

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
10 April 2003 (10.04.2003)

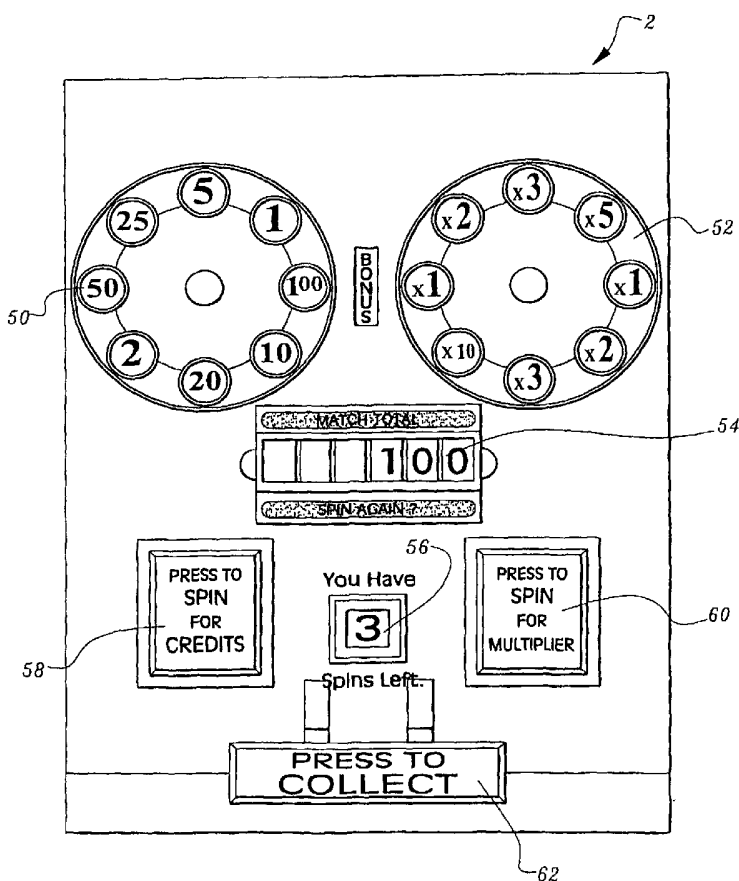
PCT

(10) International Publication Number
WO 03/028825 A1

- (51) International Patent Classification⁷: **A63F 13/00**, 9/24, G06F 17/00, 19/00
- (72) Inventor: **WEISS, Steven, A.**; 7230 Amigo Street, Las Vegas, NV 89118 (US).
- (21) International Application Number: PCT/US02/28133
- (74) Agent: **KRETEN, Bernhard**; Bernhard Kreten, Esq. & Associates, 300 Capitol Mall, Suite 1100, Sacramento, CA 95814 (US).
- (22) International Filing Date:
24 September 2002 (24.09.2002)
- (81) Designated States (*national*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, OM, PH, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TN, TR, TT, TZ, UA, UG, UZ, VN, YU, ZA, ZM, ZW.
- (25) Filing Language: English
- (26) Publication Language: English
- (30) Priority Data:
09/967,744 28 September 2001 (28.09.2001) US
- (84) Designated States (*regional*): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM),
- (71) Applicant: **CASINO DATA SYSTEMS** [—/US]; 7230 Amigo Street, Las Vegas, NV 89118 (US).

[Continued on next page]

(54) Title: GAMING DEVICE AND METHOD



(57) Abstract: The bonus event playfield features two independent award components having a credit wheel (50) and a multiplier wheel (52). Upon entering the bonus event, the credit wheel (50) and multiplier wheel (52) are spun and combined to produce an award value (54). The player has a fixed number of allocated spins (56), and these spins may be allocated at the player's option. The player activates a particular wheel (50, 52) by selecting either the credit spin toggle (58) or the multiplier spin toggle (60). When the player selects a particular activator, the indicated wheel is spun and the total number of allocated spins (56) decrements by one. The bonus event ends when the player has exhausted all allocated spins (56).

