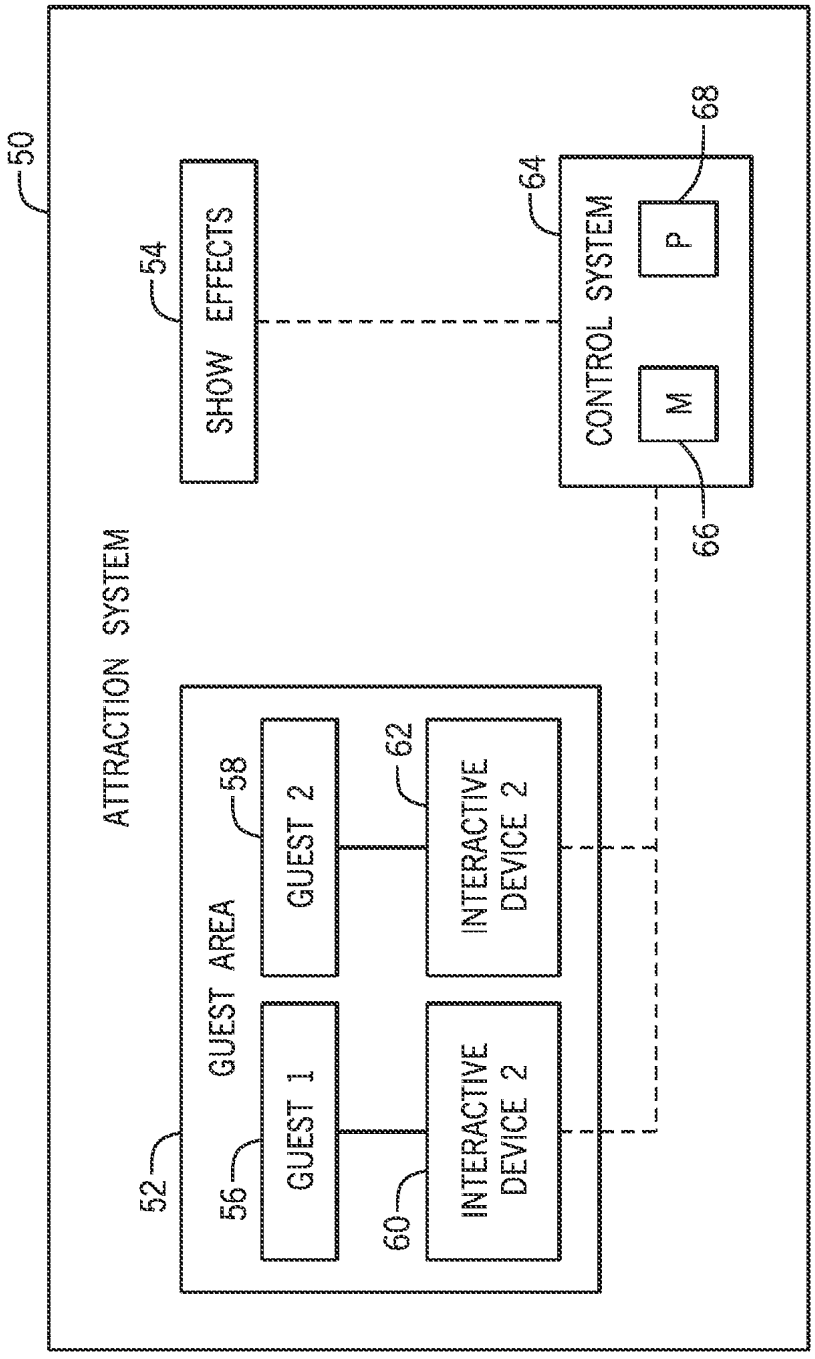

50
ATTRACTION SYSTEM
SHOW EFFECTS
54
CONTROL SYSTEM
64
P
68
M
66
GUEST AREA
52
GUEST 1
56
GUEST 2
58
INTERACTIVE DEVICE 2
60
INTERACTIVE DEVICE 2
62

