CLAIMS:

~~1.~~ 1. An interactive gaming system, comprising:

a first game environment comprising a first plurality of user input devices configured to receive first user inputs, wherein the first user inputs are indicative of a team performance and an individual performance of each player of a first set of players in the first game environment;

a second game environment comprising a second plurality of user input devices configured to receive second user inputs, wherein the second user inputs are indicative of a team performance and an individual performance of each player of a second set of players in the second game environment; and a controller, comprising:

~~a controller, comprising:~~

a memory device;

a processor configured to receive the first user inputs and the second user inputs and execute instructions stored on the memory device, wherein the instructions are configured to cause the processor to:

access a plurality of dynamic user profiles, wherein each dynamic user profile of the plurality of dynamic user profiles corresponds to ~~each~~a respective player of the first set of players ~~and each player of~~or the second set of players;

update the plurality of dynamic user profiles based on the received first user inputs and the received second user inputs;

select a third set of players from the first set of players and the second set of players to qualify for a third game environment based on the updated plurality of dynamic user profiles; and

provide instructions to the third game environment based on a subset of the updated plurality of dynamic user profiles, the subset of the ~~accessed~~updated plurality of dynamic user profiles corresponding to the selected third set of players.

~~2.~~

2. The interactive gaming system of claim 1, wherein the first plurality of input devices and the second plurality of input devices comprise haptic sensors configured to detect haptic data.

~~3.~~

3. The interactive gaming system of claim 2, wherein the instructions configured to cause the processor to update the plurality of dynamic user profiles comprise instructions configured to cause the processor to assign points to each player of the first set of players and each player of the second set of players based on the detected haptic data.

~~4.~~

4. The interactive gaming system of claim 1, wherein the the second set of players comprises a first team and a second team, and wherein the first team is assigned a first team score and the second team is assigned a second team score, wherein the assigned first team score and the assigned second team score are based on the received second user inputs, and wherein the assigned first team score and the assigned second team score are used to determine whether the first team or the second team is selected to qualify for the third game environment.

~~5.~~

5. The interactive gaming system of claim 4, wherein the second game environment is a puzzle and wherein the received second user inputs are based on an assembly of the puzzle by the second set of players.

~~6.~~

6. The interactive gaming system of claim 1, wherein the instructions are configured to cause the processor to determine a plurality of winners from the first game environment and the second game environment based on the ~~accessed~~updated plurality of dynamic user profiles, wherein the third set of players comprise the determined plurality of winners.

~~7.~~

7. The interactive gaming system of claim 1, wherein the instructions are configured

to cause the processor to ~~update~~updated features of the third game environment based on the subset of the updated plurality of dynamic user profiles corresponding to the selected third set of players.

~~8.~~

8. The interactive gaming system of claim 1, wherein the instructions are configured to cause the processor to determine a final winner, a final plurality of winners, or any combination thereof, based on the subset of the updated plurality of dynamic user profiles corresponding to the selected third set of players and an outcome of the third game environment.

~~9.~~

9. The interactive gaming system of claim 1, wherein the first set of players and the second set of players are nonoverlapping.

~~10.~~

10. An interactive gaming system, comprising:

a plurality of user-associated devices, each user-associated device of the plurality ~~of~~ user-associated devices ~~each~~ configured to interact with a game environment and transmit user signals indicative of an identity of a user providing a user interaction; ~~and~~

a plurality of interactive game ~~elements configured to communicate with~~sensors communicatively coupled to the plurality of user-associated devices and configured to transmit sensor signals indicative of a characteristic of the user interaction with the game environment and the identity of the user providing the user interaction; and a controller, comprising:

~~a controller, comprising:~~

a memory device storing instructions thereon; and

a processor ~~configured to~~ communicatively coupled to the memory device, the plurality of interactive game sensors, and the plurality of user-associated devices to receive the transmitted sensor signals ~~and~~ , wherein the processor is configured to execute instructions stored on the memory device, wherein the instructions, when executed by the processor, are configured to cause the processor to:

access a profile of the user;

update the game environment based on the profile and the received sensor signals;

~~signals;~~

compare the profile of the user to other profiles, each profile of the other profiles corresponding to other users in the game environment;

determine a score of the user in the game environment based on the comparison;

provide an indication that the user has qualified for entry into a special game environment based on the determined score; and

associate the user profile with a valid entry to the special game environment.

~~11.~~

11. The interactive gaming system of claim 10, wherein each interactive game ~~element~~sensor of the plurality of interactive game ~~elements comprises~~sensors is associated with at least one image associated with one or more characters.

~~12.~~

12. The interactive gaming system of claim 10, wherein the instructions configured to cause the processor to update the game environment comprise instructions to select or modify the plurality of interactive game ~~elements.~~

~~13.~~ sensors.

13. The interactive gaming system of claim 12, wherein the instructions that cause the processor to select or modify the plurality of interactive game ~~elements~~sensors are based on the determined score of the user.

~~14.~~

14. The interactive gaming system of claim 10, wherein the instructions configured to cause the processor to compare the profile of the user to the other profiles comprise instructions to rank the user relative to the other users, wherein a highest ranked user has a highest score and is determined to be a winner.

~~15.~~

15. The interactive gaming system of claim 10, wherein the user signals are indicative of a second characteristic of the user interaction, wherein the second characteristic is a haptic sensor response.

16. An interactive gaming system, comprising:

~~16. An interactive gaming system, comprising:~~

a controller communicatively coupled to a plurality of user-associated devices associated with a first team, wherein each user-associated device of the plurality of user-associated devices is configured to interact with a game environment and transmit signals indicative of a characteristic of user interaction with the game environment and indicative of an identity of a user providing the

user interaction, wherein the controller comprises: a memory device; and

~~a memory device; and~~

a processor configured to receive the transmitted signals and execute instructions stored on the memory device, wherein the instructions are configured to cause the processor to:

access a first team profile of the first team and a second team profile of a second team in the game environment;

configure the game environment based on the first team profile and the

second team profile;

determine a first score for the first team and a second score for the second team based on the received signals;

update the first team profile based on the determined first score;

update the second team profile based on the determined second score; and

generate a ranking of the first team relative to the second team.

~~17.~~

17. The interactive gaming system of claim 16, wherein the instructions are configured to cause the processor to determine an individual score for the user and rank the user relative to the other users in the game environment.

~~18.~~

18. The interactive gaming system of claim 16, wherein the first team profile comprises an individual score for each user of a plurality of users of the first team and the team score, wherein the team score comprises an aggregate of the individual score of each user of the plurality of users.

~~19.~~

19. The interactive gaming system of claim 16, wherein the first team is associated with a specific theme.

~~20.~~

20. The interactive gaming system of claim 16, wherein the instructions are configured to cause the processor to determine whether the first team is a winning team based on the determined first score.