WO 03/028825 A1



European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

Published:

- *with international search report*
- *with amended claims*

Title

Gaming Device and Method

Technical Field

5 The following invention is generally related to instrumentalities and methodologies in gaming devices. More specifically, the instant invention is directed to a gaming device having a primary game having not only a winning outcome, but also a triggering outcome for a bonus event. Most specifically, the bonus event allows independent manipulation of two component inputs, terminable at a fixed number or at the player's option, which combine to provide an award.

10

Background Art

Most gaming establishments invest a substantial portion of their capital in gaming machines. Gaming machines generally allow a simple and solitary gaming experience. Consequently, it is difficult to retain players at any given machine due to the inevitable ennui that sets in after a few games. Thus, the universe of available machines offers a variety of gaming propositions, from traditional reel games to animated display games. While the primary games are developed to give players more options, the problem of boredom remains from repeatedly playing the same game.

20 Bonus games have been developed by some developers, offering a different proposition to avoid the banality of a single game. Many bonus games, however, are intricate, producing winning outcomes for the player only a minimal fraction of the time. Additionally, bonus games are often not "games" in the traditional sense. Often, they are self-operating, allowing the player to watch as the machine attempts to generate a winning bonus outcome, rather than allowing the player to have input in the game being played.

25

Disclosure of Invention

The present invention is distinguishable over the prior art in a multiplicity of ways. For example, the instant invention provides a bonus event that combines two components to produce an award, in which the components may be randomly varied at the player's direction as the player attempts to achieve the highest possible award.

Further, the instant invention allows the player to exercise judgment in varying components with respect to the probability of enhanced awards.

Industrial Applicability

5 The industrial applicability of this invention shall be demonstrated through discussion of the following objects of the invention.

Accordingly, it is a primary object of the present invention to provide a new and novel device and method for gaming, in which a player is offered a secondary gaming proposition for more chances at success.

10 It is a further object of the present invention to provide a device and method as characterized above which provides independent variation of components to produce an award.

It is a further object of the present invention to provide a device and method as characterized above that provides an experience similar to a table game, in which a player is allowed to exercise judgment in achieving awards.

15 Viewed from a first vantage point, it is an object of the present invention to provide a gaming device, comprising, in combination: a display, and a processor and random number generator operatively intercoupled and operatively coupled to said display, said random number generator providing an outcome to a primary game initiated on said display, said display having at least one outcome triggering a bonus
20 event, said bonus event allowing play of a gaming proposition having first and second choice means wherein said each of said first and second choice means may be independently activated, said first and second choice means being combined to produce an award.

25 Viewed from a second vantage point, it is an object of the present invention to provide A method for gaming, the steps including: displaying plural award bestowers, operating at least one of the award bestowers, and determining a final award as a function of the award bestowers' position.

These and other objects will be made manifest when considering the following detailed specification when taken in conjunction with the appended drawing figures.

30

Brief Description Of The Drawings

Figure 1 is a flowchart of the methodology according to the present invention.

Figure 2 is a depiction of the apparatus associated therewith.

Figure 3 is a depiction of a bonus screen according to the present invention.

Figure 4 is a flowchart of the methodology of the bonus event.

Best Mode(s) for Carrying Our the Invention

5 Considering the drawings, wherein like reference numerals denote like parts throughout the various drawing figures, reference numeral 10 as shown in FIG. 2 is directed to the device according to the present invention.

10 In its essence, the device 10 includes a housing 16 which supports a visual display 2, preferably a video monitor, therewithin. The display 2 may include a window 8 for special messages or for incrementing counting of credits accumulated by the player. The device also includes an LED readout 4 for prompting the player and can provide similar verbiage as the window 8 or in lieu thereof, to stimulate the player. The device includes an inlet 6 for the reception therein for coins, currency or the like to auger in the inception of play. A plurality of decision-making buttons 12 are located on the face of the apparatus 10, preferable below the display 2 and a pull handle 14 can be used to initiate play as an alternative to supplement the decision-making buttons 12. A coin hopper 18 may be included to effectuate an output of an award due the player. The device 10 may have a top portion 32 with a display thereon having a motif correlative with the game to be played and can include a paytable. A plurality of speakers 34 may be included on the device for aural interaction with the player. The apparatus also includes a processor P coordinating all functions and a random number generator G operatively coupled thereto for generating outcomes. A card 9, having a read/write instrumentality 17 thereon, can be read via input 7 as a substitute for or supplement to credit transfers as well as player identification.

