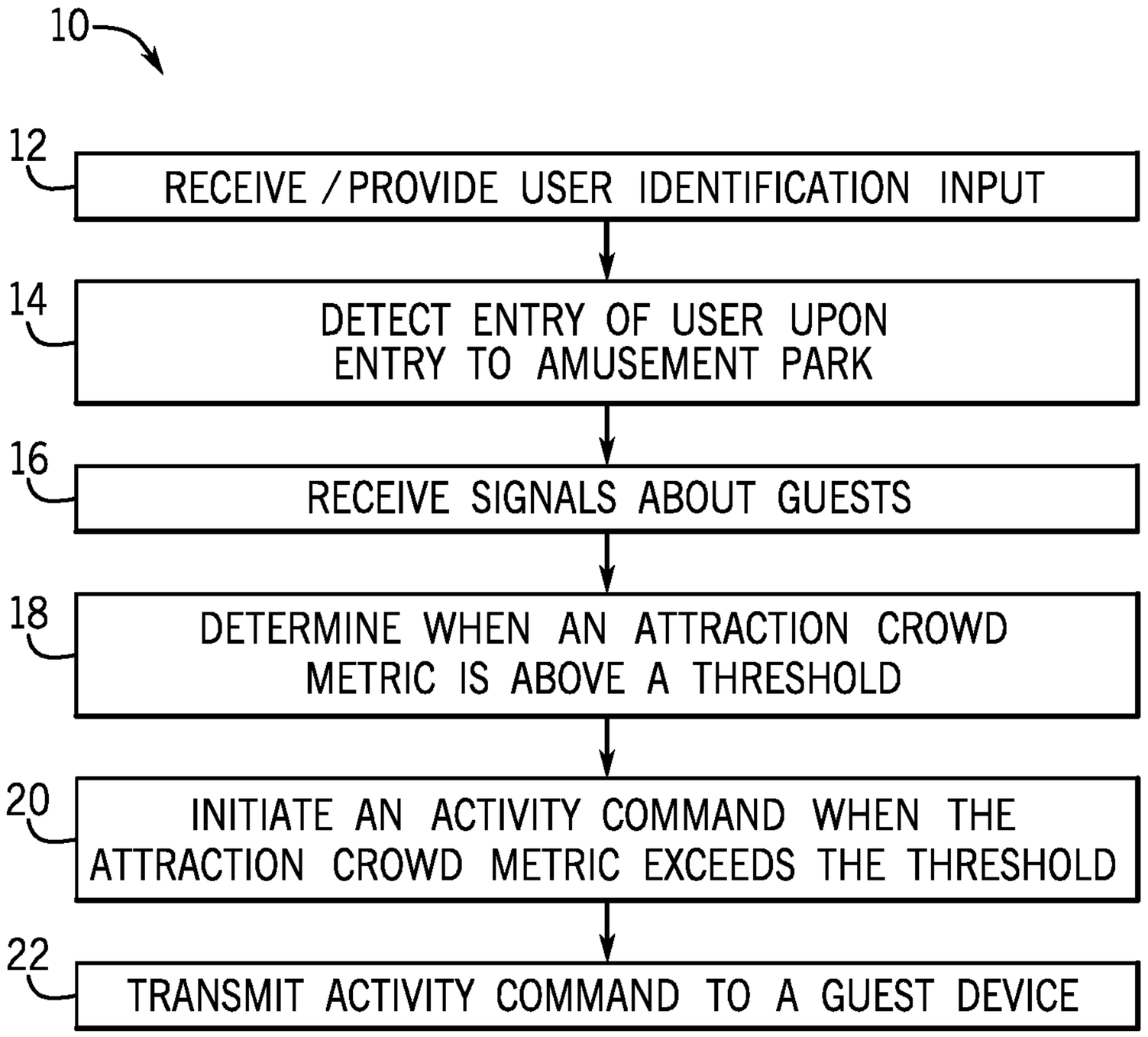

10
12
RECEIVE / PROVIDE USER IDENTIFICATION INPUT
14
DETECT ENTRY OF USER UPON ENTRY TO AMUSEMENT PARK
16
RECEIVE SIGNALS ABOUT GUESTS
18
DETERMINE WHEN AN ATTRACTION CROWD METRIC IS ABOVE A THRESHOLD
20
INITIATE AN ACTIVITY COMMAND WHEN THE ATTRACTION CROWD METRIC EXCEEDS THE THRESHOLD
22
TRANSMIT ACTIVITY COMMAND TO A GUEST DEVICE