FIG. 1

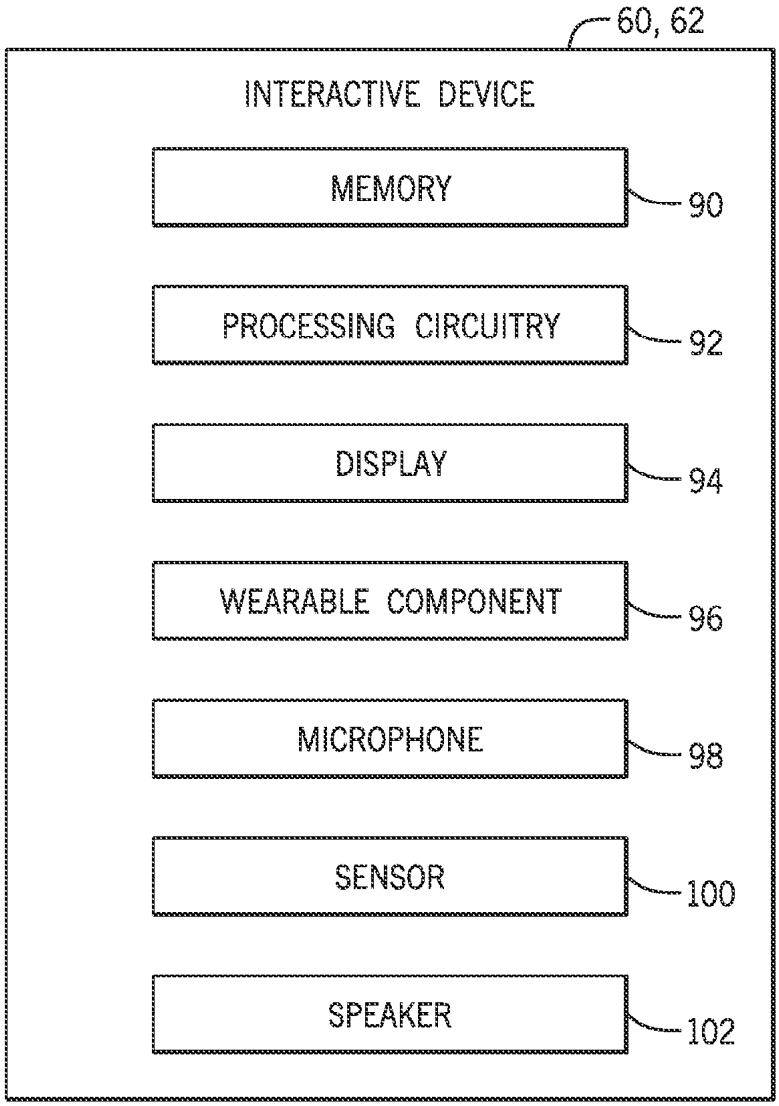

60, 62
INTERACTIVE DEVICE
MEMORY
90
PROCESSING CIRCUITRY
92
DISPLAY
94
WEARABLE COMPONENT
96
MICROPHONE
98
SENSOR
100
SPEAKER
102

