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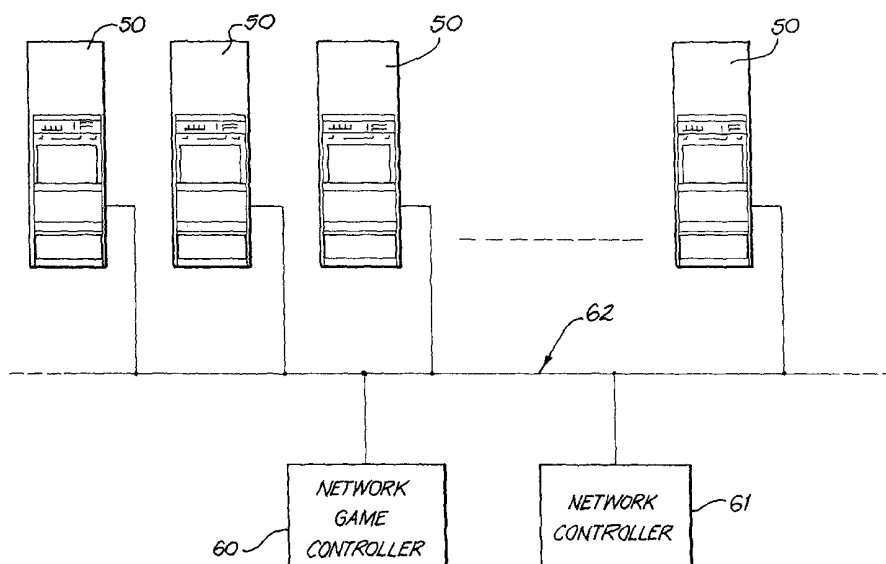
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(54) Title: GAMING MACHINE WITH LOYALTY BONUS



(57) Abstract: A gaming machine is provided, which awards loyalty points to players playing the game who have identified themselves to the machine. The machine is arranged to award loyalty points to the player and to play two game means wherein, the first or base game may be provided by the slot machine game as a stand alone function with no dependence upon a supporting communications network, the second game may be linked game in which a plurality of network connected machines (50) participate with control of the game being provided by a central game controller (60), while the communications network (62) is controlled by a network controller (61). A first game mode is available to all players and a second enhanced game mode is made available to players who have reached a predetermined threshold of loyalty points.



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Gaming machine with loyalty bonus

Introduction

The present invention relates to gaming machines of the type generally known as slot machines, fruit machines, card machines or poker machines and in particular, the invention provides an improvement whereby
5 players are rewarded for frequenting a particular establishment.

Background of the Invention

Gaming machines are typically installed in large numbers at casinos and clubs which compete against one another for the custom of patrons
10 wishing to play their games. Typically, this competition involves providing attractions such as the latest games, promotions associated, with or additional to the games played on their gaming machines and large incrementing bonus jackpots.

These attractions work to some extent, but the smart gamblers
15 choose to play at establishments based on the current promotions that are being run, or the current size of the incrementing jackpots, and so there is a certain fluctuation in patronage due to the fickle nature of the patrons and the changing attractions of the promotions being run.

Some establishments have addressed this problem over the years by
20 providing loyalty schemes. There exist many different systems used by clubs and casinos where regular players are rewarded. Some are manual where players that are recognised as spending a lot of time playing the machines are given free meals or discounts. More sophisticated systems involve players being sold or given a plastic card (eg. magnetic stripe or
25 smartcard) that they can insert into a special reader on the gaming machines at the applicable club/casino. Points are accumulated at a fixed rate and stored on the card or in a central account. When the player accumulates a fixed number of points they become eligible to redeem them in exchange for goods. Players are usually given a range of goods to choose from where the
30 number of points that need to be redeemed for each item varies depending upon the value of the item.

Summary of the Invention

The present invention provides a gaming console having a display means, player input means, loyalty points accumulating means and control
35 means arranged to control images displayed on the display means in response to player inputs and game outcomes of games run on the console

by the player and to award loyalty points to the player which are recorded as a loyalty points value, the console being characterised in that it is arranged to operate in at least two modes, including a first normal mode and a second loyalty enhanced mode, wherein the first mode is available to all players and
5 the second mode is made available only to players who have established a loyalty points value greater than or equal a predetermined level of loyalty points.

In various embodiments of the invention, the second mode may be distinguished from the first mode by providing higher prizes or additional
10 prizes, allowing additional game features either as standard features, or as purchasable features within a standard game, or by providing eligibility to additional feature games, and bonus or jackpot prizes.

In the preferred embodiment, the main, or base game will be a card game or spinning reel game with or without additional feature games, but
15 may also be a keno or bingo game, or any other game which can be provided on a gaming console of this type.

The loyalty points may be accumulated and recorded on the player's identification card, in which case, the loyalty system may be implemented on "stand alone" consoles. Alternatively, in the case of networked consoles,
20 the tracking of player points can be done on a network server, or a dedicated loyalty system server for example, and the player identification card can be used only to identify the player to the system.

In the case where the second mode provides a feature game, the feature game may be an independent second screen game. Alternatively, a
25 bonus feature may be related to particular outcomes on the main game, such as providing prizes for outcomes over a certain level or containing certain indicia. The loyalty feature may also be related to a system event in a linked system and may for example, involve providing eligibility to a progressive jackpot.

30 Some specific examples of bonus rewards that can be provided to a player when their accumulated loyalty points exceed the predetermined level may include:

- a) 10 free games are awarded.
- b) Pay a bonus of 5 credits for every KING that appears in the next
35 20 games.
- c) A second screen feature is awarded, which pays a bonus prize.

Brief Description of the Drawings

Embodiments of the invention will now be described by way of example with reference to the accompanying drawing in which:

Figure 1 illustrates a conventional video slot machine on which the
5 embodiment of the present invention is provided;

Figure 2 schematically illustrates a network of gaming machines;

Figure 3 is a block diagram of the gaming machine of Figure 1,
showing major functional elements;

Figure 4 is a further block diagram of a slot machine of Figures 1 and
10 3, showing optional touch screen and network connection functions;

Figures 5, 6, 7 & 8, are game screens illustrating a game sequence
which demonstrates the invention; and

Figure 9 is a flow chart showing the maintenance of points for a
player.

