CLAIMS:

1. An attraction system, comprising:

a first level;

a second level positioned vertically above or below the first level;

a lift configured to move a ride vehicle vertically from the first level to the second level; and one or more controllers configured to:

present a game environment to one or more riders in the ride vehicle as the ride vehicle travels along a path on the first level;

monitor a performance of the one or more riders in the game environment; and

control movement of the lift to move the ride vehicle vertically from the first level to the second level based at least in part on the performance of the one or more riders in the game environment.

2. The attraction system of claim 1, wherein the one or more controllers are configured to control the ride vehicle to position the ride vehicle on a platform of the lift and to adjust an adjustable arm of the lift when the ride vehicle is positioned on the platform to move the ride vehicle vertically from the first level to the second level.

3. The attraction system of claim 1, wherein the first level comprises a maze defined by multiple walls, and the ride vehicle travels along the path through the maze on the first level.

4. The attraction system of claim 3, wherein the plurality of walls comprises one or more movable walls, and the one or more controllers are configured to adjust a position of at least one of the one or more movable walls based at least in part on the performance of the one or more riders in the game environment.

5. The attraction system of claim 4, wherein the one or more controllers are configured to monitor a number of points accumulated by the one or more riders in the game environment, and to adjust the position of the at least one of the one or more movable walls in response to the number of points exceeding a threshold.

6. The attraction system of claim 1, wherein the one or more controllers are configured to monitor a number of points accumulated by the one or more riders in the game environment, and the one or more controllers are configured to operate the lift to move the ride vehicle vertically from the first level to the second level in response to the number of points falling below a threshold.

7. The attraction system of claim 1, wherein the one or more controllers are configured to present a challenge to the one or more riders as part of the game environment, and the one or more controllers are configured to operate the lift to move the ride vehicle vertically from the first level to the second level in response to the one or more riders succeeding in the challenge.

8. The attraction system of claim 1, wherein the one or more controllers are configured to present a challenge to the one or more riders as part of the game environment, and the one or more controllers are configured to operate the lift to move the ride vehicle vertically from the first level to the second level in response to the one or more riders failing in the challenge.

9. The attraction system of claim 8, wherein the second level is devoid of the game environment and comprises an exit of the attraction system.

10. The attraction system of claim 1, comprising the ride vehicle and one or more input devices coupled to the ride vehicle, wherein the one or more input devices enable the one or more riders to interact with one or more features in the game environment to accumulate points as the ride vehicle travels along the path.

11. A maze attraction system, comprising:

a maze defined by a plurality of walls; and

one or more controllers configured to present a game environment to one or more riders in a ride vehicle as the ride vehicle travels through the maze;

wherein the plurality of walls comprises a first movable wall positioned along a first path and a second movable wall positioned along a second path, the first movable wall and the second movable wall are each configured to move between a respective first position to block passage of the ride vehicle and a respective second position to enable passage of the ride vehicle, the one or more controllers are configured to select and to move one of the first movable wall or the second movable wall from the respective first position to the respective second position to enable passage of the ride vehicle along the first path or the second path, respectively, based at least in part on a performance of the one or more riders in the game environment, and the performance is based at least in part on a number of points accumulated by the one or more riders in the game environment.

12. The maze attraction system of claim 11, wherein the one or more controllers are configured to move the first movable wall in response to the number of points exceeding a threshold and to move the second movable wall in response to the number of points falling below the threshold.

13. The maze attraction system of claim 11, comprising a first level, a second level, and a lift configured to move the ride vehicle vertically from the first level to the second level, wherein the one or more controllers are configured to control operation of the lift based at least in part on the performance of the one or more riders in the game environment.

14. The maze attraction system of claim 13, wherein the first level comprises the maze, the second level is vertically spaced from the first level, the one or more controllers are configured to present a challenge to the one or more riders as part of the game environment, and the one or more controllers are configured to operate the lift to move the ride vehicle vertically from the first level to the second level in response to the one or more riders failing in the challenge.

15. The maze attraction system of claim 14, wherein the second level is devoid of the game environment and comprises an exit of the maze attraction system.

16. A method, comprising:

driving, using one or more controllers, a ride vehicle through a maze;

presenting, using the one or more controllers, a game environment to one or more riders in the ride vehicle as the ride vehicle travels along a path through the maze;

monitoring, via the one or more controllers, a performance of the one or more riders in the game environment; and

operating, via the one or more controllers, a lift to move the ride vehicle vertically from a first level to a second level located vertically above or below the first level based at least in part on the performance of the one or more riders in the game environment.

17. The method of claim 16, wherein the maze is defined by a plurality of walls comprising at least one movable wall, and the method comprises adjusting a position of the at least one movable wall based at least in part on the performance of the one or more riders in the game environment using the one or more controllers.

18. The method of claim 16, comprising:

presenting, using the one or more controllers, a challenge to the one or more riders as part of the game environment; and

operating, using the one or more controllers, the lift to move the ride vehicle vertically from the first level to the second level in response to the one or more riders failing in the challenge.

19. The method of claim 18, wherein the second level is devoid of the game environment.

20. The method of claim 16, wherein monitoring the performance comprises receiving signals indicative of an interaction between one or more input devices on the ride vehicle and one or more targets in the game environment at the one or more controllers and calculating a point total based at least in part on the signals using the one or more controllers, and operating the lift comprises operating the lift to move the ride vehicle vertically from the first level to the second level based at least in part on the point total.