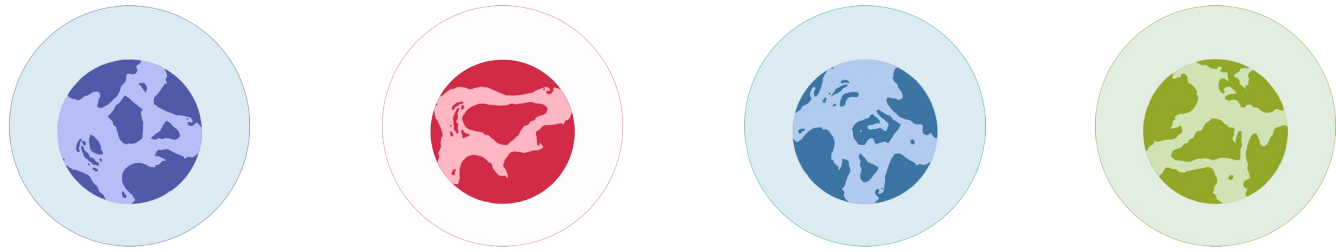


ABOUT GLOOP

When you enter the park, you receive a personal ‘Gloop’ at the reception. A ‘Gloop’ is a bouncy ball with a planet inside of it with a unique ID. You use this Gloop to log in on the terminals in the interactive park. There are 4 different types of terminals: City, Farm, Rainforest and Ocean. Every type has a unique game, but what you do in each game also has an influence on the other games and the state of your entire planet. To see the state of your planet, you can log in on the Planet Projector, which you can find in the middle of the interactive park. This will show a big projection of your planet.



MICROGAMES

City Game

Increase the city’s health by replacing the coal factories that produce fossil energy with windmills, solar panels and/or nuclear power plants that produce sustainable energy.

Goal of the game:

Get the health stat of the city to +300, while also making sure that the happiness and economy stats stay above +100.

Controls:

- Touchscreen
- Gloop

Start of the game:

At the start of the game you can only see a small part of the map/grid (down right) with one windmill and two factories on it’s left (one small one (one grid space) and one medium one (3 grid spaces)). Your revenue comes from that one windmill only.

You can generate more money by pressing down your gloop as fast as you can (kind of like a cookie clicker).