Detailed Description of the Preferred Embodiment

In the following detailed description the methodology of the
embodiments will be described, and it is to be understood that it is within
the capabilities of the non-inventive worker in the art to introduce the
methodology on any standard processor-based gaming console by means of
20 appropriate programming.

Referring to Figure 1 of the drawings, a first embodiment of the
invention is implemented in relation to a slot machine 50 of the type having
a video display illustrating a plurality of rotatable simulated reels 40
carrying symbols 43. During a game, the plurality of simulated reels are spun
25 and when the reels stop spinning, a part of each reel is visible displaying a
subset of the symbols on the respective reel. The console is arranged to pay
a prize on the occurrence of a predetermined symbol or combination of
symbols appearing together on the visible parts of the reels.

The prize paying combinations can be any of the combinations
30 found on known spinning reel style slot machines, or may be a new set of
combinations derived specifically for machines according to the invention.

In the slot machine 50 illustrated in Figure 1, the game is initiated by
pressing a button 44, however, it will be recognised by persons skilled in the
art that this operating mechanism might be replaced by a pull handle
35 actuator, or a touch screen sensor, in other embodiments of the invention.
Credit is established on the slot machine by inserting coins into the coin slot

33, inserting a banknote or ticket into the bill acceptor 67 or possibly by inserting a card into the card reader and transferring credit either from an account held at the casino or at a financial institution or by transferring a credit from a stored value on the card itself.

5 The top box 45 on top of the slot machine 50 displays the various winning combinations for which a prize is paid on this machine.

 In the embodiment of Figure 1 a series of function switches 47 are also provided for selection of the bets and lines to be included in the game.

 Games provided in embodiments of the present invention are
10 modified versions of the current genre of Multiline 5 Reel Video games. These games operate on a video screen 41 displaying 5 separate reels 40. Referring specifically to the embodiment of Figure 1, three symbols 43 from each of the video reel strips are viewed on screen at any one time, for each of the 5 reels. The players have an option of playing 1, 3, 5, 7 or 9 different
15 lines.

 While the slot machine illustrated in Figure 1 is of the simulated-spinning reel type, the present invention is equally applicable to any type of game found on the current generation of video slot machines and could also be applied to physical reel machines. The primary game of the slot machine
20 will operate in the conventional manner and its operation will not be described in detail.

 Referring to Figure 2, a number of gaming consoles 50 are preferably connected in a network via a communications system 62, and the network controller 61. A network game controller 60 is also provided on the
25 communications network 62 to control the accumulation of linked progressive prizes and the awarding of jackpots.

 In a networked embodiment such as that shown in Figure 2, the loyalty points accumulation may be implemented on either the network controller 61 or, the network game controller 60 or, alternatively a separate
30 dedicated server (not shown) could be used to implement the loyalty points recording system. Alternatively in a stand alone embodiment the functionality of the loyalty system is built into the controller of the gaming console itself. In such a system the points will be accumulated by the console and stored on the players identification card rather than at a central
35 controller.

The program to implement the base game described above, and to provide the normal mode of operation and the loyalty enhanced mode, runs on a standard gaming console control processor 31 as illustrated schematically in Figures 3 and 4. This processor forms part of a controller 5 30 which drives the display screen 11 and receives player input signals from pushbutton switches 47. Alternatively, player inputs may be made by way of touch input signals from touch sensors 32. The console also receives coin input pulses from a coin chute mechanism 33 to establish a player credit and includes a coin payout mechanism or hopper 34. Connection to the 10 communications network 42 is via a network interface 35.

The operation of the loyalty points system is split between the game console 50 and the network game controller 60 with points allocation functions and reward game features being provided within the game console 50 and points accumulation and recordal being performed on the central 15 game controller with the points information being passed to each participating machine 50 via the network 62.

Referring again to Figures 1 and 3, each of the gaming machines within a gaming venue will preferably have a card reader 65 installed. Players are able to insert a loyalty card (smartcard or magnetic stripe card) 20 into a gaming machine when they play, and a percentage of the amount that they bet will be added onto the card (ie a typical point collecting loyalty system), or collected in a loyalty points account on a network server such as the network controller 61 of Figure 2. In the case where points are stored on a network server, player identity may be established via a number of 25 possible mechanisms including, the insertion of an Identity Card or Key in a reader on the machine, keying in of a PIN number on a keypad provided on the machine, or player details could be obtained as part of another activity such as cashless gaming funds transfer. However, it is not essential to identify the player in order to reward player loyalty and players may be 30 issued with cards or other identifying devices that do not provide player identity information but instead just carry the players loyalty points. Alternatively the identifying device might provide an account identifier to allow a loyalty points account to be stored on a network computer. Finally, in cases where a physical identification device is not accessible by the 35 console, some embodiments may permit the player the player to accumulate loyalty points during the period of play on a given console only and any

points would be automatically cancelled when the credit meter in the console reaches zero.

Whenever the number of points stored on a player's card or account reaches a pre-determined threshold level, a bonus game will commence after
5 the current game has completed. This bonus game may be a secondary game that is independent of the base or main game, but in the preferred embodiment, the bonus game is an extension to the base game being played. For example, the bonus game may involve 10 credits being awarded for every King (K) symbol that appears on the screen in any one of the next 30
10 games played. Note that this feature may also be triggered by a conventional trigger in addition to a trigger based on the points level, however, it is preferred that the loyalty points threshold will provide the only method of triggering the feature.

When the feature is triggered to occur as a result of points level, the
15 current game will be completed, and the gaming machine will deduct the required number of points (ie the threshold level) from the players' card or account. The bonus feature will then commence, during which any bets made by the player will still increment the points level on the players' card by the pre-determined percentage.
20 For example, a player may have their card inserted into a gaming machine with the screen of Figure 5 appearing.

Due to the nature of this type of loyalty system, it is possible that the increment rate for the points on the card or, loyalty account may actually be 100% of the amount bet, although this is not mandatory. For the present
25 example however, it is assumed that the points will increment at a rate of 1 point for every credit bet on the gaming console in which the card is inserted.

By making a bet on the base game of 1 credit per line on 20 lines, the player will exceed the threshold level of points required to be entitled to be
30 eligible for the bonus feature as illustrated in Figure 6. Assuming that the combination of 3 X B on line 1 in Figure 6, paid 100 credits in the base game.