FIG. 1

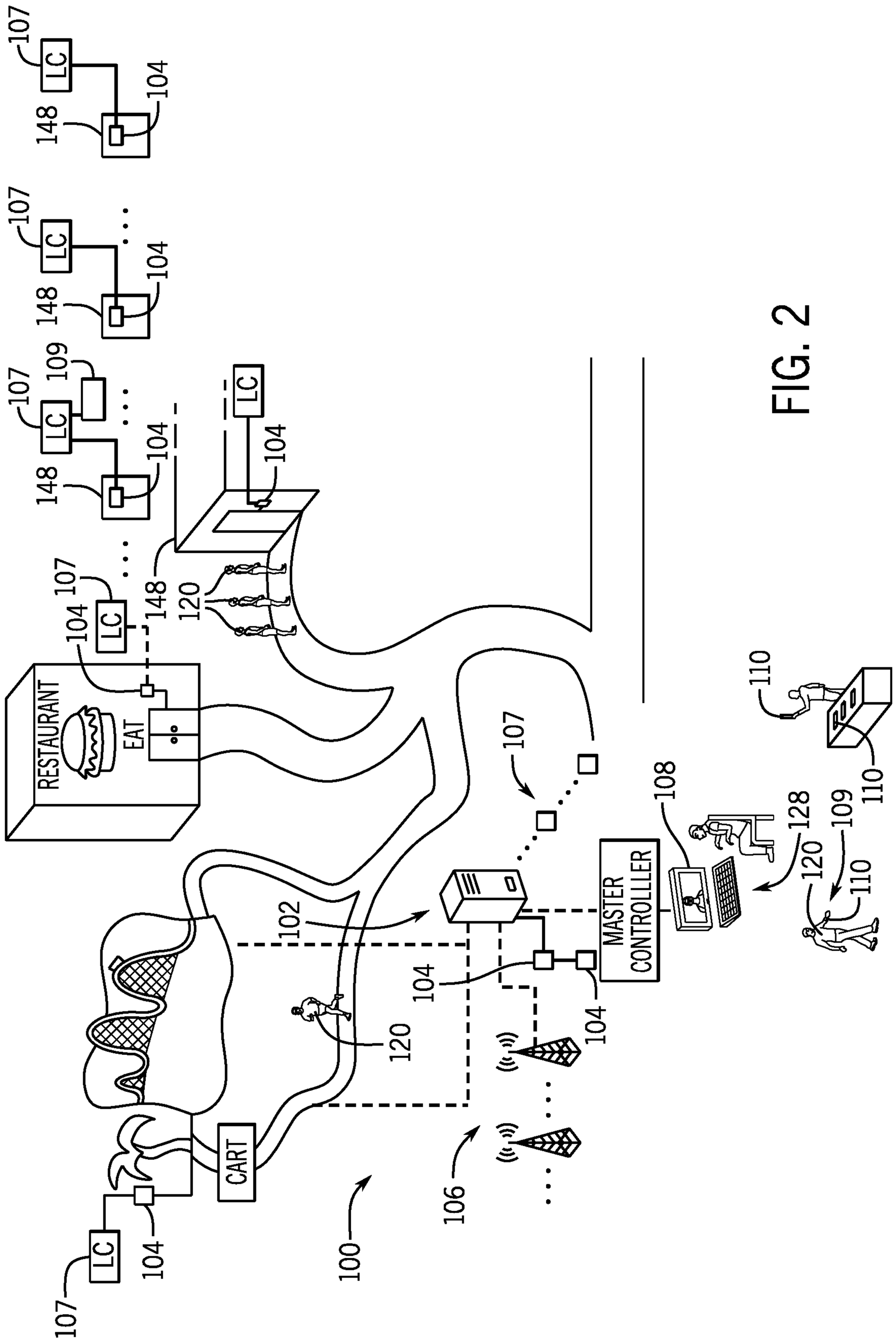

107
LC
104
148
109
120
RESTAURANT
EAT
102
MASTER
CONTROLLLER
108
128
110
CART
100
106

FIG. 2

