Nintendo Amusement Park is a proposal and prototype for a new type of interactive ride: Physically Augmented Reality.

The goal is to use mechanical technology to give a player super powers which they must learn to control as they bound through a massive obstacle course in three-dimensional space.

Unlike a passive 'amusement' park ride, Physically Augmented Reality puts a player in direct control of their movement.

The three important elements are the course, an overhead track, and a method of suspending the player.

The ideal system would be a 2-axis motorized track in the ceiling paired with a "magic winch."

This winch would dynamically amplify a player's actions while keeping them safe.

We are seeking collaborators and funding to work on the next steps of this project.