Figure 7, illustrates the first game of the bonus feature, in which the player wins 15 credits for 3 X K, plus an additional 10 credits for every K on the screen, giving another 40 credits for the bonus feature.

Turning now to Figure 8, in the second bonus game, the player has no advantage from the bonus feature because no K's appear on the screen. However, 10 credits are awarded for 3 X 9s from the base game.

Referring to Figure 9, a flowchart of the reward process is illustrated.

- 5 In this process the steps START (101) and Let BONUS_REMAINING=0 (102), are initialisation steps performed when a player establishes a credit on the console by inserting cash or transferring credit to the console. In step 103, the player loyalty system records are read and the value of BONUS_REMAINING (which keeps a count of the unplayed bonus games
10 remaining for this player) is updated with a corresponding value stored in the player's loyalty data. The value of BONUS_REMAINING is then checked to see if any unplayed bonus games are outstanding and if so, the console commences play at step 106 in bonus mode. Alternatively, the player loyalty points information is checked at step 104 to see if the player's points
15 are above the threshold level of 1000, in which case, the console switches into the loyalty enhanced bonus mode and the player's loyalty points are decremented by 1000 at step 105 and the player loyalty points record is updated on the card or on the server as the case may be. The console again commences play at step 106 in bonus mode. After a bet is made at step 106,
20 the console checks for the presence of a player identification card at step 107 and if present, the player loyalty points are incremented at step 108. The game is then played in step 109 and any standard prizes are awarded. The console then tests for bonus games remaining at step 110 and if greater than zero, bonus wins are awarded at step 111, and the BONUS_REMAINING
25 counter is decremented and the value recorded in the player loyalty records.

- The BONUS_REMAINING counter is then tested again in step 112 and if greater than zero, a new game is commenced at step 106 in bonus mode. Alternatively, if the BONUS_REMAINING counter is zero, the player loyalty points are tested again at step 104 to see if the threshold has been
30 exceeded, enabling bonus mode to commence/continue before commencing a new game at step 106. This process assumes that the player will automatically be taken into bonus mode each time the loyalty points exceed the threshold. It is possible however, for the player to be given control over entry into bonus mode once qualification is achieved, in which case,
35 additional steps would be required between step 104 and 105 to allow the player choice to be recorded.

The bonus feature may also be available as a standard feature of the base game, such that other triggers (eg; combination triggers) in the game itself, may cause the feature to be invoked. The feature may be game specific, where a certain number of points collected will award a bonus
5 feature that is built into the game and usually triggered by a certain random event or combination trigger. This could happen automatically when the number of points reaches the required level. Alternatively, the player may be allowed to accumulate as many points as they like so that they can play any bonus features that are owing to them at a time of their choosing. Hence
10 the effect on the game will be that there are two ways that the game specific feature could be triggered – either by a random triggering event or by an accumulation of a fixed number of points. This also means that the expected return to player percentage for a player of the applicable gaming machines will be higher for a player taking part in the loyalty system than
15 for one that is not.

The same approach could also be applied where the bonus is generic to all of the gaming machines that participate in the points collection scheme. For example, a linked, progressive jackpot system may allow
20 players to play the linked bonus feature when a certain number of points have been accumulated. Again, this would mean that there are two possible ways of triggering the linked progressive jackpot on the system – the usual random turnover-based trigger or the individual point accumulation. Similarly there could be a dedicated feature associated with the participating gaming machines that could be either game specific or generic that is only
25 available to players redeeming points. Hence players who do not use the points reward system will never be eligible to play that particular feature.

A new method of incrementing points can also be used. That is, rather than points being incremented as a fixed percentage of turnover as for prior art systems, the points could be accumulated by other means. One
30 method is to adjust the percentage increment for different bet levels in a way that is not directly proportional to the amount bet. For example, a bet of a single credit may add 0.01 points to the player's card or account and hence 100 single credit bets would add 1 credit. However, if the player were to make a single bet of 100 credits in one hit then 2 points may be added
35 instead of 1.

In another embodiment, the incrementing of player loyalty points may be completely unrelated to turnover. For example, the points may be related to wins or losses. Every non-winning game may add one point, or alternatively when wins occur the same number of credits as were won may
5 also be added to the player's card or account.

Of the many types of features possible, some can be an extension to the base game. For example in a standard keno game 20 numbers are selected from a total of 80 and, if they match certain of the numbers that the player selected, a prize is awarded. When the player inserts their card and
10 they have reached the loyalty points threshold, the same keno game will allocate 21 numbers from the 80 for the next 50 games. That is, the apparent probability of a win will be increased by giving the player an extra number for every game. (Note that in some embodiments the probability may or may not be actually increased, but the player perception will be that the loyalty
15 system results in a higher win probability).

It will be appreciated by persons skilled in the art that numerous variations and/or modifications may be made to the invention as shown in the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to
20 be considered in all respects as illustrative and not restrictive.

CLAIMS

1. A gaming console having a display means, player input means, loyalty points accumulating means and control means arranged to control images displayed on the display means in response to player inputs and
5 game outcomes of games run on the console by the player and to award loyalty points to the player which are recorded as a loyalty points value, the console being characterised in that it is arranged to operate in at least two modes, including a first normal mode and a second loyalty enhanced mode, wherein the first mode is available to all players and the second mode is
10 made available only to players who have established a loyalty points value greater than or equal to a predetermined level of loyalty points.
2. The gaming console as claimed in claim 1, wherein the second mode is distinguished from the first mode by providing higher prizes.
3. The gaming console as claimed in claim 1, wherein the second mode
15 is distinguished from the first mode by providing additional prizes.
4. The gaming console as claimed in claim 1, wherein the second mode is distinguished from the first mode by providing additional game features as standard features of the game.
5. The gaming console as claimed in claim 1, wherein the second mode
20 is distinguished from the first mode by providing additional, purchasable, game features within a standard game.
6. The gaming console as claimed in claim 1, wherein the second, loyalty mode includes a feature that is related to a system event in a linked system.
7. The gaming console as claimed in claim 6, wherein the second,
25 loyalty mode provides eligibility to a progressive jackpot.
8. The gaming console as claimed in claim 1, wherein the second mode is distinguished from the first mode by providing eligibility to an additional bonus.
9. The gaming console as claimed in claim 8, wherein the bonus feature
30 is related to particular outcomes on the main game.
10. The gaming console as claimed in claim 11, wherein a main game available for play on the console is a spinning reel game in which a plurality of reel strips carrying symbols are spun and when the reel strips stop
35 spinning part of each reel strip is displayed and prizes are awarded for

predetermined combinations of symbols appearing together on the displayed parts of the reel strips.

