

## 2 Applications

**Entertainment** is the original intent of the Enchantways™ concept. Here the game is built around the characters or the theme of the venue. The emphasis is on fun, action and how many memorable experiences you can have. Game Stations are constantly updated to keep guests informed of show schedules and special events.

If **Education** is the intended use, questions and events are based on the subject matter. Take-aways are used as bench marks. Completion information and play scores are kept to show an individual's progress as they play.

An Enchantways™ system may be used for straight **Information Gathering** as a part of a demographic, usage, or other study. The system may be automated for collecting, manipulating and presenting data and statistics as required.

The system may be built around any genre. Examples include **Sports**, **Adventure**, **Trivia**, **Fantasy**, **Space**, **Movies**, or any venue-specific theme.

## 3 Precedence

Application of similar technologies exist and are in use by neighboring industries around the globe every day.

The **Mobil Speed Pass™** allows Mobil customers to purchase gas and merchandise without a credit card or cash through use of a non-contact key. Customers keep coming back to Mobil because of the convenience and because that is the only place their key works.

**Automated Teller Machines** are ubiquitous. Your ATM card works all over the world because there is a networked system of banks and customers depending on the information stored on your ATM card.

**SafeTzone®** is used at parks to track and locate guests within the park. Guests wearing identification wrist tags are tracked by an Ethernet-connected series of radio antennas. A centrally located monitor park map allows guests to locate members of their party.

Go to any of Universal Studios®, three **E.T. Adventure®** installations and E.T. will address you personally. E.T. knows your name because of the coded passport you carry.