



US 20110190043A1

(19) **United States**

(12) **Patent Application Publication**  
**SAN**

(10) **Pub. No.: US 2011/0190043 A1**

(43) **Pub. Date: Aug. 4, 2011**

(54) **METHOD OF GAMING, A GAMING SYSTEM  
AND A GAME CONTROLLER**

(52) **U.S. Cl. .... 463/20**

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(21) **Appl. No.: 12/967,679**

(22) **Filed: Dec. 14, 2010**

(30) **Foreign Application Priority Data**

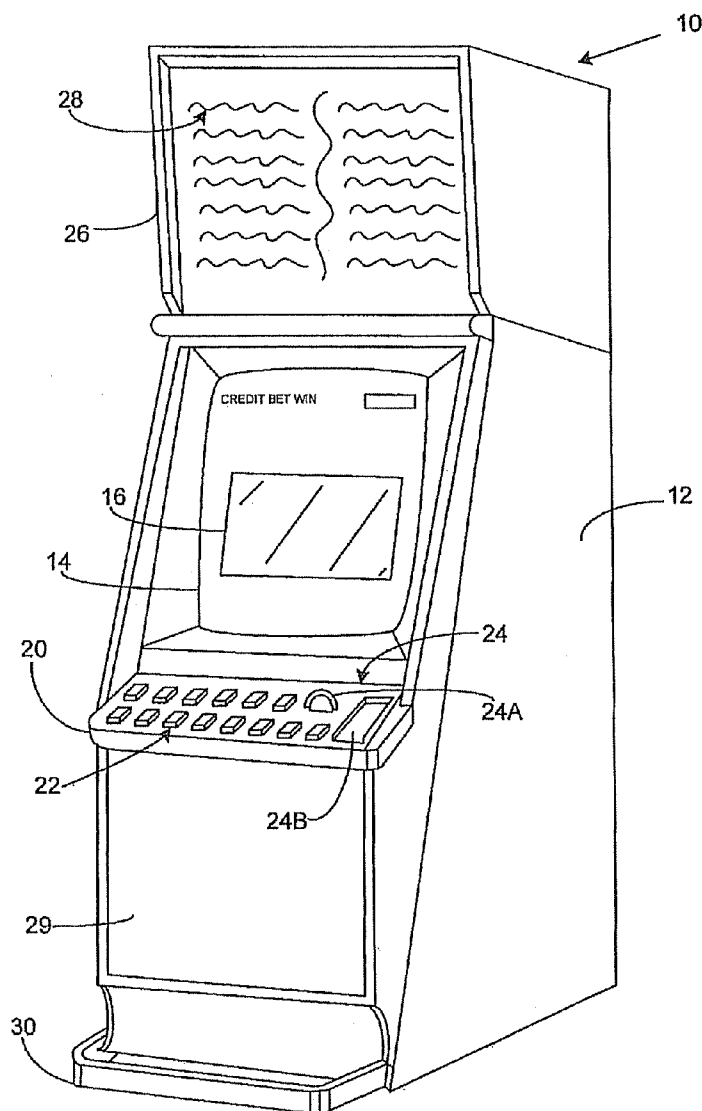
Dec. 14, 2009 (AU) ..... 2009906073

**Publication Classification**

(51) **Int. Cl.**  
**A63F 9/24** (2006.01)

(57) **ABSTRACT**

There is disclosed a method of gaming comprising receiving a selection of at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round, selecting symbols for the game round, and evaluating whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.



