**MINIGAMES**

**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.

**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**

Manage your farm and maximize its revenue.

Goal of the game:

Earn as much money as possible within the time limit.

Controls:

* Touchscreen
* Gloop

Start of the game:

At the start of the game your farmland is empty. At the bottom of the screen you see 4 different blocks, each have a different shape and vegetable on them. You can place these on your farmland to grow them.

Earning money:

You earn money by growing vegetables. Once you have filled up a row on the grid with vegetables, the blocks in that row get harvested and you earn money from them. How much money you earn from them depends on their origin. Exotic foods are worth the most money and local the least.

Exhausted ground and fertilizers:

If a grid space has been used for a total of 1 minute it will get exhausted. This means you can’t use this space until the timer of 30 seconds has run out, or you have fertilized the space. Fertilizing it costs money. There are 3 types of fertilizers Chemical, Quick-release and Organic. They differ in price and effectiveness.

Cultivation:

About halfway through the game you get the option to change your way of cultivation and upgrade it from intensive to commercial. This will earn you more money, but will overwork the land more quickly.

Waste:

Nearing the end of the game, you get a pile of waste and get to choose what you do with it. Burn, bury or recycle it. They all have different costs.

**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.