**INTERACTIVE PARK**

gloop, planet bouncy ball, receive at reception, can use in interactive park, 4 area games, tactical / action, influence on each other, planet projector.

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 microgame, 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.

**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.