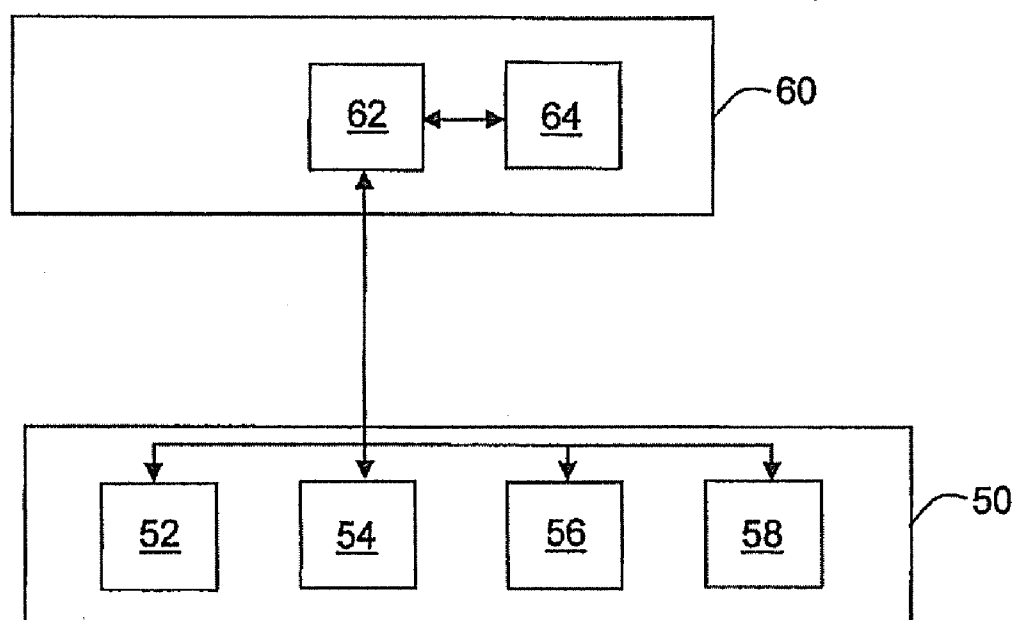


Figure 1

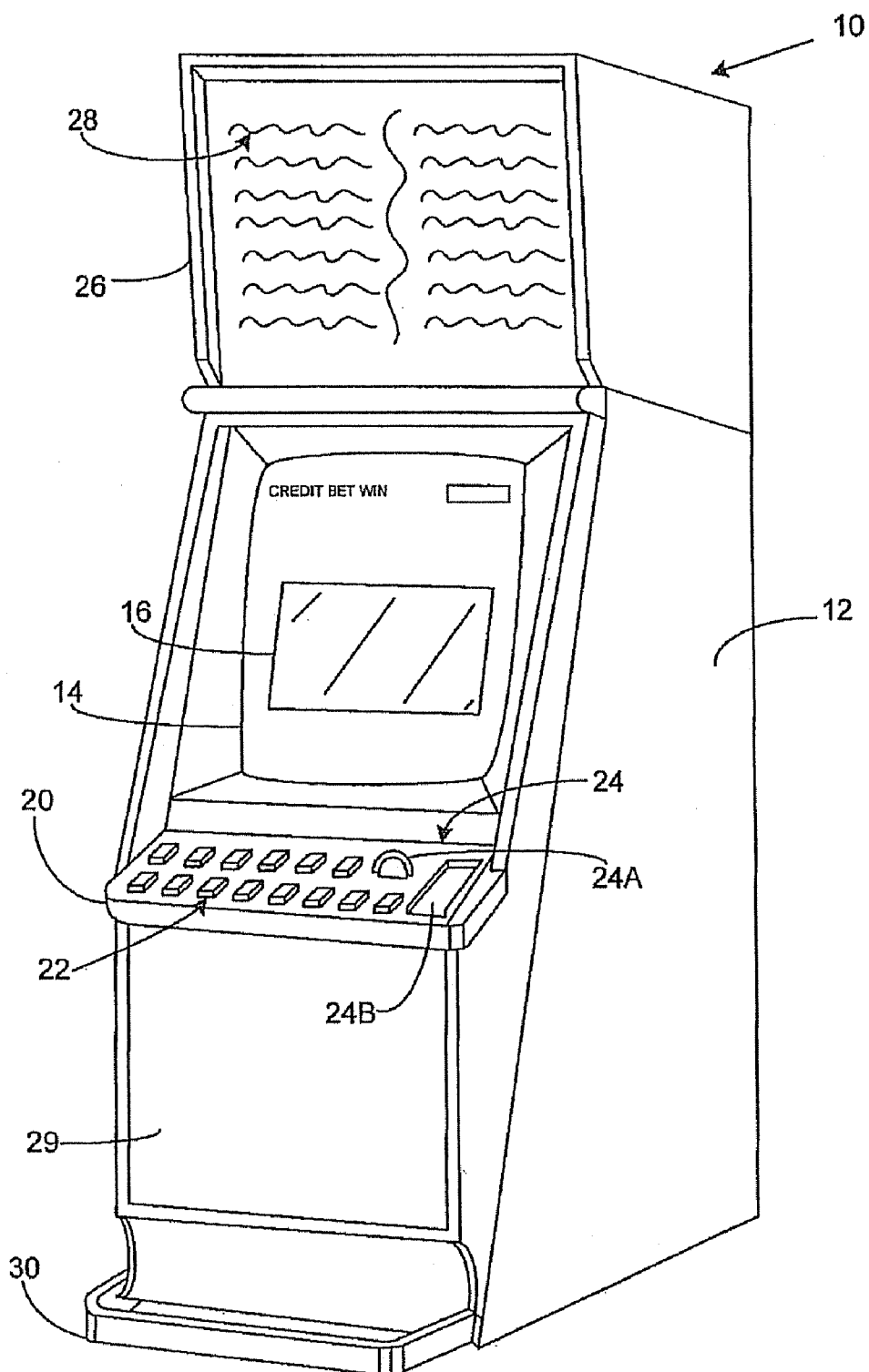


Figure 2

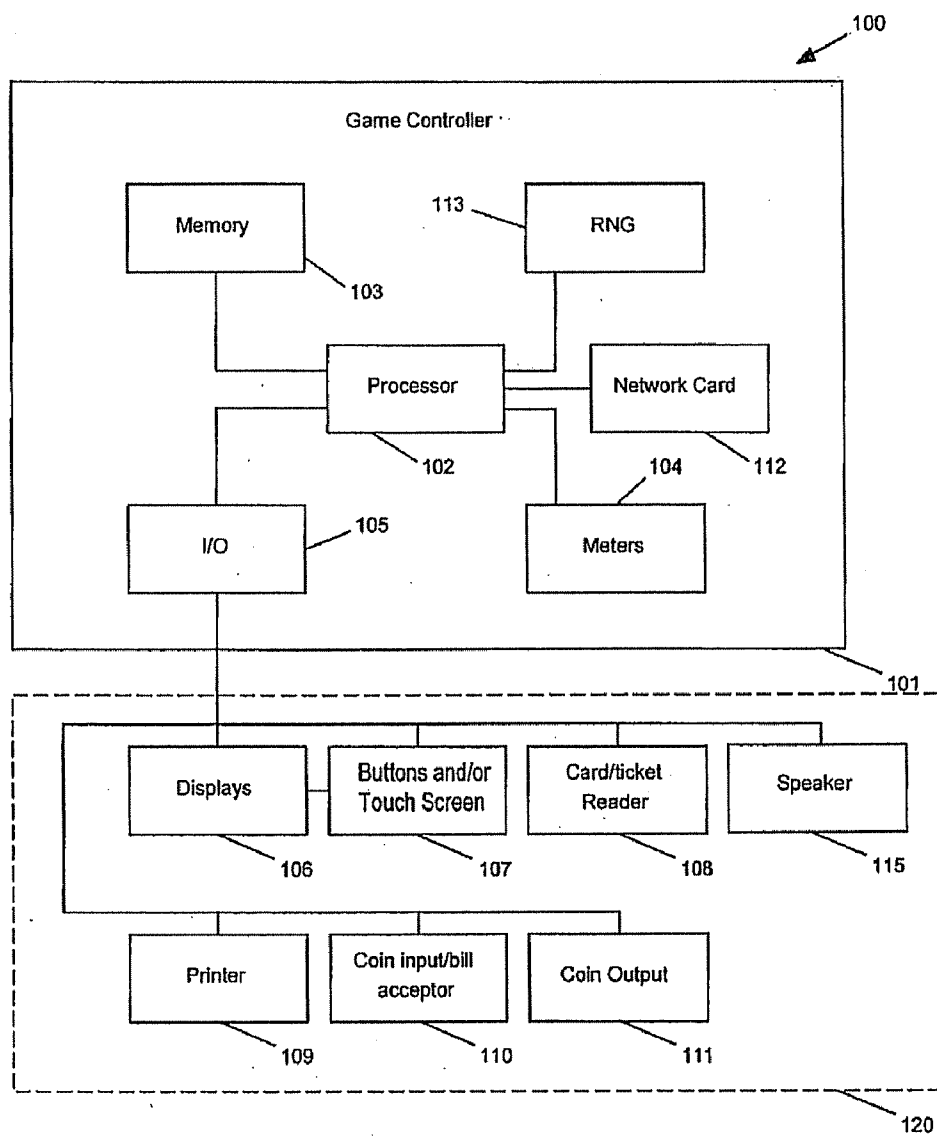


Figure 3

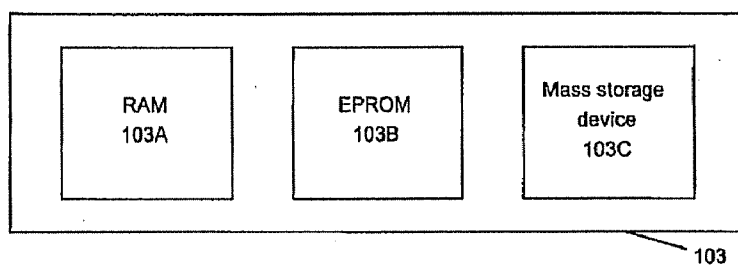


Figure 4

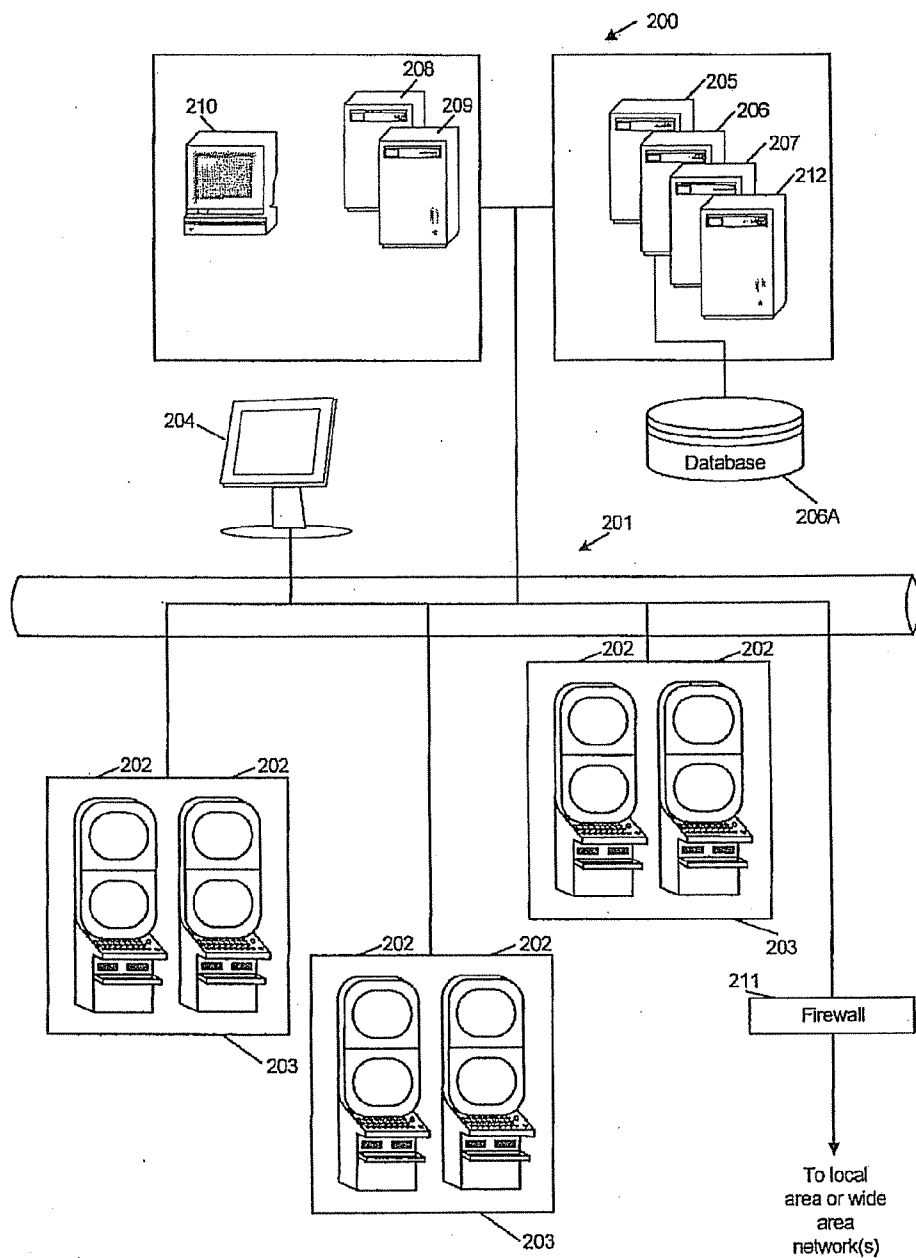


Figure 5

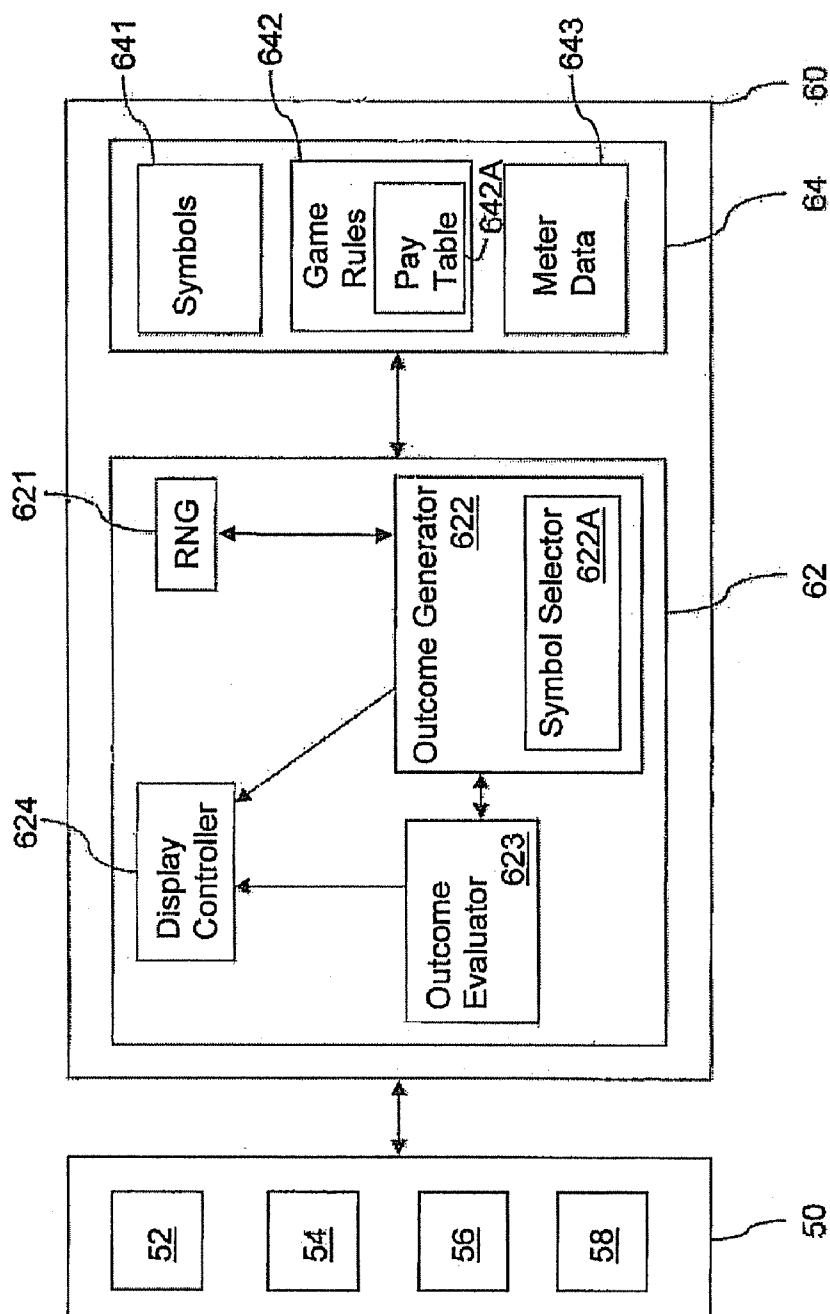


Figure 6

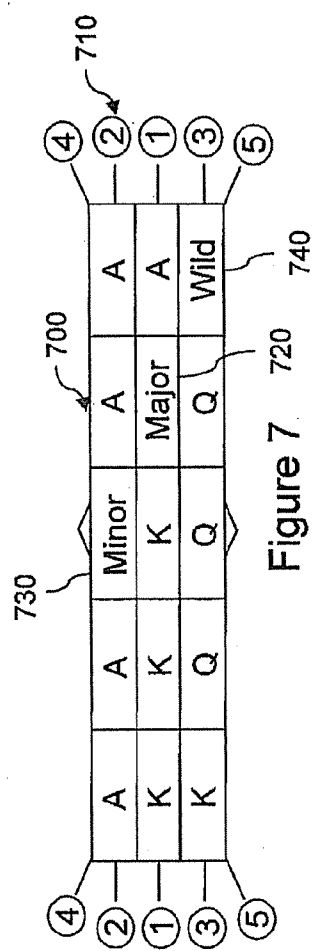


Figure 7

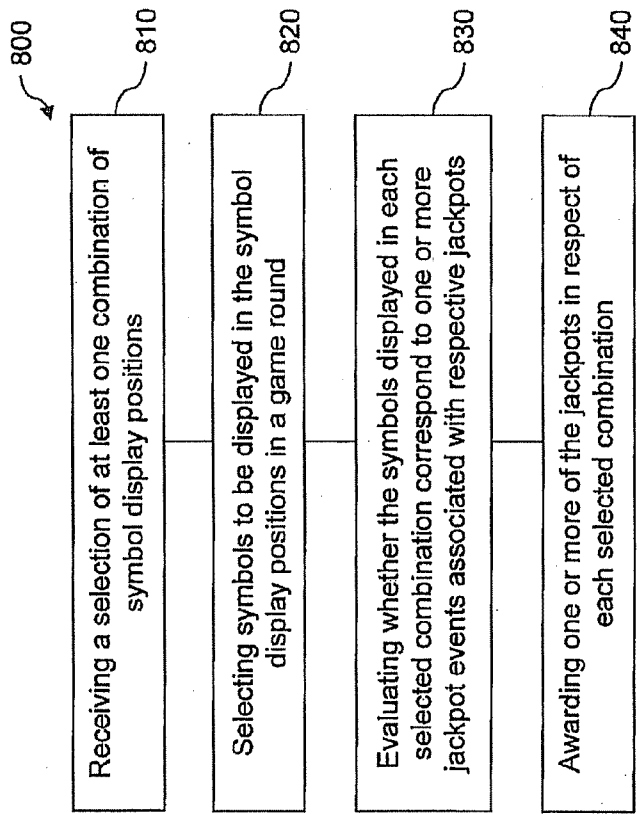


Figure 8

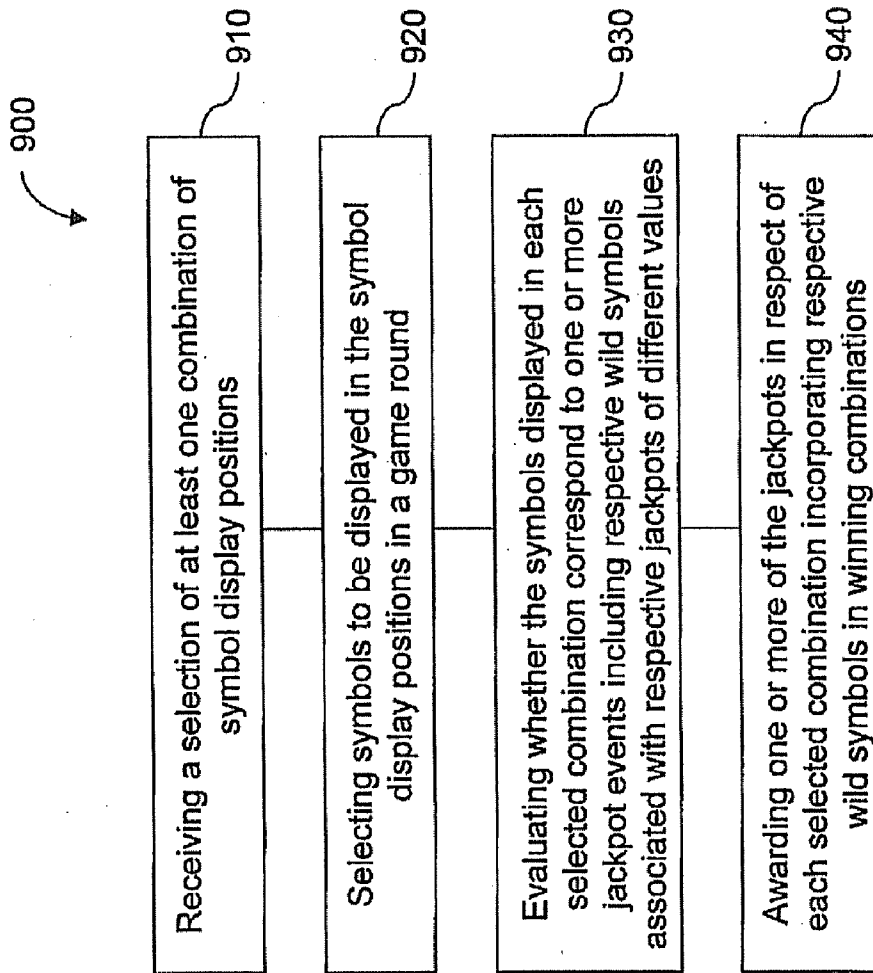


Figure 9



## METHOD OF GAMING, A GAMING SYSTEM AND A GAME CONTROLLER

### RELATED APPLICATIONS

**[0001]** This application claims priority to Australian Provisional Application No. 2009906073, having a filing date of Dec. 14, 2009, which is incorporated herein by reference in its entirety.

### FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

**[0002]** Not Applicable

### MICROFICHE/COPYRIGHT REFERENCE

**[0003]** Not Applicable

### BACKGROUND OF THE INVENTION

**[0004]** The present invention relates to a method of gaming, a gaming system and a game controller.

**[0005]** Current electronic gaming machines allow a player to select a combination of symbol display positions, for example a pay line, which will be evaluated for winning outcomes after symbols are selected and displayed in a game round of a game conducted by the gaming machine. Some gaming machines provide a jackpot if designated symbols occur on selected combinations of symbol display positions, or pay lines. In this case, the jackpot is awarded and the game round completed.

**[0006]** While such gaming systems provide players with enjoyment, a need exists for alternative gaming systems in order to maintain or increase player enjoyment.