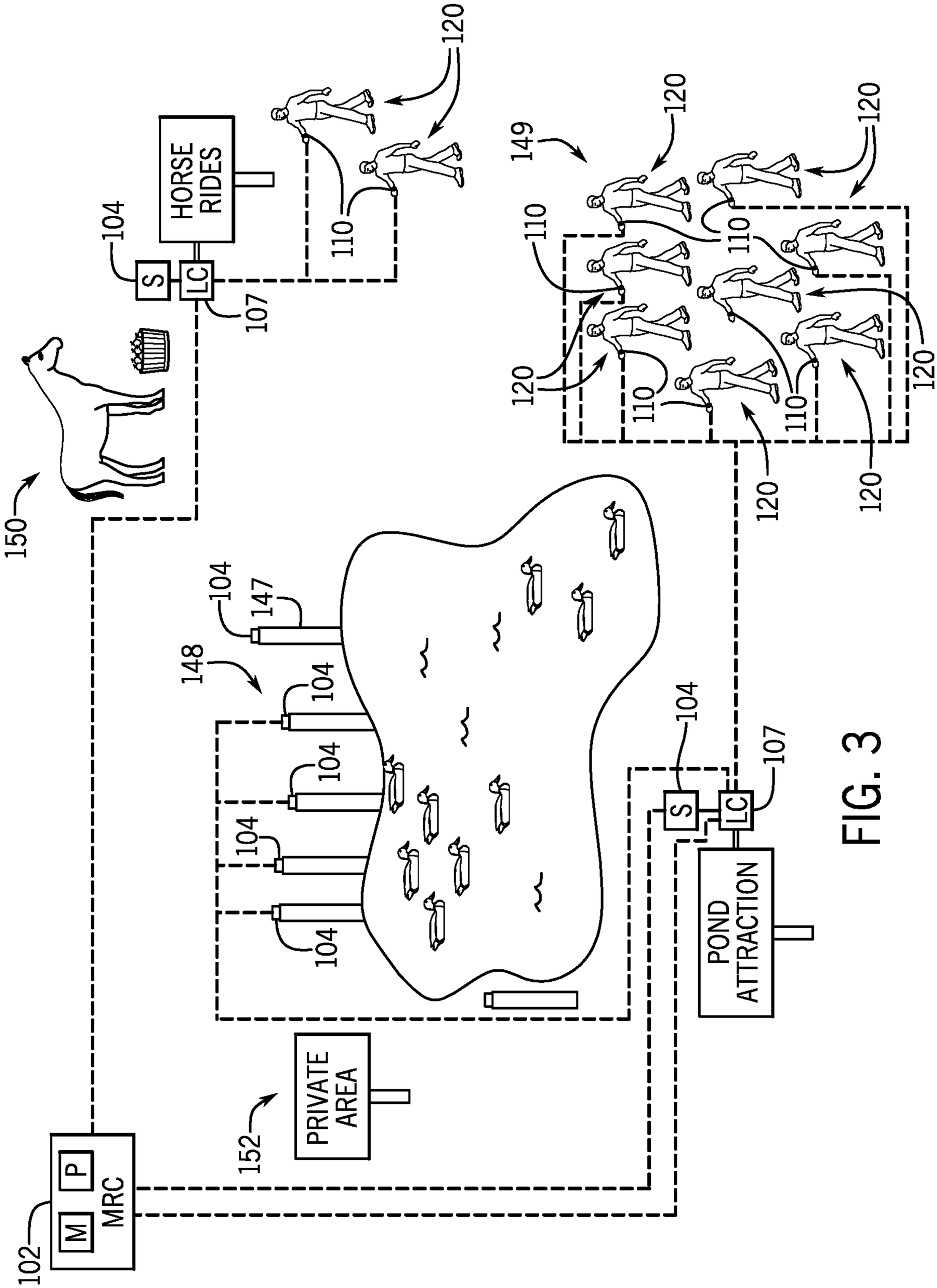

120
HORSE RIDES
104
S
LC
107
110
150
148
147
149
PRIVATE AREA
152
POND ATTRACTION
M
P
MRC
102

FIG. 3