11. The gaming console as claimed in claim 8, 9 or 10, wherein the bonus comprises an additional feature game.

5 12. The gaming console as claimed in claim 11, wherein the additional feature game is an independent second screen game.

13. The gaming console as claimed in claim 10, wherein bonus available in the second, loyalty mode comprises awarding a predetermined number of free games on the occurrence of a predetermined trigger occurring in a
10 standard game.

14. The gaming console as claimed in claim 13, wherein the bonus comprises awarding 10 free games on the occurrence of the trigger.

15. The gaming console as claimed in claim 13 or 14, wherein the predetermined trigger is the occurrence of a predetermined combination of
15 symbols spun up in the standard game.

16. The gaming console as claimed in claim 15, wherein the combination of symbols comprises a plurality of similar symbols.

17. The gaming console as claimed in claim 16, wherein the combination of symbols comprises scatter symbols.

20 18. The gaming console as claimed in claim 16, wherein the combination of symbols comprises substitute symbols.

19. The gaming console as claimed in claim 10, comprising a feature wherein, when a triggering event occurs, a bonus prize is awarded for every occurrence of a second predetermined symbol that appears in a subsequent
25 predetermined number of games played.

20. The gaming console as claimed in claim 19, wherein the bonus prize is 5 credits.

21. The gaming console as claimed in claim 19 or 20, wherein the first predetermined symbol is an "EYE" symbol.

30 22. The gaming console as claimed in claim 19, 20 or 21, wherein the triggering event comprises the first predetermined symbol appearing at the same time on two reels in the main game.

23. The gaming console as claimed in claim 19, 20, 21 or 22, wherein the second predetermined symbol is a "KING" symbol.

24. The gaming console as claimed in claim 19, 20, 21, 22 or 23, wherein the number of subsequent games in which the player is eligible for the bonus prize is the next 20 games played.
25. The gaming console as claimed in claim 10, wherein the additional
5 bonus in the second, loyalty enhanced mode comprises awarding a second screen feature game to the player, and the feature game awarding a bonus prize.
26. The gaming console as claimed in claim 9, wherein the additional
10 bonus feature provides additional prizes for outcomes over a predetermined level.
27. The gaming console as claimed in claim 9, wherein the additional bonus feature provides additional prizes for outcomes containing a predetermined indicium.
28. The gaming console as claimed in any one of claims 1 to 10, wherein
15 the function of standard game features is altered when the console is operating in the second, loyalty enhanced mode.
29. The gaming console as claimed in claim 28, wherein a standard game feature comprises awarding a bonus on the occurrence of a predetermined trigger and in the second, loyalty enhanced mode the bonus is increased.
- 20 30. The gaming console as claimed in claim 29, wherein the bonus in the first, normal mode comprises awarding a first predetermined number of free games and the second, loyalty enhanced mode comprises awarding a second, predetermined number of free games, the second predetermined number of free games being a greater number than the first predetermined
25 number of free games.
31. The gaming console as claimed in claim 30, wherein the second predetermined number of free games is double the first predetermined number of free games.
32. The gaming console as claimed in claim 30 or 31, wherein the first
30 predetermined number of free games comprises 10 free games.
33. The gaming console as claimed in claim 30, 31 or 32, wherein the second predetermined number of free games comprises 20 free games.
34. The gaming console as claimed in claim 28 or 29, wherein the bonus comprises awarding a second screen feature.

35. The gaming console as claimed in claim 29, 30, 31, 32, 33 or 34, wherein the predetermined trigger is the occurrence of a predetermined combination of symbols in a standard game.
36. The gaming console as claimed in claim 35, wherein the
5 predetermined combination of symbols comprises two similar symbols.
37. The gaming console as claimed in claim 35, wherein the predetermined combination of symbols comprises three similar symbols.
38. The gaming console as claimed in claim 35, 36 or 37, wherein the predetermined combination of symbols comprises scatter symbols.
- 10 39. The gaming console as claimed in 35, 36 or 37, wherein the predetermined combination of symbols comprises substitute symbols.
40. The gaming console as claimed in claim 29, 30, 31, 32, 33 or 34, wherein the trigger required when the second, loyalty enhanced mode is enabled is easier to achieve than the trigger required when the first, normal
15 mode of the game is operating.
41. The gaming console as claimed in claim 39 or 40, wherein the trigger in the first, normal mode comprises the occurrence of a predetermined symbol a first predetermined number of times in a winning combination during a standard game.
- 20 42. The gaming console as claimed in claim 41, wherein the trigger in the second, loyalty enhanced mode comprises the occurrence of the predetermined symbol a second predetermined number of times in a winning combination during a standard game, the second predetermined number being less than the first predetermined number.
- 25 43. The gaming console as claimed in claim 42, wherein the second predetermined number is one less than the first predetermined number.
44. The gaming console as claimed in claim 42 or 43, wherein the second predetermined number is one.
45. The gaming console as claimed in claim 42 or 43, wherein the first
30 predetermined number is three.
46. The gaming console as claimed in claim 42, 43, 44 or 45, wherein the predetermined symbol comprises a substitute symbol.
47. The gaming console as claimed in claim 42, 43, 44 or 45, wherein the predetermined symbol comprises a scatter symbol.