### BRIEF SUMMARY OF THE INVENTION

**[0007]** In a first aspect, the present invention provides a method of gaming comprising:

**[0008]** receiving a selection of at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round;

**[0009]** selecting symbols for the game round;

**[0010]** evaluating whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**[0011]** In a second aspect, the invention provides a gaming system comprising:

**[0012]** a game play mechanism operable by a player to make a selection of at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round;

**[0013]** a symbol selector arranged to select symbols for a game round; and

**[0014]** an outcome evaluator arranged to evaluate whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**[0015]** In a third aspect, the invention provides a game controller arranged to receive a selection of at least one com-

bination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round, the game controller comprising:

**[0016]** a symbol selector arranged to select symbols for a game round; and

**[0017]** an outcome evaluator arranged to evaluate whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**[0018]** In a fourth aspect, the invention provides a gaming system comprising:

**[0019]** means for selecting at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round;

**[0020]** means for selecting symbols for a game round;

**[0021]** means for evaluating whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**[0022]** In a fifth aspect, the invention provides a gaming system comprising:

**[0023]** at least one electronic gaming machine comprising a cabinet, a display mounted within the cabinet arranged to display symbols in symbol display positions, and at least one game play mechanism mounted to the cabinet incorporating at least one input device, the game play mechanism operable by a player to make a selection of at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round, and a game controller disposed within the cabinet comprising a processor and a memory storing game control instructions which enable the game controller to operate in response to operation of the game play mechanism, the game controller comprising:

**[0024]** a symbol selector arranged to select symbols for a game round; and

**[0025]** an outcome evaluator arranged to evaluate whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**[0026]** In a sixth aspect, the invention provides computer program code which when executed implements the above method.

**[0027]** In a seventh aspect, the invention provides a computer readable medium comprising the above program code.

**[0028]** In an eighth aspect, the invention extends to transmitting or receiving the above program code.

### BRIEF DESCRIPTION OF SEVERAL VIEWS OF THE DRAWINGS

**[0029]** An exemplary embodiment of the invention will now be described with reference to the accompanying drawings in which:

**[0030]** FIG. 1 is a block diagram of the core components of a gaming system;

[0031] FIG. 2 is a perspective view of a stand alone gaming machine;

[0032] FIG. 3 is a block diagram of the functional components of a gaming machine;

[0033] FIG. 4 is a schematic diagram of the functional components of a memory;

[0034] FIG. 5 is a schematic diagram of a network gaming system;

[0035] FIG. 6 is a further block diagram of a gaming system;

[0036] FIG. 7 is a diagram showing an exemplary game outcome;

[0037] FIG. 8 is a flow chart of a method of an embodiment; and

[0038] FIG. 9 is a further flow chart of a method of an embodiment.

#### DETAILED DESCRIPTION

[0039] Referring to the drawings, there is shown a method and a gaming system for implementing the method. In one aspect, the method of gaming includes receiving a selection of combinations of symbol display positions of a set of symbol display positions at which symbols will be selected to be displayed in a game round. The method further includes evaluating whether the symbols displayed in each selected combination for the game round correspond to jackpot events associated with respective ones of a plurality of jackpots to thereby determine whether to award one or more of the jackpots in respect of each selected combination.

#### General Construction of Gaming System

[0040] The gaming system can take a number of different forms. In a first form, a stand alone gaming machine is provided wherein all or most components required for implementing the game are present in a player operable gaming machine.

[0041] In a second form, a distributed architecture is provided wherein some of the components required for implementing the game are present in a player operable gaming machine and some of the components required for implementing the game are located remotely relative to the gaming machine. For example, a “thick client” architecture may be used wherein part of the game is executed on a player operable gaming machine and part of the game is executed remotely, such as by a gaming server; or a “thin client” architecture may be used wherein most of the game is executed remotely such as by a gaming server and a player operable gaming machine is used only to display audible and/or visible gaming information to the player and receive gaming inputs from the player.

[0042] However, it will be understood that other arrangements are envisaged. For example, an architecture may be provided wherein a gaming machine is networked to a gaming server and the respective functions of the gaming machine and the gaming server are selectively modifiable. For example, the gaming system may operate in stand alone gaming machine mode, “thick client” mode or “thin client” mode depending on the game being played, operating conditions, and so on. Other variations will be apparent to persons skilled in the art.

[0043] Irrespective of the form, the gaming system has several core components. At the broadest level, the core components are a player interface 50 and a game controller 60 as

illustrated in FIG. 1. The player interface is arranged to enable manual interaction between a player and the gaming system and for this purpose includes the input/output components required for the player to enter instructions to play the game and observe the game outcomes.

[0044] Components of the player interface may vary from embodiment to embodiment but will typically include a credit mechanism 52 to enable a player to input credits and receive payouts, one or more displays 54, a game play mechanism 56 including one or more input devices that enable a player to input game play instructions (e.g. to place a wager), and one or more speakers 58.

[0045] The game controller 60 is in data communication with the player interface and typically includes a processor 62 that processes the game play instructions in accordance with game play rules and outputs game play outcomes to the display. Typically, the game play rules are stored as program code in a memory 64 but can also be hardwired. Herein the term “processor” is used to refer generically to any device that can process game play instructions in accordance with game play rules and may include: a microprocessor, microcontroller, programmable logic device or other computational device, a general purpose computer (e.g. a PC) or a server.

[0046] A gaming system in the form of a stand alone gaming machine 10 is illustrated in FIG. 2. The gaming machine 10 includes a console 12 having a display 14 on which are displayed representations of a game 16 that can be played by a player. A mid-trim 20 of the gaming machine 10 houses a bank of buttons 22 for enabling a player to interact with the gaming machine, in particular during game play. The mid-trim 20 also houses a credit input mechanism 24 which in this example includes a coin input chute 24A and a bill collector 24B. Other credit input mechanisms may also be employed, for example, a card reader for reading a smart card, debit card or credit card. Other gaming machines may configure for ticket in such that they have a ticket reader for reading tickets having a value and crediting the player based on the face value of the ticket. A player marketing module (not shown) having a reading device may also be provided for the purpose of reading a player tracking device, for example as part of a loyalty program. The player tracking device may be in the form of a card, flash drive or any other portable storage medium capable of being read by the reading device. In some embodiments, the player marketing module may provide an additional credit mechanism, either by transferring credits to the gaming machine from credits stored on the player tracking device or by transferring credits from a player account in data communication with the player marketing module.

[0047] A top box 26 may carry artwork 28, including for example pay tables and details of bonus awards and other information or images relating to the game. Further artwork and/or information may be provided on a front panel 29 of the console 12. A coin tray 30 is mounted beneath the front panel 29 for dispensing cash payouts from the gaming machine 10.

[0048] The display 14 shown in FIG. 2 is in the form of a video display unit, particularly a cathode ray tube screen device. Alternatively, the display 14 may be a liquid crystal display, plasma screen, any other suitable video display unit, or the visible portion of an electromechanical device. The top box 26 may also include a display, for example a video display unit, which may be of the same type as the display 14, or of a different type.

[0049] FIG. 3 shows a block diagram of operative components of a typical gaming machine which may be the same as or different to the gaming machine of FIG. 2.

