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(57) Abstract :

A gaming-based aiming practicing system includes a platform 1 for providing standing-space to user, an inverted frame 2 for aiding user to play game, a display panel 4 for enabling user to select game-mode upon which a microcontroller actuate multiple wheels 3 to move-position frame 2 at optimum distance, a ball launching unit 5 for launching balls dispensed from a chamber 6 via an iris lid 7 to allow user to pass balls through multiple telescopically operated rings 8 during aiming, a motorized iris gate 9 for opening/closing rings 8, a laser projection unit 10 for projecting a laser beam over specific rings 8 and synchronously actuates lid 7 of specific rings 8 to open rings 8 to allow user to pass ball through rings 8, a slider 11 for translating rings 8 over frame 2, a timer 12 for providing limited time to user to complete game.

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