48. The gaming console as claimed in claim 1, wherein the second mode is distinguished from the first mode by providing eligibility to additional jackpot prizes.
49. The gaming console as claimed in any one of claims 1 to 48, wherein
5 the main game, or base game, is a card game.
50. The gaming console as claimed in any one of claims 1 to 9, wherein the main game, or base game, is a spinning reel game.
51. The gaming console as claimed in any one of claims 1 to 48, wherein the main game, or base game, is a keno game.
- 10 52. The gaming console as claimed in any one of claims 1 to 48, wherein the main game, or base game, is a bingo game.
53. The gaming console as claimed in any one of claims 1 to 48, wherein the main game, or base game, includes additional feature games.
54. The gaming console as claimed in any one of claims 1 to 53, wherein
15 players are identified to the console for points accumulation and retrieval by use of special identification means.
55. The gaming console as claimed in claim 54, wherein the identification means is an identification card.
56. The gaming console as claimed in claim 54, wherein the
20 identification means is a key.
57. The gaming console as claimed in claim 54, wherein the identification means includes a password that must be entered into the console before eligibility to the second mode of play can be granted.
58. The gaming console as claimed in any one of claims 1 to 57, wherein
25 the loyalty system is implemented on a plurality of networked consoles.
59. The gaming console as claimed in claim 58, wherein player details are maintained on a network server on which the player's loyalty points are accumulated and a current loyalty points value is recorded.
60. The gaming console as claimed in claim 58, wherein player details
30 are maintained on a dedicated loyalty system server on which the player's loyalty points are accumulated and a current loyalty points value is recorded.
61. The gaming console as claimed in claim 59 or 60, wherein the
35 identification means are used only to identify the player to the system so that the player details and the player's current loyalty points value can be retrieved.

62. The gaming console as claimed in any one of claims 1 to 53, wherein the loyalty system is implemented on a "stand alone" console.

63. The gaming console as claimed in claim 62, wherein players are identified to the console for points accumulation and retrieval by use of
5 special identification means.

64. The gaming console as claimed in claim 62, wherein the console is provided with a card reader that reads an identification card on which the player's loyalty points are accumulated and a current loyalty points value is recorded.

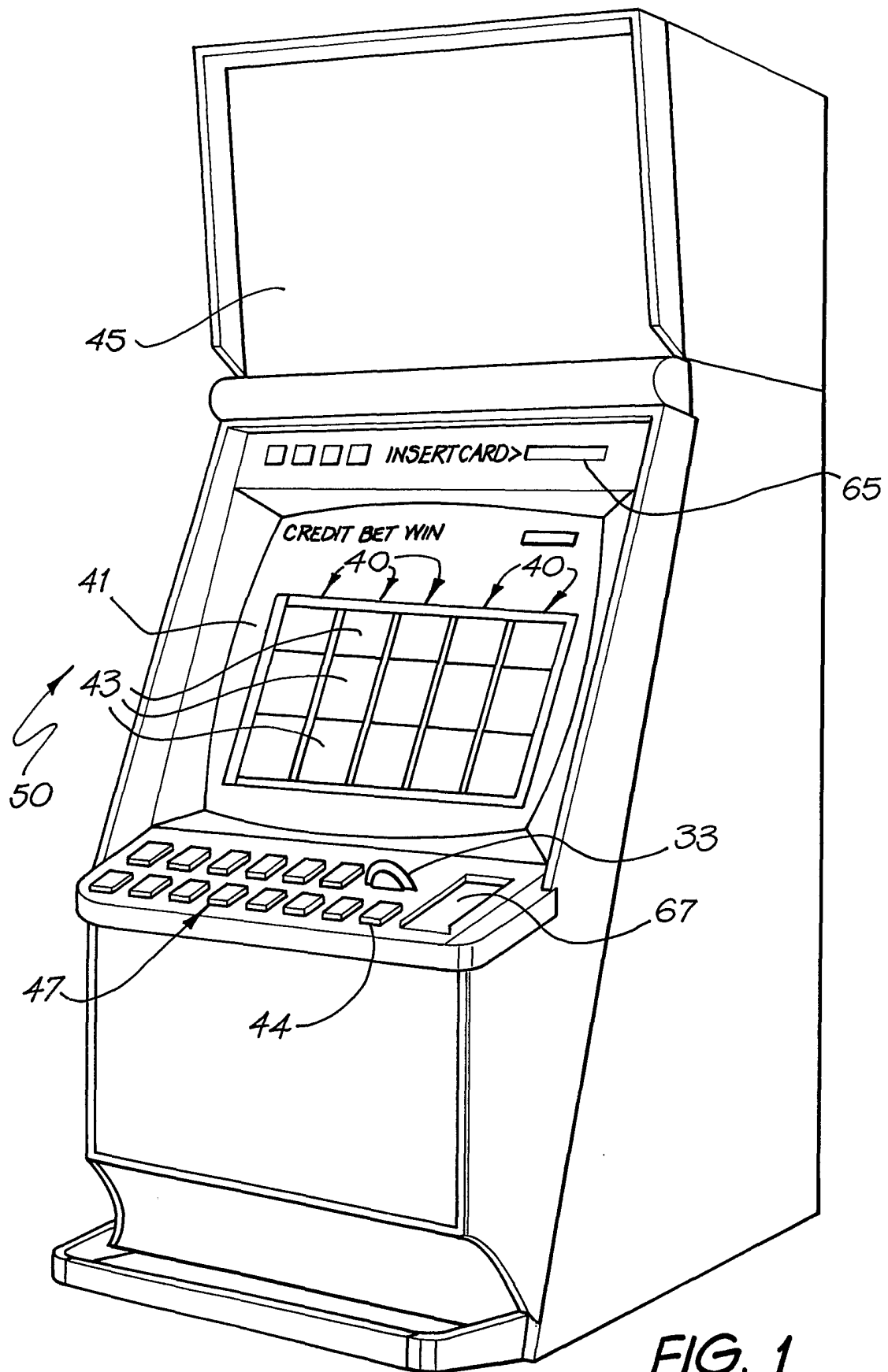
10 65. The gaming console as claimed in claim 63 or 64, wherein the identification means includes a password that must be entered into the console before eligibility to the second mode of play can be granted.

66. The gaming console as claimed in claim 64 or 65, wherein, when the card is inserted into the card reader, the console reads the player's current
15 loyalty points value, compares it with the predetermined value that determines eligibility to the second mode of play and, if the current value is greater than or equal to the predetermined value, the console grants the player eligibility for the features of the second, loyalty-enhanced mode.

67. The gaming console as claimed in claim 66, wherein information on
20 the card enables the console to establish the player's identity, and play in the enhanced mode cannot commence until the console has identified the player.

