

Do you miss playing Duck Hunt? Are you sad your original copies of Area 51, Virtua Cop, and House of the Dead 2 don't work on your flatscreen television? Did your generation skip lightgun-based video games entirely?

**Introducing:**

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# The **LazerBoy** Entertainment System

The **LazerBoy Entertainment System** is a game platform which allows players to shoot lasers at photosensitive targets and enjoy a variety of game modes.

**LazerTargets** are photosensitive devices designed to detect when a player has fired a LazerGun accurately. Each LazerTarget consists of an array of photoresistors, a microcontroller, a speaker, a communications module, and optional additional electronic circuitry. LazerTargets can function as independent modules for quick play, or they can be used in tandem with other LazerTargets for coordinated gaming for one or more players. Each LazerTarget employs at least two outputs and two inputs.

**LazerGuns** are the controllers players use to interact with the LazerBoy Entertainment System. These controller units each consist of one or more 5 mW lasers, a microcontroller, a momentary switch trigger, optional status LEDs, and a communications module. LazerGuns use an input interrupt to enable an interrupt timer which controls the duration of the laser pulse. Each LazerGun employs at least two outputs and two inputs.

The **LazerDirector** is a microcontroller which uses communication modules to coordinate interactions between the LazerGuns and the LazerTargets, depending on the game mode. It employs several inputs and outputs.