[0050] The gaming machine 100 includes a game controller 101 having a processor 102 mounted on a circuit board. Instructions and data to control operation of the processor 102 are stored in a memory 103, which is in data communication with the processor 102. Typically, the gaming machine 100 will include both volatile and non-volatile memory and more than one of each type of memory, with such memories being collectively represented by the memory 103.

[0051] The gaming machine has hardware meters 104 for purposes including ensuring regulatory compliance and monitoring player credit, an input/output (I/O) interface 105 for communicating with peripheral devices of the gaming machine 100. The input/output interface 105 and/or the peripheral devices may be intelligent devices with their own memory for storing associated instructions and data for use with the input/output interface or the peripheral devices. A random number generator module 113 generates random numbers for use by the processor 102. Persons skilled in the art will appreciate that the reference to random numbers includes pseudo-random numbers.

[0052] In the example shown in FIG. 3, a player interface 120 includes peripheral devices that communicate with the game controller 101 including one or more displays 106, a touch screen and/or buttons 107 (which provide a game play mechanism), a card and/or ticket reader 108, a printer 109, a bill acceptor and/or coin input mechanism 110 and a coin output mechanism 111. Additional hardware may be included as part of the gaming machine 100, or hardware may be omitted as required for the specific implementation. For example, while buttons or touch screens are typically used in gaming machines to allow a player to place a wager and initiate a play of a game any input device that enables the player to input game play instructions may be used. For example, in some gaming machines a mechanical handle is used to initiate a play of the game.

[0053] In addition, the gaming machine 100 may include a communications interface, for example a network card 112. The network card may, for example, send status information, accounting information or other information to a bonus controller, central controller, server or database and receive data or commands from the bonus controller, central controller, server or database. In embodiments employing a player marketing module, communications over a network may be via player marketing module—i.e. the player marketing module may be in data communication with one or more of the above devices and communicate with it on behalf of the gaming machine.

[0054] FIG. 4 shows a block diagram of the main components of an exemplary memory 103. The memory 103 includes RAM 103A, EPROM 103B and a mass storage device 103C. The RAM 103A typically temporarily holds program files for execution by the processor 102 and related data. The EPROM 103B may be a boot ROM device and/or may contain some system or game related code. The mass storage device 103C is typically used to store game programs, the integrity of which may be verified and/or authenticated by the processor 102 using protected code from the EPROM 103B or elsewhere.

[0055] It is also possible for the operative components of the gaming machine 100 to be distributed, for example input/

output devices 106,107,108,109,110,111 to be provided remotely from the game controller 101.

[0056] FIG. 5 shows a gaming system 200 in accordance with an alternative embodiment. The gaming system 200 includes a network 201, which for example may be an Ethernet network. Gaming machines 202, shown arranged in three banks 203 of two gaming machines 202 in FIG. 5, are connected to the network 201. The gaming machines 202 provide a player operable interface and may be the same as the gaming machines 10,100 shown in FIGS. 2 and 3, or may have simplified functionality depending on the requirements for implementing game play. While banks 203 of two gaming machines are illustrated in FIG. 5, banks of one, three or more gaming machines are also envisaged.

[0057] One or more displays 204 may also be connected to the network 201. For example, the displays 204 may be associated with one or more banks 203 of gaming machines. The displays 204 may be used to display representations associated with game play on the gaming machines 202, and/or used to display other representations, for example promotional or informational material.

[0058] In a thick client embodiment, game server 205 implements part of the game played by a player using a gaming machine 202 and the gaming machine 202 implements part of the game. With this embodiment, as both the game server and the gaming device implement part of the game, they collectively provide a game controller. A database management server 206 may manage storage of game programs and associated data for downloading or access by the gaming devices 202 in a database 206A. Typically, if the gaming system enables players to participate in a Jackpot game, a Jackpot server 207 will be provided to perform accounting functions for the Jackpot game. A loyalty program server 212 may also be provided.

[0059] In a thin client embodiment, game server 205 implements most or all of the game played by a player using a gaming machine 202 and the gaming machine 202 essentially provides only the player interface. With this embodiment, the game server 205 provides the game controller. The gaming machine will receive player instructions, pass these to the game server which will process them and return game play outcomes to the gaming machine for display. In a thin client embodiment, the gaming machines could be computer terminals, e.g. PCs running software that provides a player interface operable using standard computer input and output components. Other client/server configurations are possible, and further details of a client/server architecture can be found in WO 2006/052213 and PCT/SE2006/000559, the disclosures of which are incorporated herein by reference.

[0060] Servers are also typically provided to assist in the administration of the gaming network 200, including for example a gaming floor management server 208, and a licensing server 209 to monitor the use of licenses relating to particular games. An administrator terminal 210 is provided to allow an administrator to run the network 201 and the devices connected to the network.

[0061] The gaming system 200 may communicate with other gaming systems, other local networks, for example a corporate network, and/or a wide area network such as the Internet, for example through a firewall 211.

[0062] Persons skilled in the art will appreciate that in accordance with known techniques, functionality at the server side of the network may be distributed over a plurality of different computers. For example, elements may be run as

a single “engine” on one server or a separate server may be provided. For example, the game server 205 could run a random generator engine. Alternatively, a separate random number generator server could be provided. Further, persons skilled in the art will appreciate that a plurality of game servers could be provided to run different games or a single game server may run a plurality of different games as required by the terminals.

#### Further Detail of Gaming System

**[0063]** In one embodiment, a player operates the game play mechanism 56 to input a selection of symbol display positions at which selected symbols will be displayed on the display 54 in a game round of a game. In addition, the player may also operate the game play mechanism 56 to input a wager, or a number of credits bet, or played, per selected combinations of symbol display positions.

**[0064]** The inputted selection and wager is then be used to initiate play of a game, or a game round of a game, and specify a win entitlement which will be evaluated for this play of the game. Persons skilled in the art will appreciate that a player's win entitlement will vary from game to game dependent on player selections. In most spinning reel games, it is typical for the player's entitlement to be affected by the amount they wager and selections they make (i.e. the nature of the wager). For example, a player's win entitlement may be based on how many lines they select to play in each game—e.g. a minimum of one line up to the maximum number of lines allowed by the game (noting that not all permutations of win lines may be available for selection). Such win or pay lines are typically formed by a combination of symbol display positions, one from each reel or column, the symbol display positions being located relative to one another such that they form a line.

**[0065]** In many games, the player's win entitlement is not strictly limited to the lines they have selected, for example, “scatter” pays are awarded independently of a player's selection of pay lines and are an inherent part of the win entitlement.