68. The gaming console as claimed in claim 64 or 65, wherein information on the card enables the console to establish the player's
25 eligibility for the features of the second, loyalty-enhanced mode without establishing the player's identity, and play in the enhanced mode is enabled to commence when the player is recognised as having a current loyalty points value greater than or equal to the predetermined level that determines eligibility to the second mode of play.

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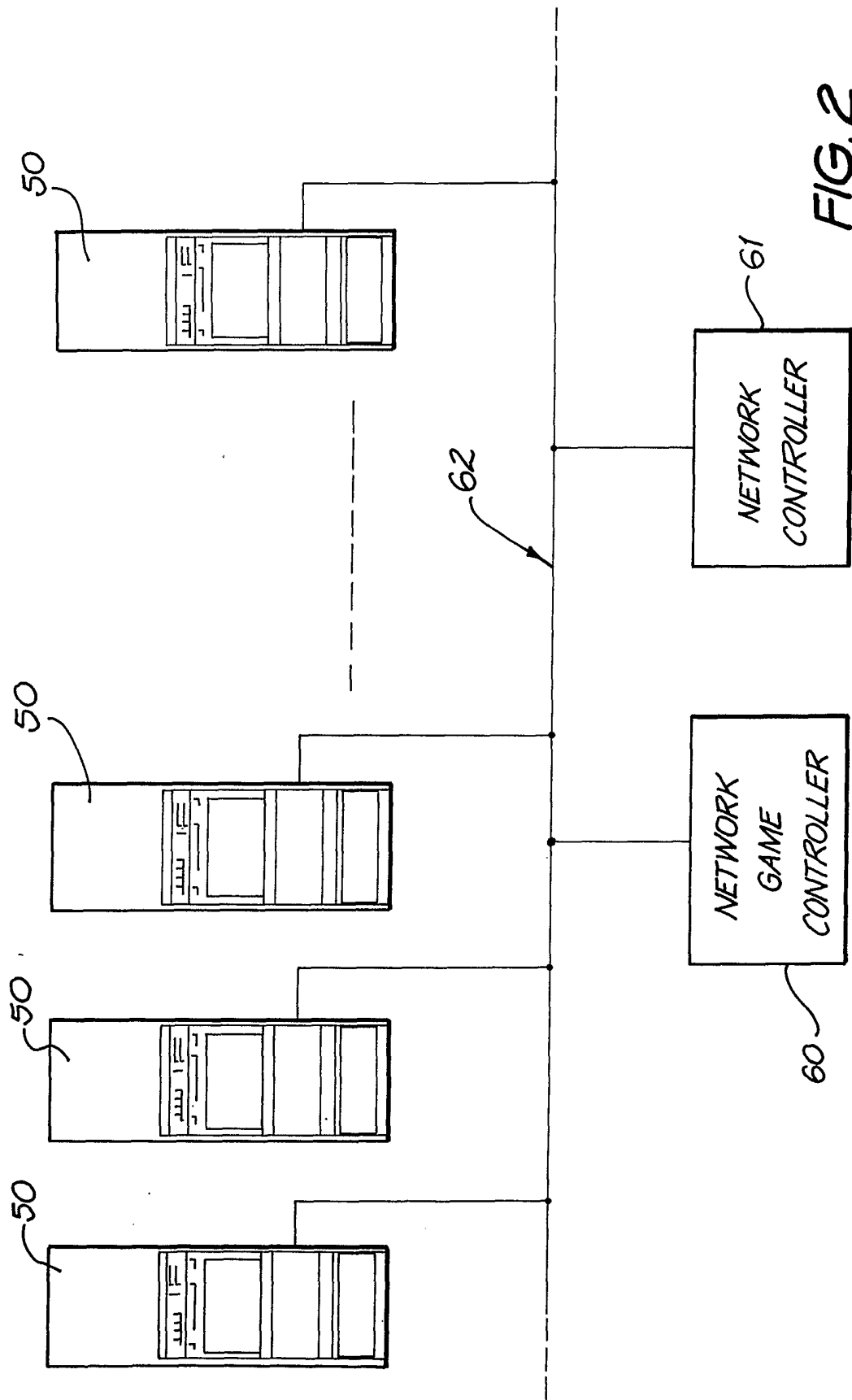


FIG. 2

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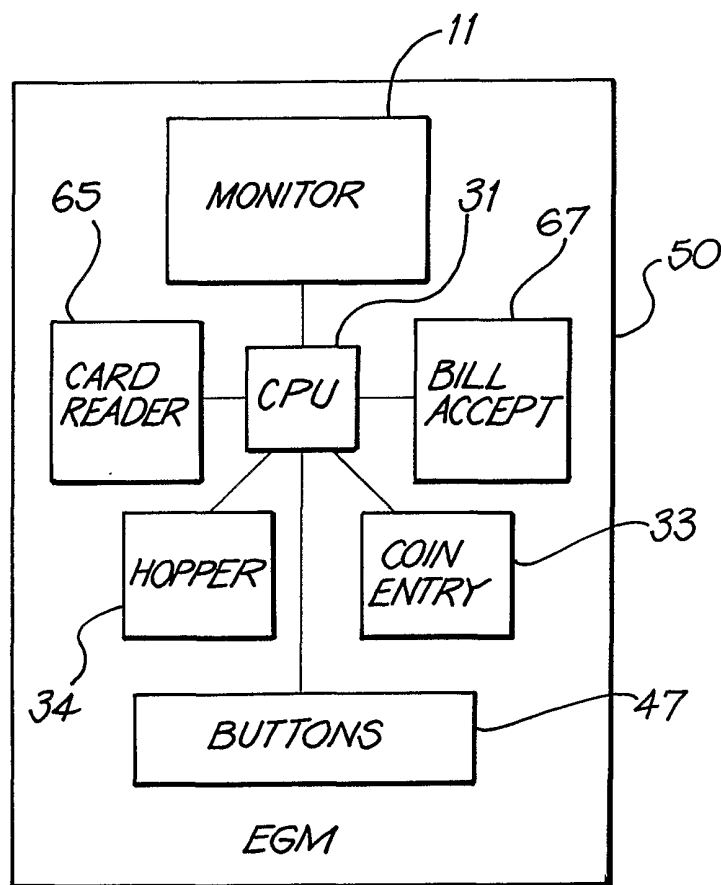


