```java
import java.util.Scanner;
public class GameStore3 {
        public static void main(String[] args) {
                Scanner s = new Scanner(System.in);
                String option;
                int numOfGames = 0;
                do {
                System.out.println("*************************************************************");
                System.out.println("*                    Welcome to Gaming Center :)           *");
                System.out.println("*                    --------------------------            *");
                System.out.println("*          Please enter one of the following options:       *");
                System.out.println("*          1) add  ==> this allows you to add a game to inventory   *");
                System.out.println("*          2) sell ==> this allows you to sell games to a customer   *");
                System.out.println("*          3) exit ==> to end this program                 *");
                System.out.println("*                                                          *");
                System.out.println("*************************************************************");
                System.out.print("Enter your option :> ");
                option = s.next();
                if (option.equals("sell")){
                        if (numOfGames <= 0){
                                System.out.println("Sorry. There are no more games in store :(");
                        }
                        else {
                                System.out.print("Please, enter game id (-1 to end): ");
                                int id = s.nextInt();
                                double totalPrice = 0;
                                int num = 0;
                                while (id != -1 && numOfGames > 0){
                                        System.out.print("Please, enter the price of next game: ");
                                        double price = s.nextDouble();
                                        totalPrice += price;
                                        num++;
                                        numOfGames--;
                                        if (numOfGames <= 0){
                                                System.out.println("Can not sell more games. Out of stock :(");
                                        } else {
                                                System.out.print("Please, enter game id (-1 to end): ");
                                                id = s.nextInt();
                                        }
                                }
                                double discount = 0;
                                //if more than two copies then use discount
                                if (num > 2 ){
                                        discount = 20.0 / 100;
                                }
                                System.out.println("Total price before discount: " +
                                                totalPrice + "SR");
                                System.out.println("Your discount is: " +
                                                (totalPrice - (totalPrice * (1 - discount))) + "SR");
                                totalPrice *= (1 - discount);
                                System.out.println("Total price after discount: " +
                                                                totalPrice + "SR");
                        }
                } else if (option.equals("add")){
                        System.out.print("Please, enter game id (-1 to end): ");
                        int id = s.nextInt();
                        while (id != -1){
                                numOfGames++;
                                System.out.print("Please, enter game id (-1 to end): ");
                                id = s.nextInt();
                        }
                }
                } while (!option.equals("exit"));
                System.out.println("Thanks. Goodbye!");
        }
}
```