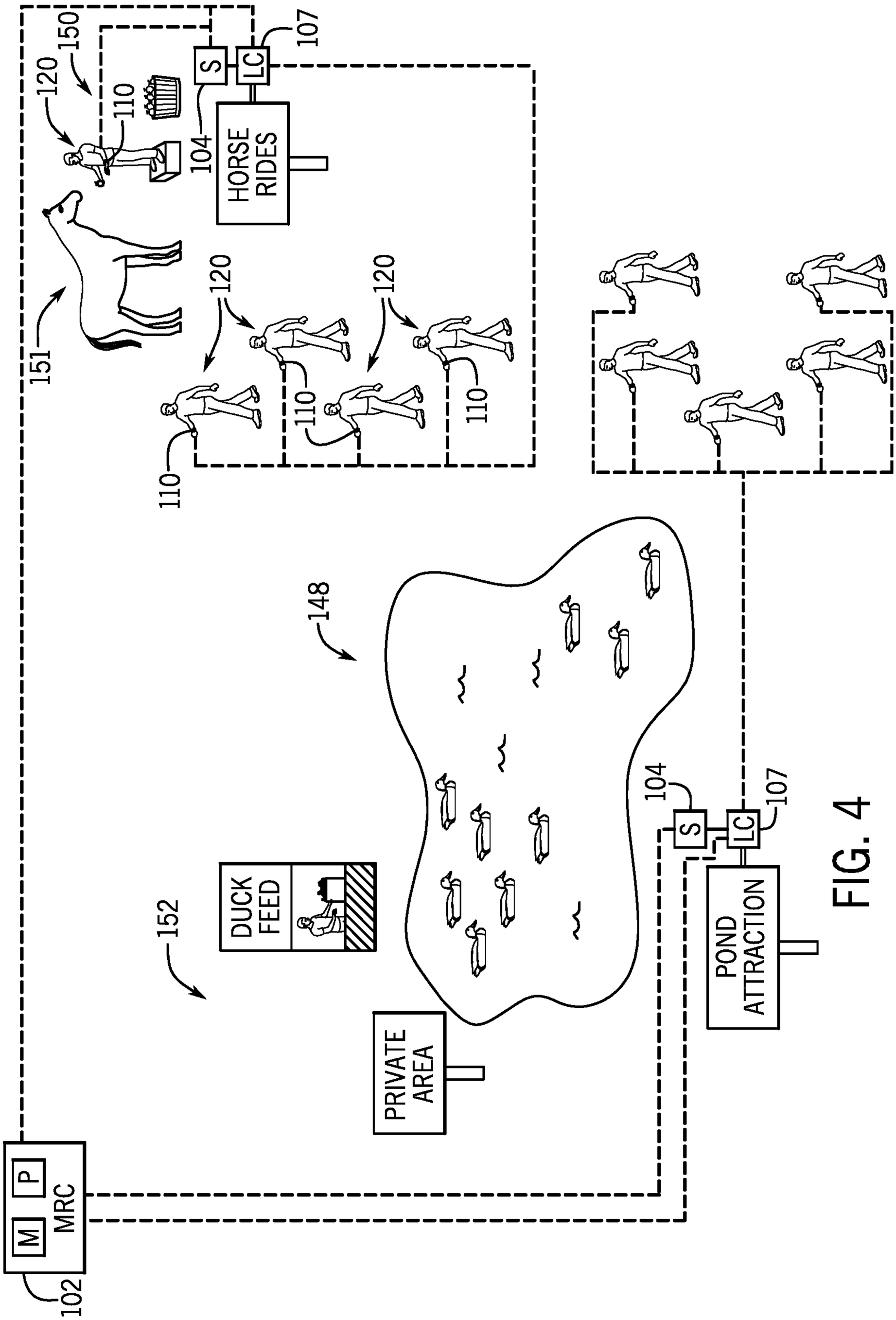

150
120
110
104
S
LC
107
HORSE RIDES
151
120
120
110
110
110
148
152
DUCK FEED
PRIVATE AREA
104
S
LC
107
POND ATTRACTION
P
M
MRC
102