**[0066]** Persons skilled in the art will appreciate that in other embodiments the player may obtain a win entitlement by selecting a number of reels to play to thereby select combinations of symbol display positions to be evaluated. Such games are marketed under the trade name “Reel Power” by Aristocrat Leisure Industries Pty Ltd. The selection of the reel means that each displayed symbol of the reel can be substituted for a symbol at one or more designated display positions. In other words, all symbols displayed at symbol display positions corresponding to a selected reel can be used to form symbol combinations with symbols displayed at a designated, symbol display positions of the other reels. For example, if there are five reels and three symbol display positions for each reel such that the symbol display positions comprise three rows of five symbol display positions, the symbols displayed in the centre row are used for non-selected reels. As a result, the total number of ways to win is determined by multiplying the number of active display positions of each reel, the active display positions being all display positions of each selected reel and the designated display positions of the non-selected reels. As a result for five reels and fifteen display positions there are 243 ways to win.

**[0067]** In the embodiment, the pay table 642A enables a player to win a plurality of jackpots which may be awarded in respect of each game round and in respect of each combination of symbol display positions, which may be defined by

selecting pay lines or reels as described above. The jackpots have different values and in one example there is a major jackpot and a minor jackpot of lesser value to be awarded.

**[0068]** In FIG. 6, the processor 62 of game controller 60 is shown implementing a number of modules based on program code and data stored in memory 64 to generate and evaluate game outcomes. Persons skilled in the art will appreciate that several of the modules could be implemented in some other way, for example by a dedicated circuit, or on a server remote from the game controller 60.

**[0069]** In the embodiment, shown in FIG. 6, the modules of the game controller 60 include a outcome generator 622 which operates in response to the player's operation of game play mechanism 56 to initiate a play of the game to generate a game outcome which will then be evaluated by an outcome evaluator 623. The first part of forming the game outcome is for a symbol selector 622A to select symbols from a set of symbols specified by symbol data 641 using a random number generator 621. The selected symbols are advised to the display controller 624 which causes them to be displayed on display 54 at combinations of symbol display positions. For example, the display controller 624 displays symbols in symbol display positions arranged in columns, generally representing reels, such that a player selected combination of symbol display positions includes one symbol display position from each column.

**[0070]** One example of selecting symbols for display is for the symbol selector 622A to select symbols from a plurality of symbol sets corresponding to respective ones of a plurality of spinning reels. In the embodiment, the symbols sets 641 include wild symbols that indicate a value of jackpot to be awarded. Specifically, the symbols sets 641 include different types of wild symbols that indicate different jackpots to be awarded respectively.

**[0071]** The symbol sets 641 can also specify a sequence of symbols for each reel such that the symbol selector 622A can select all of the symbols by selecting a stopping position in the sequence. In one example, three symbols of each of five reels may be displayed such that symbols are displayed at fifteen display positions on display 54. It is known to use a probability table stored in memory 64 to vary the odds of a particular stop position being selected. Other techniques can be used to control the odds of particular game outcomes occurring to thereby control the return to the player of the game.

**[0072]** In an example of a game round of a game, the outcome generator 622 generates a game outcome by advising the symbol selector 622A to select symbols for the game round, from symbol data 641, to be evaluated by the outcome evaluator 623. The outcome evaluator 623 evaluates whether the symbols selected by the symbol selector 622A to be displayed in player selected combinations of symbol display positions correspond to designated winning combinations and/or one or more jackpot events associated with respective ones of a plurality of jackpots.

**[0073]** In one embodiment, each jackpot event includes at least one wild symbol, specified by symbol data 641, adapted to substitute for any symbol in the selected combination of symbols. In this case, a jackpot event may include a winning combination of symbols where at least one of those symbols is a wild symbol, e.g. a combination including four aces and one substituting wild symbol. Persons skilled in the art will appreciate that other winning combinations may be designated in the pay table 642A. For example, in some games, four aces or five symbols forming a straight (A, K, Q, J, 10) on

a pay line may be designated as winning combinations. In the embodiment, there are at least two jackpot events which can occur at the same time. This is provided by two different types of wild symbols associated with respective jackpots such that if they both substitute in a designated combination, both jackpots are awarded.

**[0074]** In one embodiment, each type of wild symbol indicates the value of the respective jackpot to be awarded. Thus, using the above example of the jackpots including major and minor jackpots, one type of wild symbol indicates that the major jackpot is to be awarded if it substitutes in a winning combination of symbols and another type of wild symbol indicates that the minor jackpot is to be awarded if it also substitutes in a winning combination. In this case, the symbol data **641** includes respective major and minor wild symbols. In one example, if the game evaluator **623** evaluates a game outcome comprised of a selected combination of symbols forming a winning combination with a major wild symbol and a minor wild symbol, then the game evaluator **623** determines that both the major and minor jackpots are to be awarded.

**[0075]** In addition, the symbol data may also include a wild type symbol that only substitutes for any symbol and does not indicate that a respective jackpot is to be awarded.

**[0076]** In FIG. 7, a portion of the display **54** is shown to include a plurality of symbol display positions **700**, arranged in columns, where each combination of symbol display positions to be played includes one symbol from each column. In the example of a game outcome shown, there are five combinations **710** of symbol display positions, or pay lines, which can be selected to be played by a player in a game round. The symbols selected by the symbol selector **622A** and displayed in each pay line for the game round are summarised in Table 1 below.

TABLE 1

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Line 1: K, K, K, Major, A
Line 2: A, A, Minor, A, A
Line 3: K, Q, Q, Q, Wild
Line 4: A, K, Q, Major, A
Line 5: K, K, Minor, Major, Wild

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**[0077]** It can be seen that in the combination of symbol display positions designated as Line 1, a Major symbol **720** is displayed and can substitute for a K symbol, and thus the Major symbol can be incorporated into a winning combination of four kings. In this case, the outcome evaluator **623** evaluates, if the player selected to play Line 1, that a major jackpot event has occurred so that a major jackpot can be awarded to the player. In some embodiments, in addition to the major jackpot being awarded, a value for obtaining four kings is also paid to the player. It can also be seen that the outcome evaluator **623** will evaluate, if the player selected to play Line 2, that a Minor symbol **730** can substitute for an A symbol to form a winning combination of symbols, and thus a minor jackpot is to be awarded to the player. Also, in the example shown, the outcome evaluator **623** would evaluate that the symbols selected for display in Lines 3 and 4 do not result in any pay or award.

**[0078]** In the example where the player selects Line 5 to be played in the game round, the outcome evaluator **623** evaluates that both the Major and Minor jackpot symbols occur on the same pay line and can both be used to substitute for K symbols to form a winning combination of five kings, as Line

5 also includes a conventional Wild symbol **740** which can substitute for any symbol. In this example, the outcome evaluator **623** evaluates that the combination of selected symbols in Line 5 corresponds to both a major and minor jackpot event and thus both the major and minor jackpots are to be awarded to the player at the same time.

**[0079]** Referring back to FIG. 6, in one embodiment, the game evaluator **623** also determines the value of the major and minor jackpots and the quantum of any prize from a winning combination of symbols to be made from the initiate play instruction (e.g. the selected combinations played and the number of credits per selection) to thereby control the return to the player of the game. The prize data may be accumulated at a win meter and stored as meter data **643** to be awarded to the player. In some cases, the value of the jackpots increment progressively and once a jackpot is awarded its value is reset. Also, once all game outcomes have been generated and a further game play instruction is required before any further play can occur, credits are transferred to a credit meter in meter data **643**.