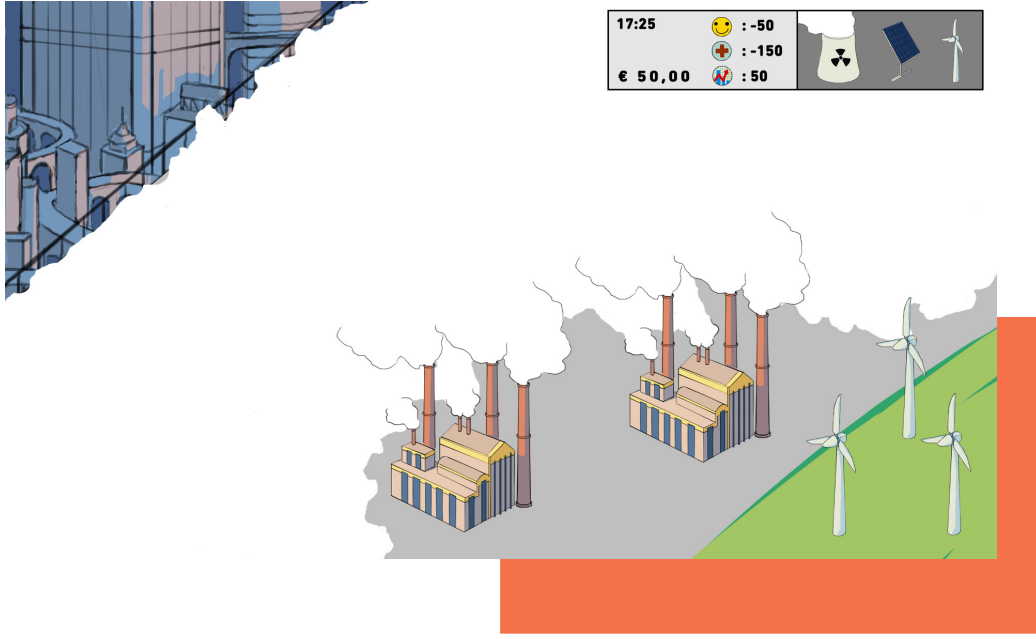
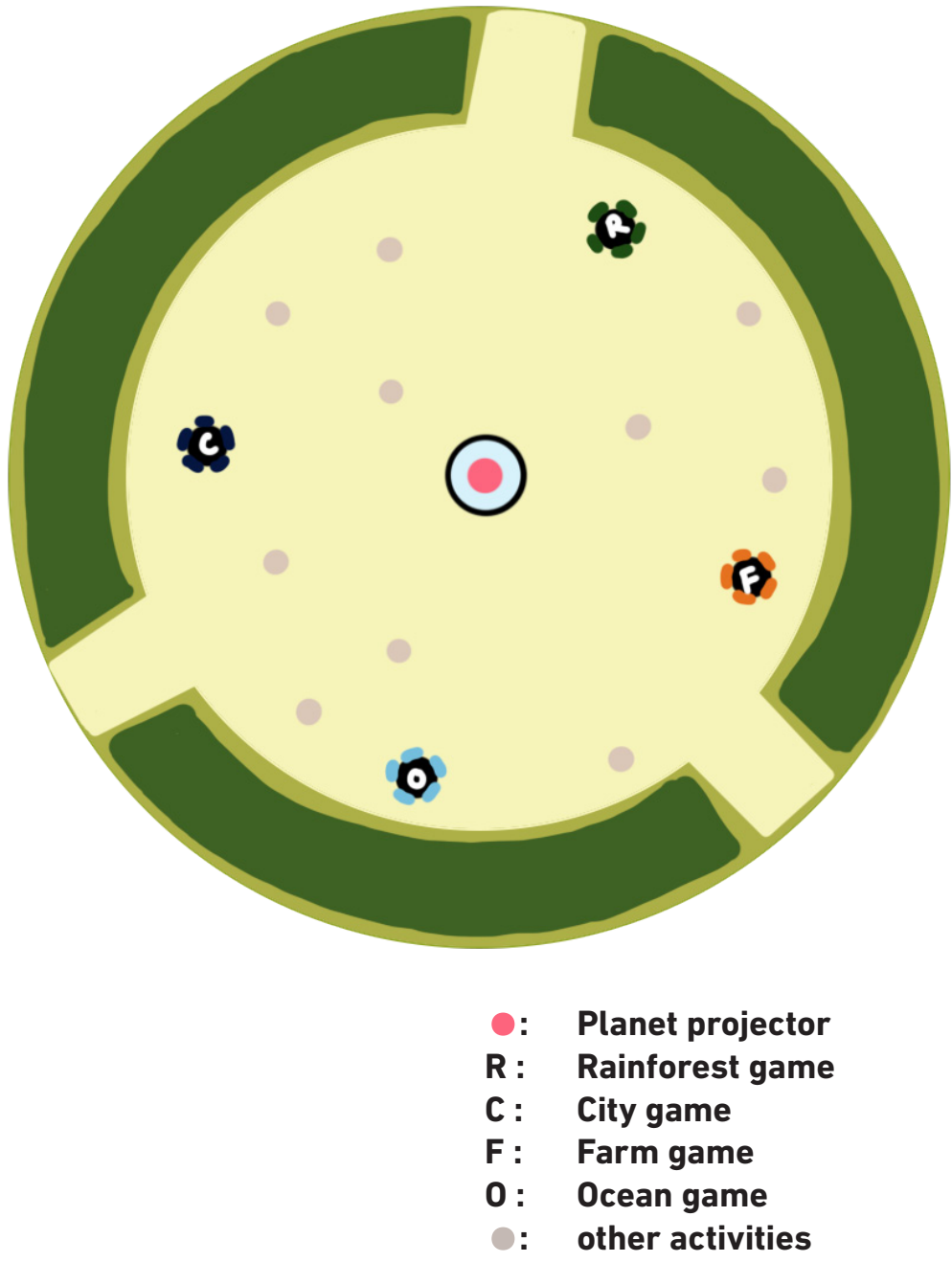
Buying coal factories:

You can buy visible coal factories by clicking on them and playing the indicated amount of money. They all differ in price (between €100–€5000) and size (between 1-5 grid spaces). You can choose to either keep these or destroy them. If you keep the factory you will earn its revenue, but this isn’t beneficial for the city’s health. Destroying the factory will create more space on the grid and clear up a new part of the map.

Buying and placing sustainable energy (windmills/solar panels/nuclear power plants):

In the menu at the top of the screen, you can see the 3 types of sustainable energy you can place on empty spaces on the grid. They each take up different amounts of space and have different prices, stats, effects and revenue.