FIG. 4

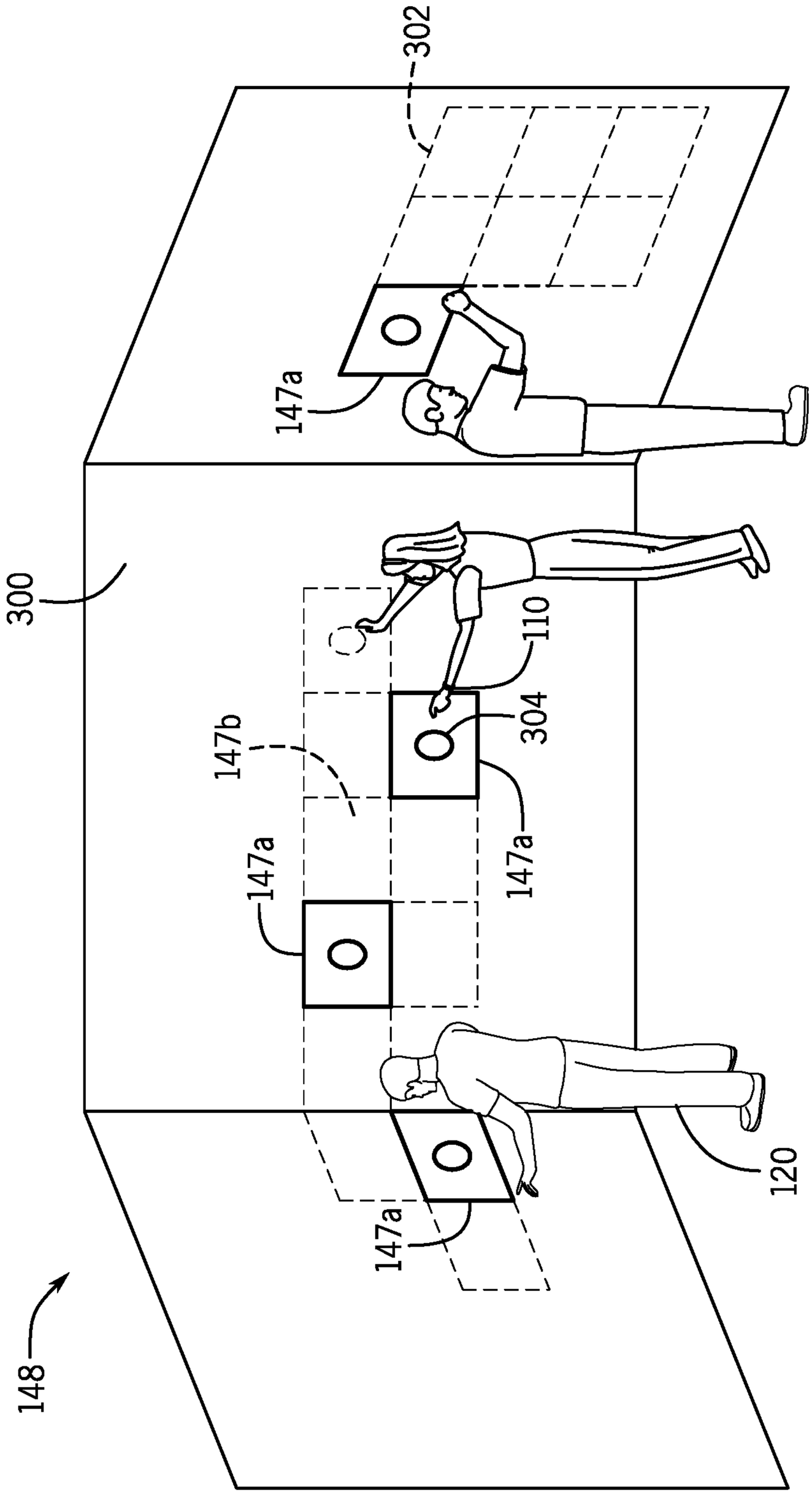


FIG. 5

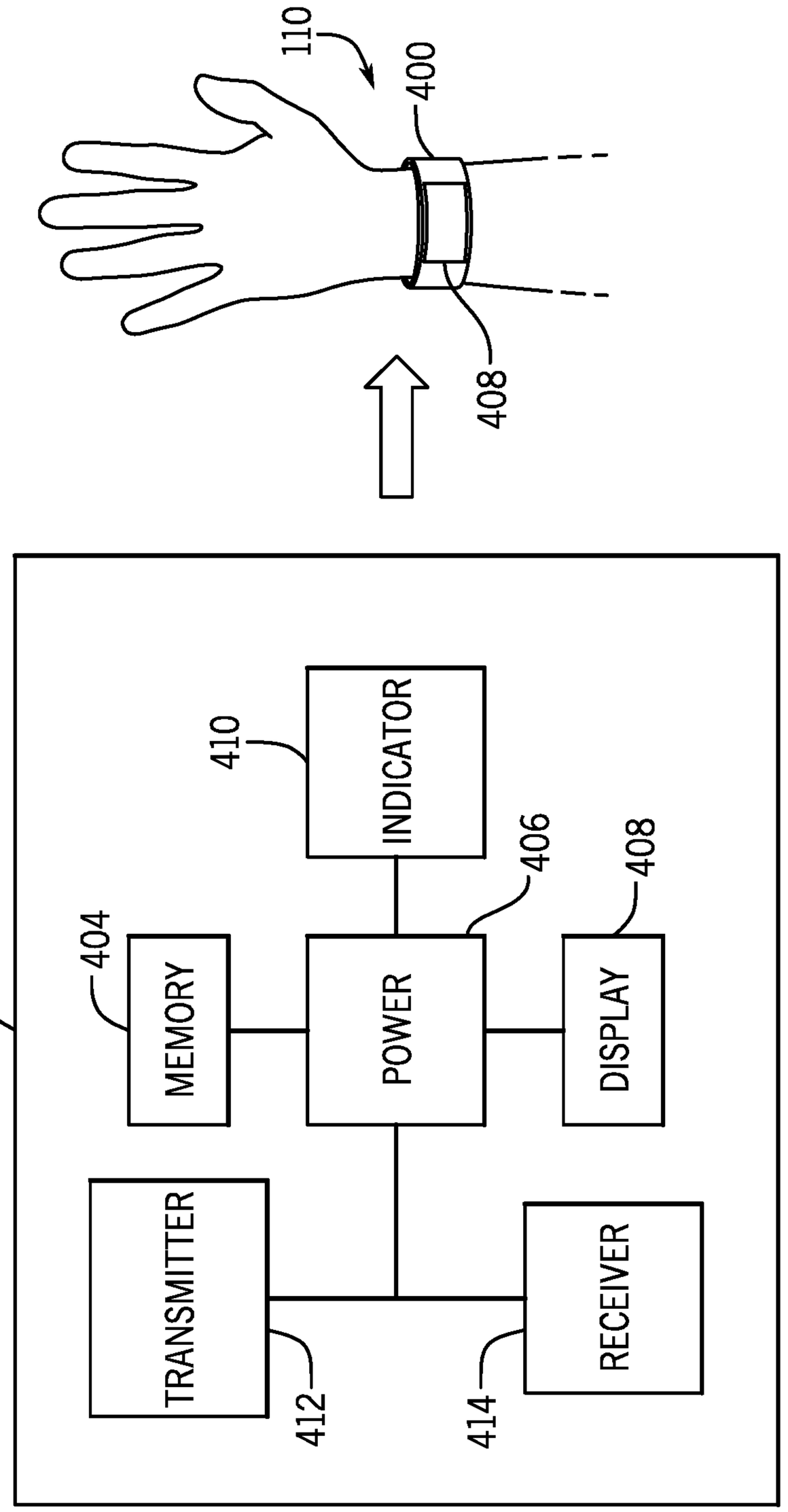

400
408
402
404
MEMORY
POWER
406
DISPLAY
408
410
INDICATOR
TRANSMITTER
412
