Hacky Sack can break, or tear maybe after many uses. Or maybe it can be stolen by the robots.

The little robots could be cleaning bots?

Time limit on hacky hours? Maybe gravity changes over time? Curfew on hours on being in the halls?

Can only make money from certain people?

Competitions?

**Can You Beat the AI? (**this is first and foremost)

*Constraints on AI:*

Constrain the time you can play with them

Curfew -- *Merx has a strict 6 hours cycle. You must report to your dormitory or cubby.*

‘Personal Reasons’ -- *personalities to the people you play against, they make excuses to leave. “Oh my microwave dealer just paged me. Thanks for the game, check ya later.”*

Constrain where you can play

Gravity zones

Constrain what you win or lose

betting

Add the stall

Constrain the movement speed.

Current animations. Add a walk, and a hacky mode

Add more animations, then constrain them.

Add more stats, and then add items to constrain them.