

## WINNING GAME SYSTEM

### Abstract

A winning game system to allow a player to play and get a prize includes a user interface, an accumulation unit and a winning calculation payment unit. The user interface includes a plurality of selection buttons that can be picked by the player to display obtained items which include a plurality of prizes and at least one end prize. The winning game ends immediately when the end prize is picked by the player. The accumulation unit accumulates the prize picked by the player. After the end prize is picked by the player, the winning calculation payment unit, based on the accumulated prize got by the accumulation unit, calculates the winning and pays the player, thus provides excitement of unpredictable ending the winning game and increases the appeal of the winning game to the player.

Fig. 1