RECEIVER
414

FIG. 6

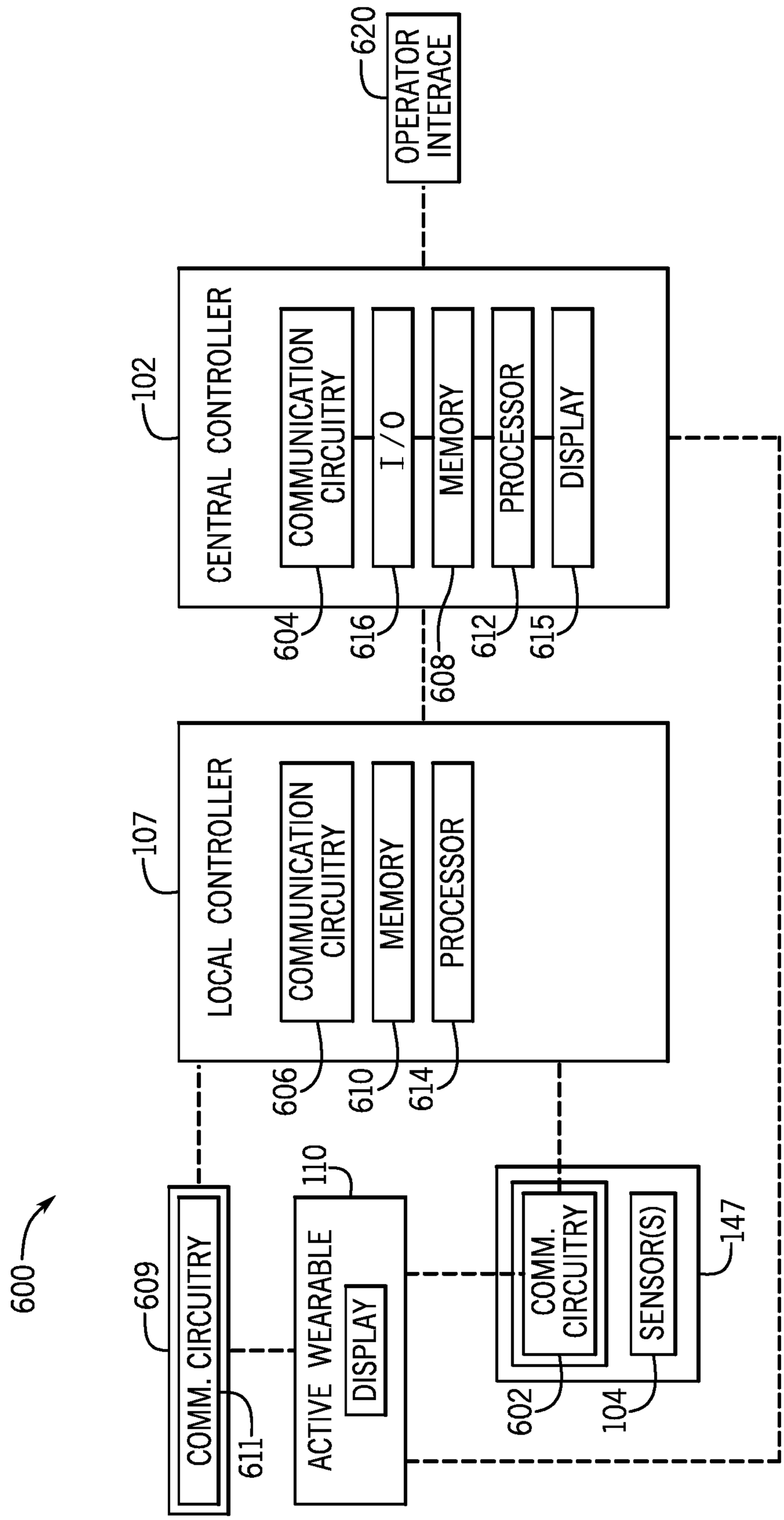

620
OPERATOR INTERACE
102
CENTRAL CONTROLLER
COMMUNICATION CIRCUITRY
I/O
MEMORY
PROCESSOR
DISPLAY
604
616
608
612
615
107
LOCAL CONTROLLER
COMMUNICATION CIRCUITRY
MEMORY
PROCESSOR
606
610
614
600
609
COMM. CIRCUITRY
611
110
ACTIVE WEARABLE
DISPLAY
602
COMM. CIRCUITRY
104
SENSOR(S)
147

FIG. 7