RECREATION CENTER



Windmills:

- Grid Spaces: 1
- Price: €100
- Health: +50
- Happiness: -20
- Economy: -10

Solar Panels:

- Grid Spaces: 3
- Price: €500
- Health: +20
- Happiness: +30
- Economy: +20

Nuclear Power Plants:

- Grid Spaces: 5
- Price: €3000
- Health: +10
- Happiness: -30
- Economy: +50

Farm Game

Increase the city’s health by replacing the coal factories that produce fossil energy with windmills, solar panels and/or nuclear power plants that produce sustainable energy.

Goal of the game:

Get the health stat of the city to +300, while also making sure that the happiness and economy stats stay above +100.

Controls:

- Touchscreen
- Gloop

Start of the game:

At the start of the game you can only see a small part of the map/grid (down right) with one windmill

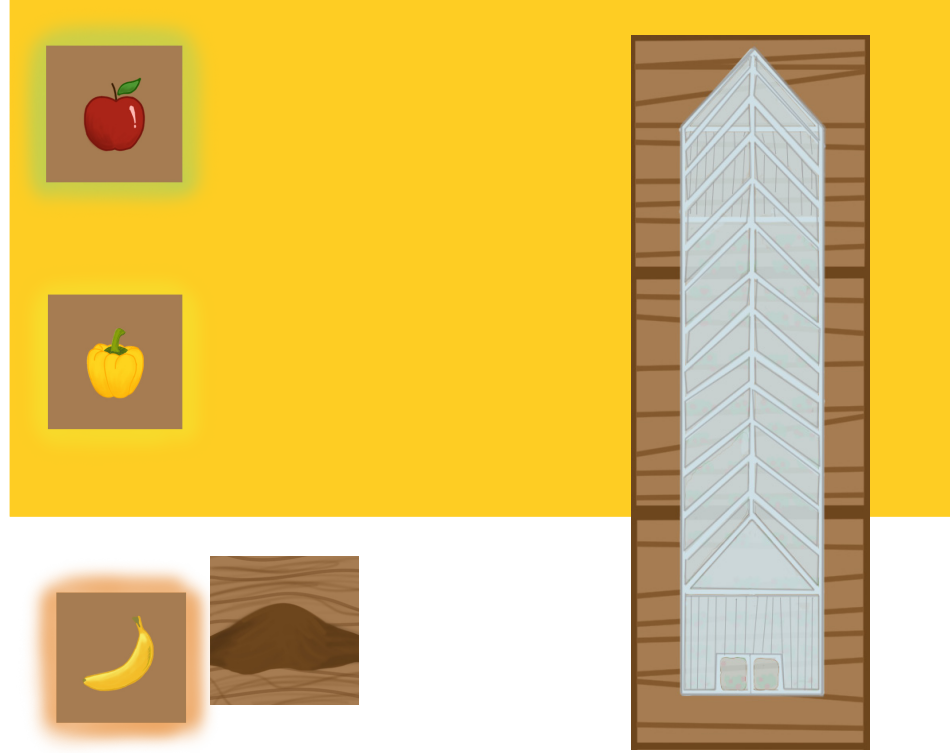
and two factories on it’s left (one small one (one grid space) and one medium one (3 grid spaces)). Your revenue comes from that one windmill only. You can generate more money by pressing down your gloop as fast as you can (kind of like a cookie clicker).

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Buying and placing sustainable energy (windmills/

solar panels/nuclear power plants): In the menu at the top of the screen, you can see the 3 types of sustainable energy you can place on empty spaces on the grid. They each take up different amounts of space and have different prices,



Ocean Game

Transport your cargo to the other side of the ocean as fast as you can while avoiding obstacles and staying in balance.

Goal of the game:

Score as many points a possible by transporting as much cargo as you can from point A to point B within the time limit.

Controls:

- Gloop

Start of the game:

At the start of the game you see a small cutscene of cargo being loaded onto your ship in the harbour. Afterwards your ship starts sailing and you are in control of its movement.

Ballast water control:

By rolling the gloop towards you, you let water flow into the tank of the ship. The more water in your tank, the lower your ship will lie in the water. By rolling the gloop away from you, you let water flow out of the tank. The less water in your tank, the higher your ship will lie in the water.

