Created by Reiman Gardens in collaboration with Iowa State University College of Design faculty and students, this series puts an ecological and artistic spin on familiar favorites. From oversized tile puzzles to gorgeous hidden picture sculptures to giant food web chess and more, your visitors will have a great time interacting with these unique and educational games that demonstrate the balance, beauty, and connectedness of nature.
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A brand new interactive exhibit from the creators of Nature Connects®: Art with LEGO® Bricks

Nature Connects®: Art with LEGO® Bricks has amazed audiences and dramatically increased attendance for public gardens and zoos across the country since 2012. Now Reiman Gardens and Iowa State University have created a new exhibit designed to draw audiences while educating families about nature, ecology and the environment.

Nature of the Game was inspired by oversized versions of easily recognizable games. A unique component of this new exhibit is that the pieces are more than items to view and interpret, most are truly interactive. For example, where items like giant chess boards and pieces are fairly prevalent and fun, our striking Food Web Chess uses the playing pieces to reflect a biological lesson, how the food web works. Guests can learn about man’s effect on the environment while solving the Cause and Effect sliding tile puzzles, and the life-sized BEEd Maze helps teach even the youngest of visitors about the importance of pollinators. Nature of the Game includes six larger-than-life games, one of which is a series of five separate sculptural pieces. These games challenge visitors to play according to each game’s original mission, but in beautiful and exciting ways they also teach important environmental lessons. The additional game-themed giant dice sculpture adds to the overall fun and style of the exhibit.

How can Nature of the Game help your garden?

• Increase attendance due to its game-based entertainment value.

• Strengthen your garden’s relationships with donors, patrons, and community.

• Draw new visitation.

• Demonstrate the balance, beauty, and connections in nature.

• Encourage children and adults alike to get outside, visit your garden, and have fun through the engagement value of these games.
Bead mazes offer simple amusement to children as they push small beads around twisted and interwoven metal rods. Visitors can experience this simple toy in human scale with an educational component! The BEEd maze illustrates the process of pollination while acting as a toy. The twisted poles are arranged in different shapes and heights. Bees will be pushed around the system as they “pollinate”. The BEEd Maze is scaled to be used by all ages, but especially toddlers and young children.

Size: approx. 20' x 16'
Tile puzzles are often used in the form of small hand held mechanisms that usually depict an image, phrase, or ordered number set when completed. The puzzle pieces slide up, down, and side to side within the frame of the device. These large-scale sliding tile puzzles draw connections between different biomes and their biggest threats. There are two different difficulty levels for different ages. The double sides create the cause-and-effect component of the game. Once one side is completed, the other side is scrambled. When one biome is fully visible, its threat is diminished, and vice versa. Biomes and their threats include Wetlands/Pollution and Desert/Irrigation.

**Size:** Large - approx. 3.5' x 5.5', Small - approx. 2.75' x 4.5'
In Connect Food, one player is a moth and the other is a butterfly. Each player has to align four of their own disks, and each disk has an imprint of either host plant, caterpillar, adult butterfly, or nectar (food) plant. In order for the player to win, he or she has to align all four needs of their moth or butterfly (in any order).

Size: approx. 6’ x 6.5’
Chess has been played since ancient times and is one of the few truly international games. This life-size version of chess includes a twist where the pieces represent animals from different parts of the food chain. Once the game starts, players go through multiple food chains and create a food web, illustrating the interconnectivity of nature. Chess pieces include Gray Fox (king), Red Tailed Hawk (queen), Painted Turtle (bishop), Mantis (knight), Stink Bug (rook), and Dandelions and Clover (pawn).

**Size:** pieces range from 24” to 45” in height, board is approx. 16’ x 16’
Visitors can explore different biomes in the United States and learn about the plants and animals that live within those biomes by searching for hidden images within each piece. Made of corten steel, these beautiful domed sculptures will weather over time to a striking patina. Regions represented in this five-piece set include the Sonoran Desert, High Plains Alpine, Midwestern Prairie, Great Smoky Mountains, and the Florida Everglades.

Size: approx. 3.5’ x 6’ each
Giant Dice

A large-scale sculptural piece relative to game playing – this ubiquitous game piece is a striking visual that the exhibit is game-themed!
Interpretive Signage

This exhibit includes interpretive material to help your visitors more fully connect with Nature of the Game. Press-quality PDF files with 24x18 inch signs are provided for each of the games (Scavenger Hunt includes five files, one for each piece).

You can have these signs printed on a variety of materials depending on your interpretation needs. Some examples include acrylic, aluminum and coroplast, all of which stand up well to outdoor use. The design files include a 3/4 inch border to allow for framing, but can also be used frameless.
Leasing Information

Most exhibits are designed to be viewed and appreciated with little or no touch. In order to tackle the challenge of creating pieces designed for play and interaction, two years of planning, design, development and fabrication went into creating pieces that would hold up not only to the elements, but to intensive hands-on activity. The exhibit was on display for six full months at Reiman Gardens to test durability.

With Nature Connects®, Reiman Gardens learned a lot about which parts of the country host exhibits and when. We recognize that winter isn’t as desirable for many gardens, so we have an extended lease period and pricing discount during that time. We have priced this exhibit to be budget friendly for small and mid-sized gardens.

Below is the schedule we established for leasing slots and pricing. For high season, we have added a week to what seems to be the industry standard 12-week exhibit lease for more value. At this point in time, because of the intensive interactive use of this exhibit, we are booking out three years to see how the pieces handle wear and tear in other gardens. If they hold up exceptionally well, we will add more time slots.

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<tr>
<th>Host</th>
<th>Lease Start</th>
<th>Lease End</th>
<th>Duration</th>
<th>Leasing Fee</th>
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We believe there will be considerable interest in this exhibit so we are offering it to our friends who have leased Nature Connects® before we market any more widely. We want to make sure we show you our appreciation for helping us make Nature Connects® successful.

With that in mind, we considered the areas of the country that exhibited Nature Connects® during the design process. We made sure that none of the games were site specific and could be used anywhere in the country. You will note that Scavenger Hunt has five pieces representing the areas of the country Nature Connects has been exhibited in the most: Florida Everglades, Midwestern Prairie, Great Smoky Mountains, High Plains and the Sonoran Desert.

Leasing requirements are similar to Nature Connects®. A deposit is required at the time of signing the contract, with two payments later and up to your opening. The host will pay inbound shipping, but that will include two installation supervisors. You’ve worked with us before, so there won’t be any surprises here.

For additional information on leasing this exhibit, contact Ed Lyon, Director, Reiman Gardens at (515) 294-6212 (direct) or eslyon@iastate.edu. I will be happy to answer any questions and talk about the exhibit.

About the Designers

Nature of the Game was created by Reiman Gardens in collaboration with Iowa State University and the College of Design faculty and students.

Project Team

Reinaldo Correa
ISU Faculty - Department of Architecture
Role: Project Artist Lead | CM

Justin Dahlberg PE
Structural Engineer | Saul Engineering

Kevin Kane, PhD
Associate Dean for Research and Outreach

Team of Iowa State University College of Design students