DUTY FREE GAMING REWARDS

ABSTRACT OF THE DISCLOSURE

A gaming machine including an interface unit configured to accept game play data from a player, and a controller coupled to the interface unit. The controller includes a processor and a memory, wherein the memory stores player tracking data and wherein the processor is configured to receive, via the interface unit, game play data for the player playing a primary game, initiate a play of a secondary game if a triggering event occurs, enable a player to select at least one of a plurality of different loyalty awards associated with the secondary game, determine an outcome of the secondary game, and issue a loyalty award based on the determined outcome of the secondary game.

FIG. 1

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