gold & Up No
SniggleHunt Integration (NEW for 2014)	Bronze & Up	No	PLAYER - Multi Group play	Platinum Yes
Switchable to Laser Sight (beam constant)	Silver & Up	No	OPERATOR - Booking terminal (NEW for 2014)	Platinum Opt*
Cloning player game features (if equipment fails)	Silver & Up	No	OPERATOR - Collect Player Info (Add, Email, etc)	Platinum Opt*
Change of 'Weapon Type' at touch of button	Platinum	No	OPERATOR - Reservation module (NEW for 2014)	Platinum Opt*
LED Patterns - Fade (NEW for 2014)	Platinum	No	OPERATOR - Briefing room module	Platinum Opt*
LED Patterns - Dissolve (NEW for 2014)	Platinum	No	ARENA - DMX module	Platinum Opt*



# MAX BLASTER

## MAX X

ARENA - Target control module (RF)	Platinum	Opt*
WEB - Member System (NEW for 2014)	Platinum	Opt*
WEB - pre-configured games (NEW for 2014)	Platinum	Opt*
WEB - upload of player scores (NEW for 2014)	Platinum	Opt*
WEB - E-mail scores after game (NEW for 2014)	Platinum	Opt*
WEB - Worldwide league module (NEW for 2014)	Platinum	Opt*
TARGET control module (Stand Alone or Wired)	Opt*	Opt*
WEB - Custom website module	No	No
WEB - Twitter and Facebook module	No	No
WEB - QR Code	No	NA

\* Requires multiple Arena Game Control CPU's at additional cost

\*\* Requires Target Control, or Post Game Aggregate Score system

### BODY TARGET VEST:

Play with or without body target in same game	Yes	Yes
LEDs in Body Targets (Vest)	24	24
Wired Vest (one size fits all)	Opt	Opt
Target sensors in vest	7	7
Body Target Material	PP	PP
	HDPE	HDPE
	Nylon	Nylon
Body Target Design - Over head style (not jacket)	Yes	Yes
Player game continues even with no power to vest	Yes	Yes
Head or Shoulder targets (for combat games)	PAQ	NA
	Wired	Wired
Configurable Body Vest	PAQ	NA
Wireless vest (PAQ)	Opt	NA
Junior vest	Opt	Wired
Adult vest	Opt	Wired
Vibration in Vest	Opt	No
Body Target Design - Jacket Style (not over the head)	NA	NA

### GENERAL:

Number of hit points across blaster/body system	13	13
Discount - Competitor Trade-in deals	50%	50%
Discount - 1st in country	50%	50%
Charging dock (to allow 24 hour game play)	Opt	Opt
Number of speakers and location	1 gun	1 gun

### TARGETS:

Maximum number of basic stand-alone targets	Unl	Unl
Maximum number of wired targets	256	256
Maximum stand-alone targets	Unl	Unl
Maximum number of centrally controlled scenes	16	16
Maximum stand-alone scenes	Unl	Unl
Mobile and Transportable Targets during game	PODS	PODS
Maximum number of RF (Radio Controlled) Targets	127	Opt
Sniggle Target integration (NEW for 2014)	YES	Opt

### TARGET FEATURES:

- Targets trigger sounds	Yes	Yes-
Targets on hit transmit sniper fire	Yes	Yes-
Targets on hit transmit invincibility (can't get hit)	Yes	Yes-
Target on hit transmits bonus points	Yes	Yes-
Target on hit triggers Respawning (Energiser)	Yes	Yes-

# Comparison cont..

## XBLASTER

## MAX X

Detonator on hit triggers removal of players lives	Yes	Yes-
Detonator on hit triggers point penalty	Yes	Yes-
Target on hit triggers power increase	Opt	No
- Detonator on hit triggers removal of invincibility	Opt	No
- Targets on hit transmit rapid fire feature	Opt	No
- Targets on hit transmit invisibility (stealth)	Opt	No
- Target on hit triggers shield increase	Opt	No
- Detonator on hit triggers decrease in power	Opt	No
- Detonator on hit triggers removal of rapid fire	Opt	No
- Detonator on hit triggers removal of stealth	Opt	No

### ARENA DEVICES:

Basic Automatic Energiser (Respawning)	POD	Opt	Opt
Basic Automatic Static Base/Headquarter	POD	Opt	Opt
Basic Auto Static Target/Sniper/Bomb/Detonator	POD	Opt	Opt
Basic Automatic Door starter	Started by RF		Opt
RF Base Station (Sound, Lights, IRTX/RX, RF)	Platinum		Opt
- Capture the Flag Feature	Yes		No
RF Energy Gate (Illuminated door with IRTX)	Platinum		Opt
- Respawn option or penalises wrong team/player	Yes		Opt
- Changes colour to indicate who can pass door	Yes		Opt
- Audio Announces who can pass	Yes		Opt
RF Prop Interactivity Kit (auto shooting device)	Platinum		Opt
RF Crystal Lighting (LED strip lighting effect)	Platinum		Opt
RF Spot Lights (LED spot light effect)	Platinum		Opt
- both can show winning teams colour	Yes		Opt
RF Laser Turret			
- fires laser and IR, can be hit	Platinum		Opt

### VALUE ADDED SERVICES:

Free Arena design review (from plans)	FREE	FREE
Factory/Depot collection and Training	FREE	FREE
Full Service Warrantee Exchange Service	FREE	FREE
Post Warrantee Period Upgrade extends Full Service	Opt	Opt
Shipping	Opt	Opt
Arena Construction Plans	Opt	Opt
On-site Installation and Basic Training	Opt	Opt
Comprehensive Operational Training	Opt	Opt
Wall Mount Racks (Robing/Foyer Area Rack)	Opt	Opt
Arena Furniture, Props and Effects	Opt	Opt
Arena Artwork	Opt	Opt
Spare Parts Kit (we don't want operators doing repairs)	NA	NA