Obstacles and balance:

If your ship lies really low in the water, it could hit corals or rocks. Corals won’t slow down your ship, but rocks will create a hole in your ship and temporarily stun you. You’ll have to press the gloop as fast as you can to repair the hole. If you have a hole in your ship, you will leak oil into the ocean.



If your ship lies too high in the water, it will become unstable and cargo will start falling off of your ship. This less cargo you have at the end of the game, the less points you will get.

Rainforest Game

Roll your way down the level as fast as you can without hitting any obstacles.

Goal of the game:

Move your way down the level towards the goal as fast as you can, trying to hit as little obstacles as possible.

Controls:

- Gloop

Start of the game:

You start the game standing on top of the hill. You can see a few different paths leading down (out

of the screen) and some trees between the different paths. Your character starts moving (rolling) as soon as you roll the gloop to the left or right.

Obstacles and boosts:

There are 3 different obstacles and boosts you can hit. Trees, oil barrels and mine carts. They all have a different effect:

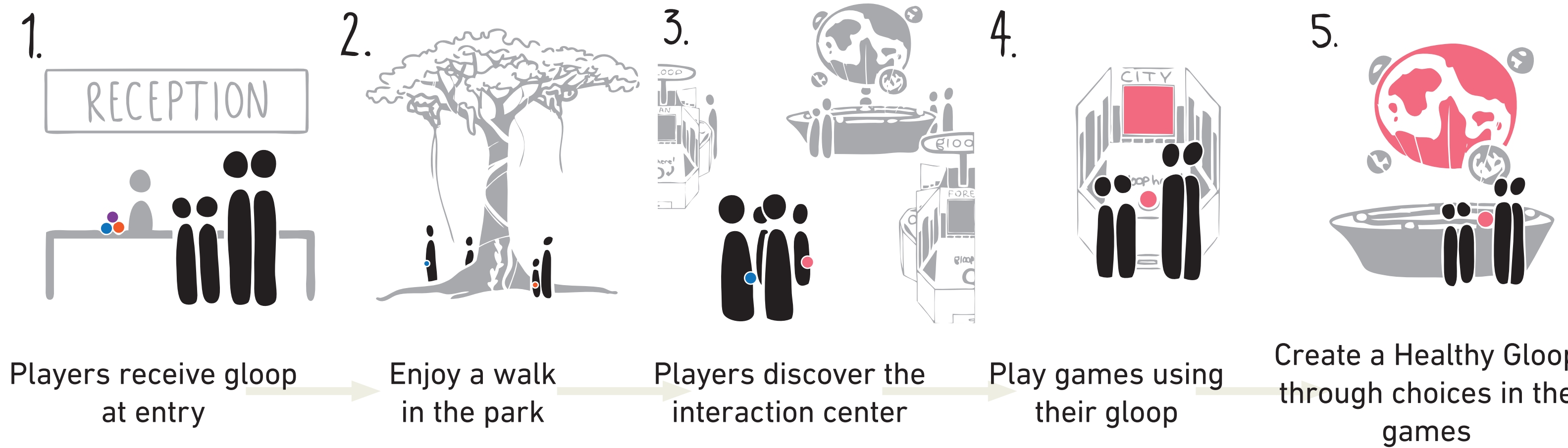
- **Trees:** Hitting a tree will stun you for 2 seconds.
- **Oil barrel:** Hitting an oil barrel will topple it over in the direction you hit it in and create a puddle of oil. If you roll over this puddle, you will get a temporary movement boost.
- **Mine Cart:** Hitting a mine cart will push it down the path, destroying trees and toppling over oil barrels in its way.

rary movement boost.

- **Mine Cart:** Hitting a mine cart will push it down the path, destroying trees and toppling over oil barrels in its way.