FIG. 2

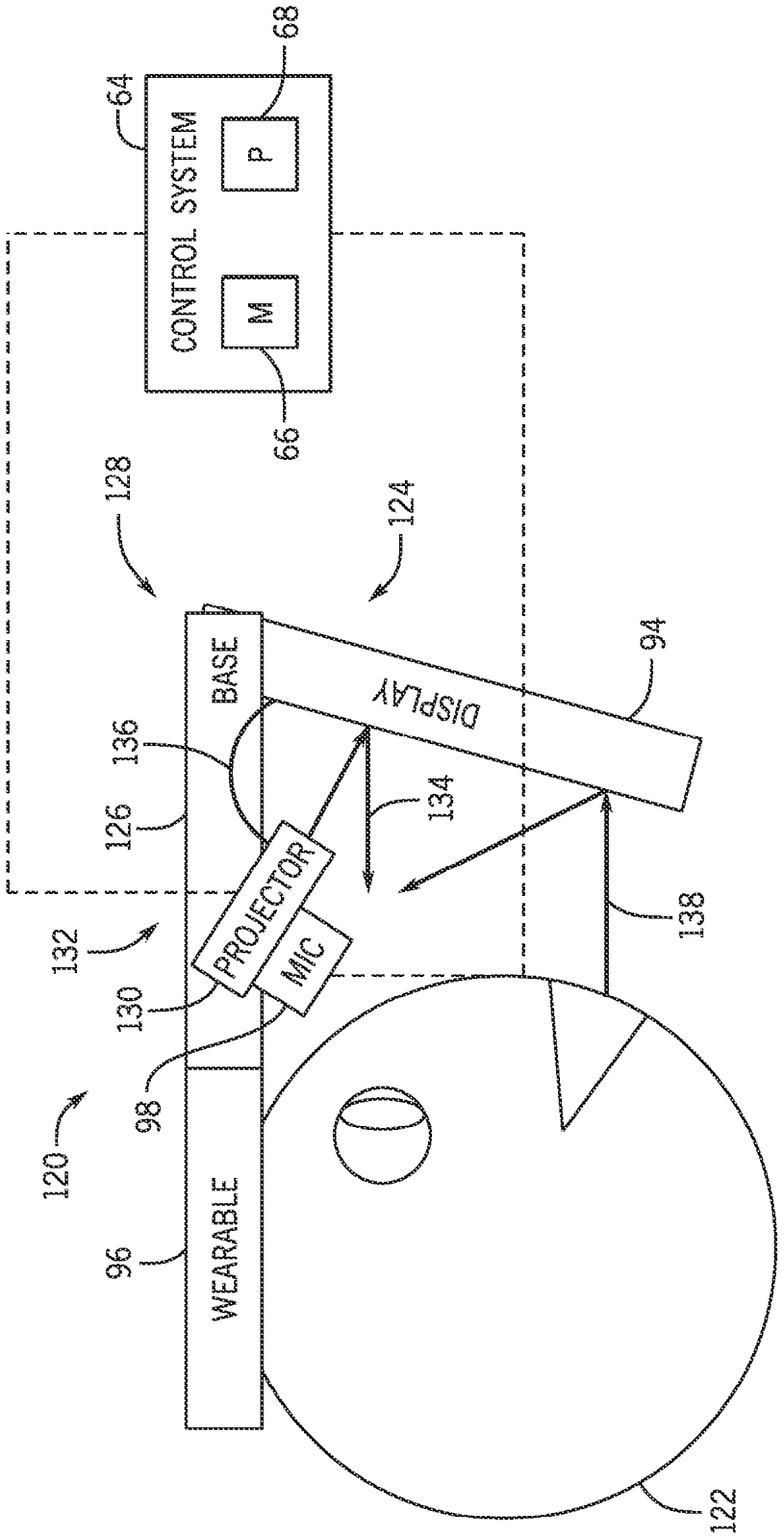

CONTROL SYSTEM
P
M
64
68
66
128
124
BASE
DISPLAY
94
136
126
134
PROJECTOR
MIC
132
130
98
120
96
WEARABLE
138
122

FIG. 3

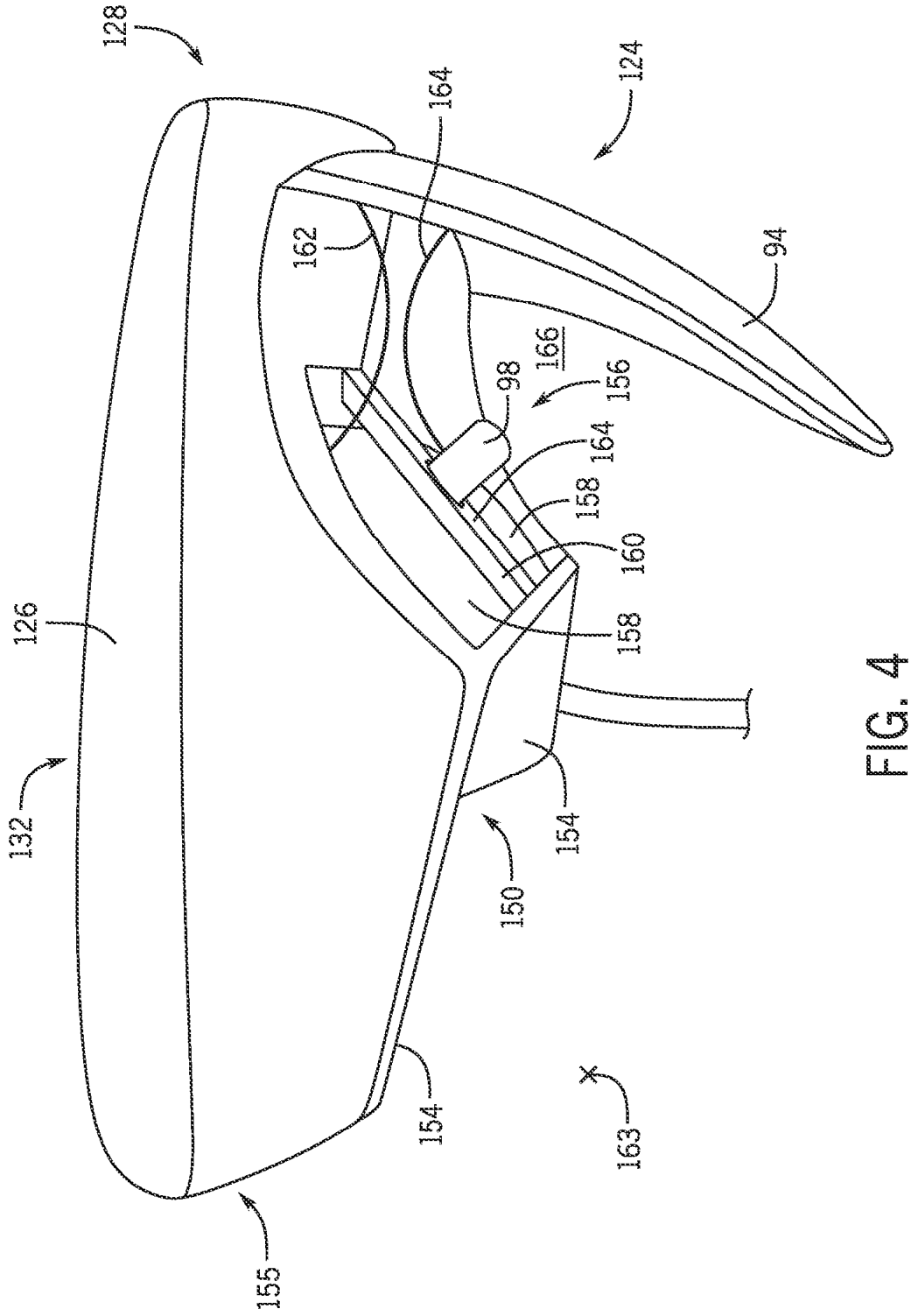

128
164
124
162
94
166
98
156
164
158
160
158
126
132
154
150
154
155
163
X

FIG. 4

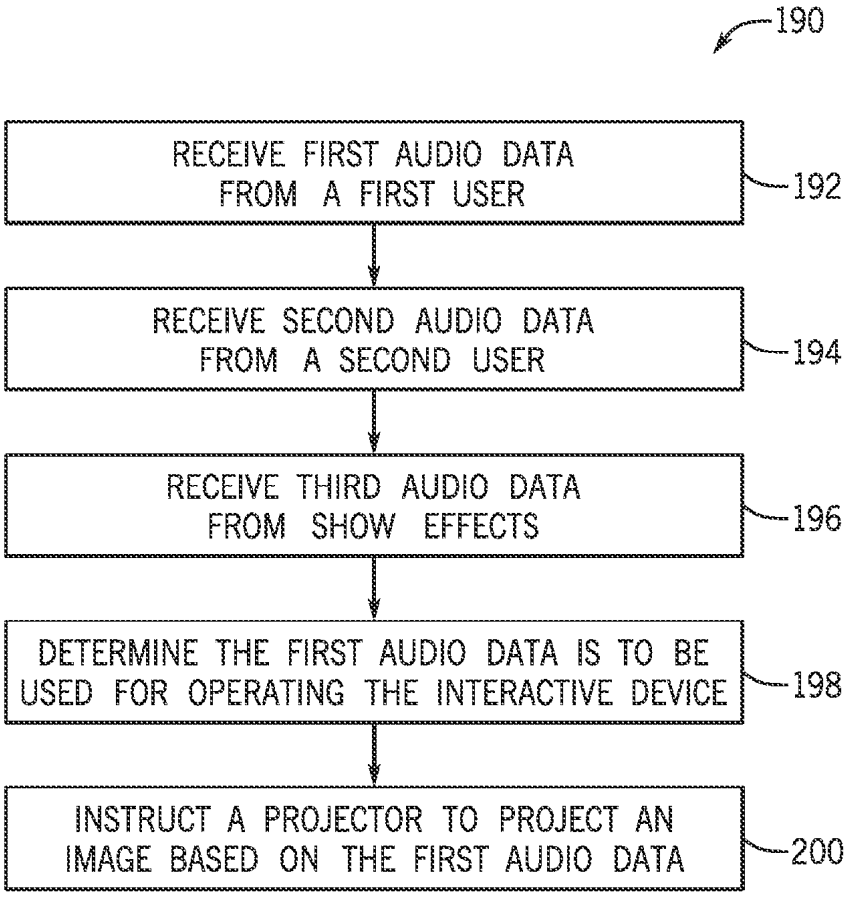

190
RECEIVE FIRST AUDIO DATA FROM A FIRST USER
192
RECEIVE SECOND AUDIO DATA FROM A SECOND USER
194
RECEIVE THIRD AUDIO DATA FROM SHOW EFFECTS
196
DETERMINE THE FIRST AUDIO DATA IS TO BE USED FOR OPERATING THE INTERACTIVE DEVICE
198
INSTRUCT A PROJECTOR TO PROJECT AN IMAGE BASED ON THE FIRST AUDIO DATA
200

FIG. 5