**[0080]** As described above, the player inputs a selection of at least one combination of symbol display positions and a wager using the game play mechanism **56** to initiate play of a game. In one embodiment, at least a portion of the wager is placed on each selected combination and the outcome generator **622** can modify the sets of symbols stored in symbol data **641** from which the symbol selector **622A** selects. With reference to the example shown in FIG. 7, the plurality of symbols display positions **700** are arranged in five columns or reels, referred to herein as reels one to five, and the outcome generator **622** can modify the sets of symbols for each reel according to a value of the wager placed on each selected combination. For example, for a wager of one credit per selected combination, the set of symbols for reels one and two contain zero wild symbols out of twenty two symbols in the set. In the example, the set of symbols for reels three and four contain four wild symbols, and the set of symbols for reel five contains one wild symbol out of the twenty two symbols. In addition, of the four wild symbols on reel three, two are Minor symbols and the other two are plain wild symbols. Of the four symbols on reel four, two are Major symbols. However, for two credits per selected combination, the outcome generator **622** modifies the sets of symbols stored in symbol data **641** so that the set of symbols for reel three now contains four Minor symbols and the set of symbols for reel four now contains four Major symbols.

**[0081]** A method of gaming is summarised in FIGS. 8 and 9. The method **800** of FIG. 8 includes receiving **810** a selection of at least one combination of symbol display positions in a game round and then selecting **820** symbols to be displayed in these symbol display positions in the game round. The method further includes evaluating **830** whether the symbols displayed in each selected combination for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots, and awarding **840** one or more of the jackpots in respect of each selected combination accordingly. The method **900** of FIG. 9 also includes the steps of receiving **910** a selection of at least one combination of symbol display positions and selecting **920** symbols in a game round. However, the method **900** further includes evaluating **930** whether the symbols displayed in each selected combination correspond to one or more jackpot event comprising one or more respective wild symbols associated with respective jackpots of different values. Thus, the

method **900** subsequently includes awarding **940** any number of jackpots in respect of each selected combination incorporating respective wild symbols in winning combinations.

**[0082]** Further aspects of the method will be apparent from the above description of the gaming system. Persons skilled in the art will also appreciate that the above method could be embodied in program code. The program code could be supplied in a number of ways, for example on a computer readable storage medium, such as a disc or a memory (for example, that could replace part of memory **103**) or as a data signal (for example, by transmitting it from a server).

**[0083]** It will be understood to persons skilled in the art of the invention that many modifications may be made without departing from the spirit and scope of the invention, in particular it will be apparent that certain features of embodiments of the invention can be employed to form further embodiments.

**[0084]** It is to be understood that, if any prior art is referred to herein, such reference does not constitute an admission that the prior art forms a part of the common general knowledge in the art in any country.

**[0085]** In the claims which follow and in the preceding description of the invention, except where the context requires otherwise due to express language or necessary implication, the word “comprise” or variations such as “comprises” or “comprising” is used in an inclusive sense, i.e. to specify the presence of the stated features but not to preclude the presence or addition of further features in various embodiments of the invention.

**1.** A method of gaming comprising:

receiving a selection of at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round;

selecting symbols for the game round;

evaluating whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**2.** A method of gaming as claimed in claim **1**, further comprising arranging said symbol display positions in a plurality of columns such that each combination of symbol display positions to be selected comprises one of said symbol display positions from each column.

**3.** A method of gaming as claimed in claim **2**, wherein each combination of symbol display positions comprises a pay line.

**4.** A method of gaming as claimed in claim **1**, wherein each jackpot event comprises at least one wild symbol adapted to substitute for any symbol in said selected combination to form a winning combination using those symbols.

**5.** A method of gaming as claimed in claim **4**, wherein each wild symbol indicates a value of respective ones of the plurality of jackpots to be awarded.

**6.** A method of gaming as claimed in claim **5**, wherein one of said wild symbols indicates a major jackpot to be awarded and another one of said wild symbols indicates a minor jackpot of lesser value to be awarded.

**7.** A method of gaming as claimed in claim **1**, further comprising receiving a wager such that each selected combination of symbol display positions comprises at least a portion of said wager placed thereon.

nation of symbol display positions comprises at least a portion of said wager placed thereon.

**8.** A method of gaming as claimed in claim **7**, further comprising modifying a probability of awarding one or more of said jackpots proportional to a value of said wager placed on each selected combination.

**9.** A method of gaming as claimed in claim **8**, wherein modifying the probability of awarding one or more of said jackpots comprises increasing the probability of selecting symbols to be displayed in each selected combination which are to be evaluated to correspond to one or more jackpot events proportional to the value of said wager placed on each selected combination.

**10.** A gaming system comprising:

a game play mechanism operable by a player to make a selection of at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round;

a symbol selector arranged to select symbols for a game round; and

an outcome evaluator arranged to evaluate whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**11.** A gaming system as claimed in claim **10**, further comprising a display to display said symbol display positions in a plurality of columns, wherein each combination of symbol display positions to be selected comprises one of said symbol display positions from each of said columns.

**12.** A gaming system as claimed in claim **10**, wherein said game play mechanism is further operable to receive a wager such that at least a portion of said wager can be placed on each selected combination.

**13.** A gaming system as claimed in claim **12**, wherein said symbol selector is further arranged to select symbols evaluated to correspond to one or more jackpot events proportional to a value of said wager placed on each selected combination.

**14.** A game controller arranged to receive a selection of at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round, the game controller comprising:

a symbol selector arranged to select symbols for a game round; and

an outcome evaluator arranged to evaluate whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**15.** A gaming system comprising:

means for selecting at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round;

means for selecting symbols for a game round;

means for evaluating whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots

having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**16.** A gaming system comprising:

at least one electronic gaming machine comprising a cabinet, a display mounted within the cabinet arranged to display symbols in symbol display positions, and at least one game play mechanism mounted to the cabinet incorporating at least one input device, the game play mechanism operable by a player to make a selection of at least one combination of symbol display positions of a set of symbol display positions at which selected symbols will be displayed in a game round, and a game controller disposed within the cabinet comprising a processor and a memory storing game control instructions which enable the game controller to operate in response to operation of the game play mechanism, the game controller comprising:

a symbol selector arranged to select symbols for a game round; and

an outcome evaluator arranged to evaluate whether symbols displayed in each selected combination of symbol display positions for the game round correspond to one or more jackpot events associated with respective ones of a plurality of jackpots having different values to thereby determine whether to award one or more of said jackpots in respect of each selected combination.

**17.** A method of gaming as claimed in claim **1**, further comprising executing computer program code.

**18.** A method of gaming as claimed in claim **17**, further comprising storing said computer program code in a computer readable medium.

**19.** A method of gaming as claimed in claim **17**, further comprising transmitting or receiving the program code.

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