PARK EXPERIENCE

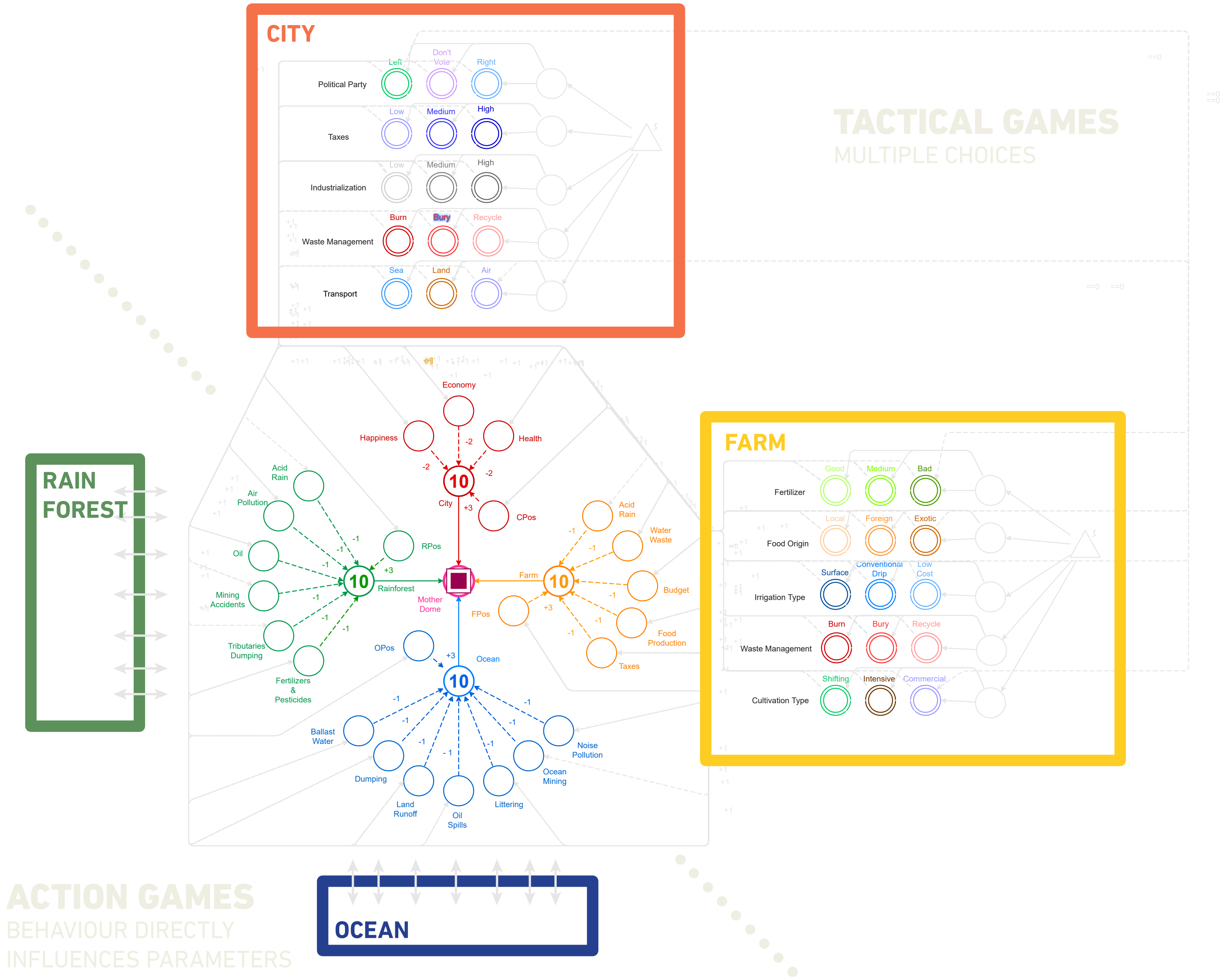


PLAY EXPERIENCE

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METAGAME



This Machinations diagram shows the system behind our microgames. The choices and actions in each game influence the parameters in their respective areas. This way the game keeps track of the wellbeing of each different area. Unbeknownst to the player at first their actions also influence parameters in areas related to their actions/decisions.

E.g. If you choose 'left' in the Political Party choice in the City game, you won't be able to use bad fertilizer, surface irrigation or commercial cultivation in the Farm game.

TARGET AUDIENCE



- Families**
- parents + young children (ages 5-12)
 - looking for a fun and educational day out
 - kids are playing, parents are guiding the experience



- Young couples**
- 18 - 27 years old
 - looking for something entertaining and novel to do on their date
 - working together through the experience

The Van Vliet familie hasn't had any family activities for a couple of weeks, so they decided to visit the newly built Eden Holland this Sunday. The parents are looking for a relaxing day surrounded by nature and they hope the kids will be thoroughly occupied with the interactive elements of the park. The kids are looking for something playful and engaging to do.

Myrna and Rik have been together for 1,5 years. Every other thursday they go on a date, preferably something outdoors. They stumbled upon Eden Holland and join in on every activity that seems fun. While reserved at first, when things get more competitive the couple gets really engaged with the activities.