FIG. 3

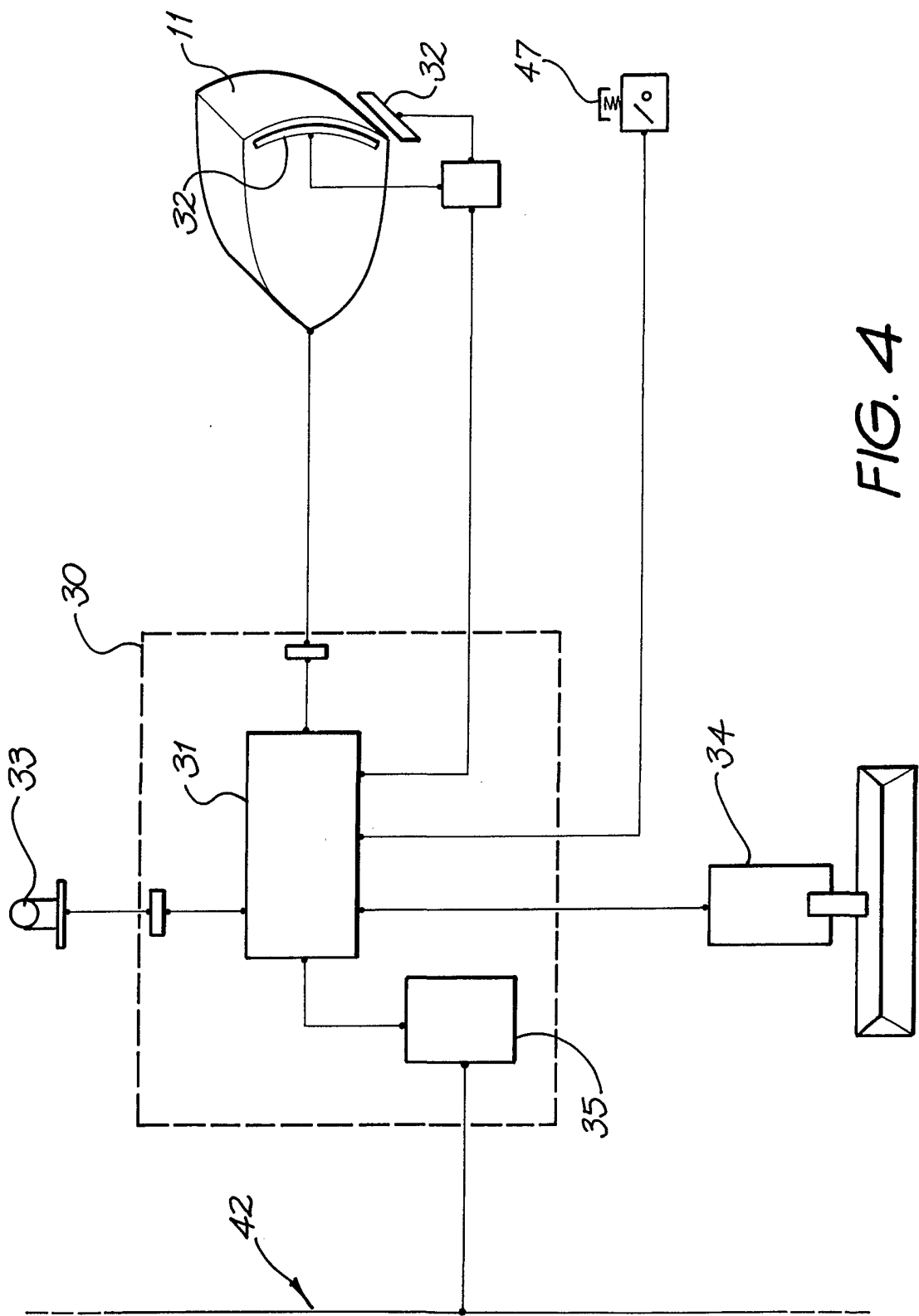


FIG. 4

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| | | | | |
|-----------------------------|--------|---|-------|---|
| TOTAL POINTS 996 | | | | |
| BONUS STARTS AT 1000 POINTS | | | | |
| CREDIT 500 | BET 20 | | WIN 0 | |
| 9 | 10 | 9 | C | S |
| C | J | Q | J | J |
| K | K | A | Q | Q |

FIG. 5

| | | | | |
|--|--------|---|---------|---|
| TOTAL POINTS 1016 | | | | |
| BONUS STARTS AT 1000 POINTS | | | | |
| CREDIT 580 | BET 20 | | WIN 100 | |
| C | A | J | Q | C |
| B | B | B | K | S |
| 9 | S | 9 | A | Q |
| BONUS FEATURE! K PAYS BONUS FOR 30 GAMES | | | | |

