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(54) Title: SYSTEMS AND METHODS FOR STORING PLAYER STATE CACHES LOCALLY ON RIDE VEHICLES

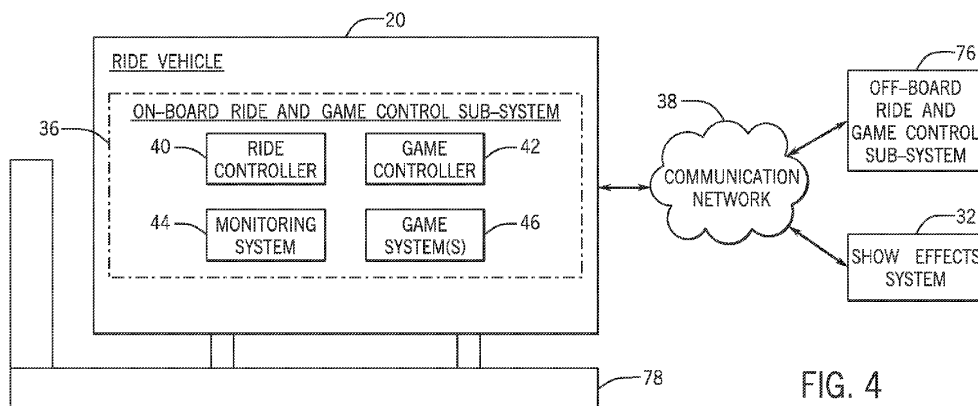


FIG. 4

(57) Abstract: Systems and methods presented herein include ride vehicles (20) configured to locally store player state caches. For example, ride vehicles may include an on-board ride and game control sub-system (36) configured to control local features of a ride and game control system (24) associated with an amusement park ride system (12) (e.g., that occur locally on the ride vehicles), to locally cache player state data for riders (22) of the ride vehicles during ride cycles of the ride vehicles, and to synchronize the locally-cached player state data with global player state data maintained by an off-board ride and game control sub-system (76) after the ride cycles of the ride vehicles.

Declarations under Rule 4.17:

- *as to applicant's entitlement to apply for and be granted a patent (Rule 4.17(ii))*
- *as to the applicant's entitlement to claim the priority of the earlier application (Rule 4.17(iii))*

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