

Here is a patron based kiosk game. The premise is, the end-user would swipe their Player's Club card, which would allow prizes and entry patterns to be tracked. After their card is swiped, the patron would then be given a choice of 3 treasure chests to choose from. After touching one of the 3 chests, a third screen would open revealing their prize.

The game is built using flash with a random prize generator on the back-end. A minimum prize is assured to every customer based on their card level, but grand prizes are available to everyone. At the completion of the game, the winnings are posted to the Player's Club card account and is ready to be used in any machine throughout the property.

This program will run twice weekly with no other offers being available on those days to deter from free play cannibalism.