FIG. 6

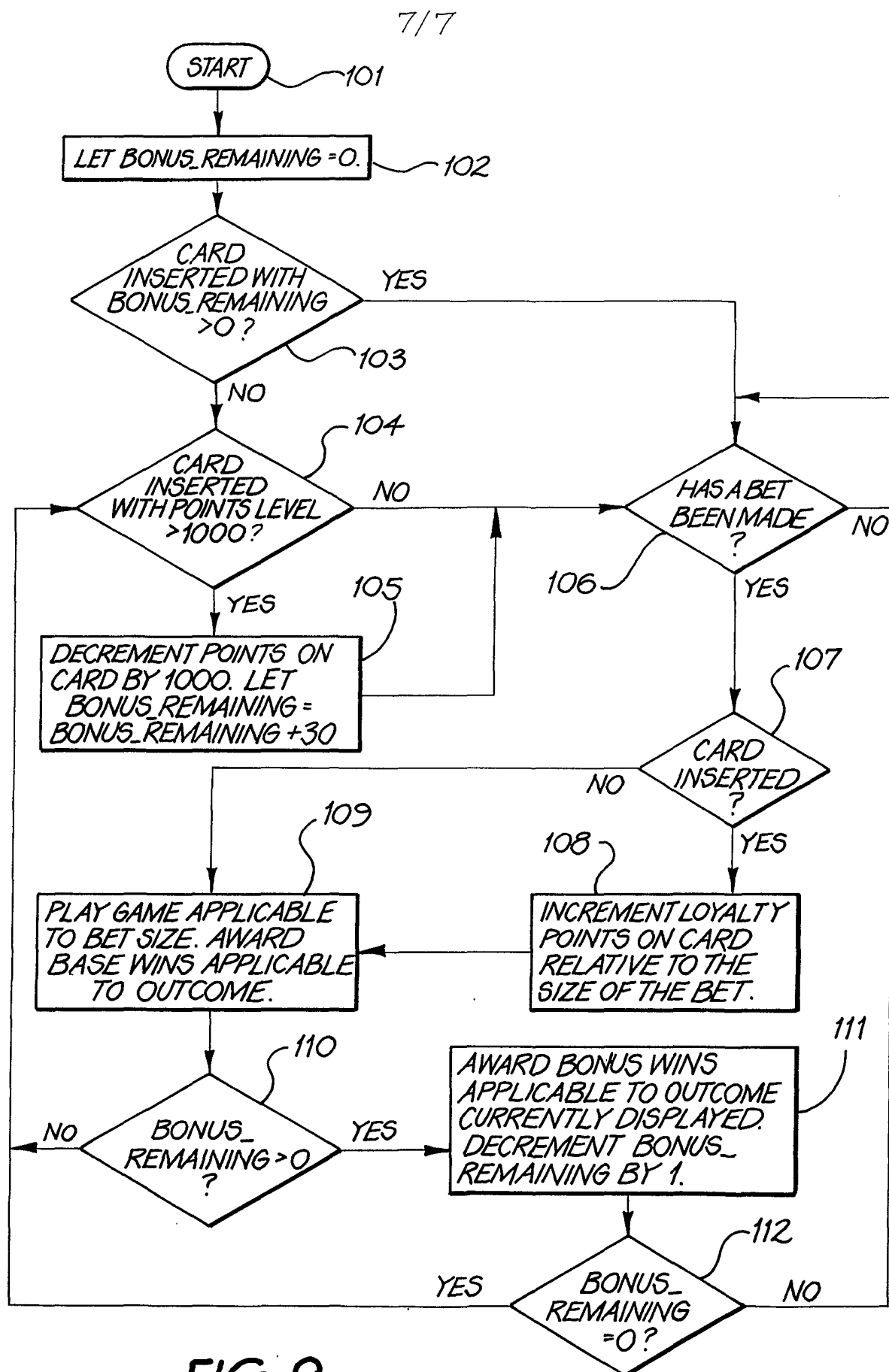
6/7

| | | | | |
|-----------------------------|---|--------|---|--------|
| TOTAL POINTS 36 | | | | |
| BONUS STARTS AT 1000 POINTS | | | | |
| CREDIT 615 | | BET 20 | | WIN 55 |
| 10 | B | 10 | Q | B |
| K | K | K | S | A |
| S | C | C | J | K |
| 29 BONUS GAMES REMAINING | | | | |

FIG. 7

| | | | | |
|-----------------------------|---|--------|----|--------|
| TOTAL POINTS 56 | | | | |
| BONUS STARTS AT 1000 POINTS | | | | |
| CREDIT 605 | | BET 20 | | WIN 10 |
| C | J | A | 10 | J |
| 9 | 9 | 9 | J | A |
| A | Q | 10 | Q | 10 |
| 28 BONUS GAMES REMAINING | | | | |

FIG. 8

**FIG. 9**

INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU01/00496

A. CLASSIFICATION OF SUBJECT MATTERInt. Cl. ⁷: A63F 13/00, 13/12, 5/04, G07F 17/34

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC: A63F 13/00, 13/12, 5/04, G07F 17/34

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

DWPI: 1. gaming machine etc and loyalty etc 2. gaming machine etc and points etc and enhanced etc 3. gaming machine etc and points etc and first etc.

C. DOCUMENTS CONSIDERED TO BE RELEVANT

| Category* | Citation of document, with indication, where appropriate, of the relevant passages | Relevant to claim No. |
|-----------|--|-----------------------|
| X | DE 3917683 A (GAUSELMANN) 6 December 1990 Abstract | 1-68 |
| X | DE 4200254 A (PANTHER APPARATEBAU UND VMBH) 5 August 1993 Abstract | 1-68 |
| X | DE 3415114 A (FA. HANS-DIETER ZIEGENBRUCH) 31 October 1985 Abstract | 1-68 |

☒ Further documents are listed in the continuation of Box C
☒ See patent family annex

* Special categories of cited documents:

"A" document defining the general state of the art which is not considered to be of particular relevance

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"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

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"&" document member of the same patent family

Date of the actual completion of the international search

19 June 2001

Date of mailing of the international search report

22 June 2001

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INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU01/00496

| C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT | | |
|---|---|-----------------------|
| Category* | Citation of document, with indication, where appropriate, of the relevant passages | Relevant to claim No. |
| X | Derwent Abstract Accession No. 98-380238/33 Class T05 JP 10151271 A (TAITO KK) 9 June 1998 Abstract | 1-68 |
| Y | GB 2282690 A (BARCREST LTD) 12 April 1995 Abstract | 1-68 |
| Y | EP 360613 B (BALLY GAMING INT) 4 January 1995 Column 8 line 44 - column 9 line 5 | 1-68 |
| Y | WO 00/03775 A (RUPPERT) 27 January 2000 Abstract | 1-68 |
| X | US 5833540 A (MIODUNSKI) 10 November 1998 Abstract | 1-68 |

INTERNATIONAL SEARCH REPORT
Information on patent family members

International application No.
PCT/AU01/00496

This Annex lists the known "A" publication level patent family members relating to the patent documents cited in the above-mentioned international search report. The Australian Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

| Patent Document Cited in Search Report | | | Patent Family Member | | |
|---|----------|------|----------------------|----|---------|
| DE | 3917683 | NONE | | | |
| DE | 4200254 | NONE | | | |
| DE | 3415114 | NONE | | | |
| GB | 2282690 | NONE | | | |
| EP | 360613 | AU | 34504/89 | US | 5179517 |
| WO | 00/03775 | AU | 49364/99 | EP | 1066095 |
| US | 5833540 | NONE | | | |
| END OF ANNEX | | | | | |