25 Referring to FIG. 1, the flowchart associated with the apparatus of FIGS. 2 and 3 can be explored. Initially, the player plays the game with a maximum bet or less. Preferably, but optionally, a maximum bet enables the features of the invention. Assume a maximum bet is required. If the player plays with less than a maximum bet, the ultimate outcome is determined by the symbols of the initial outcome. If the player opts to play with a maximum bet, then after the initial outcome is displayed, the player is immediately rewarded if the initial outcome corresponds to a value on an associated paytable. Whether or not the player wins, the initial outcome is compared to a predetermined set of outcomes that trigger a bonus event.

30 More specifically, and with reference to FIG. 3 and the flowchart of FIG. 4, greater details with respect to the video display 2 with regard to the bonus event of the

preferred embodiment can be explored. The display 2 features a bonus event playfield, depicted in FIG. 3. The bonus event playfield features two independent award components, shown in FIG. 3 as a credit wheel 50 and a multiplier wheel 52. Upon entering the bonus event, the credit wheel 50 and the multiplier wheel 52 are spun and
5 combined to produce an award value 54. Preferably, the player has a fixed number of allocated spins 56, and these spins may be allocated at the player's option. The player activates a particular wheel 50, 52 by selecting either the credit spin toggle 58 or the multiplier spin toggle 60. When the player so selects, the indicated wheel is spun and the total number of allocated spins 56 decrements by one. The bonus event ends when
10 the player has exhausted all allocated spins 56. Alternatively, the player may choose to end the bonus event at an earlier time by selecting the cash out option 62. The player is then awarded the number of credits corresponding to the orientation of the wheels 50, 52 at that time and the award value 54 displayed. After the end of the bonus event, the player may continue playing the primary game.

15 Moreover, having thus described the invention, it should be apparent that numerous structural modifications and adaptations may be resorted to without departing from the scope and fair meaning of the instant invention as set forth hereinabove and as described hereinbelow by the claims.

Claims

I Claim:

Claim 1 - A gaming device, comprising, in combination:

a display, and

5 a processor and random number generator operatively intercoupled and operatively coupled to said display, said random number generator providing an outcome to a primary game initiated on said display, said display having at least one outcome triggering a bonus event, said bonus event allowing play of a gaming proposition having first and second choice means wherein said each of said first and
10 second choice means may be independently activated, said first and second choice means being combined to produce an award.

Claim 2 - A method for gaming, the steps including:

displaying plural award bestowers,

operating at least one of the award bestowers, and

15 determining a final award as a function of the award bestowers' position.

6
AMENDED CLAIMS

**Received by the International Bureau on 10 March 2003(10.03.03):
original claims 1-2 cancelled and replaced by amended claims 3-4(5-6) ***

I Claim:

Claim 3 - A gaming device, comprising, in combination:

a display;

5 wagering means; and

a processor and random number generator operatively intercoupled and operatively coupled to said display, said random number generator providing an outcome to a primary game initiated on said display, said display having at least one outcome triggering a bonus event,, wherein said bonus event comprises, in
10 combination:

plural award bestowers, each of said award bestowers having an output,

plural activation means responsive to a player, said activation means associated one-for-one with said award bestowers, wherein each of said
15 activation means operates one of said award bestowers to produce an output, and

an award, wherein said award is determined as a function of said output of said award bestowers wherein at least one of said award bestowers displays an award value and wherein at least one of said award bestowers displays a multiplier value wherein the player must operate said activation means for any of said award
20 bestowers a plurality of times less than or equal to a number generated by said random number generator and displayed on said display and said award is dispensed once said number has been reached or forfeited.

Claim 4 - A method for gaming, the steps including:

accepting a wager;

25 displaying a primary game having at least one triggering outcome; and

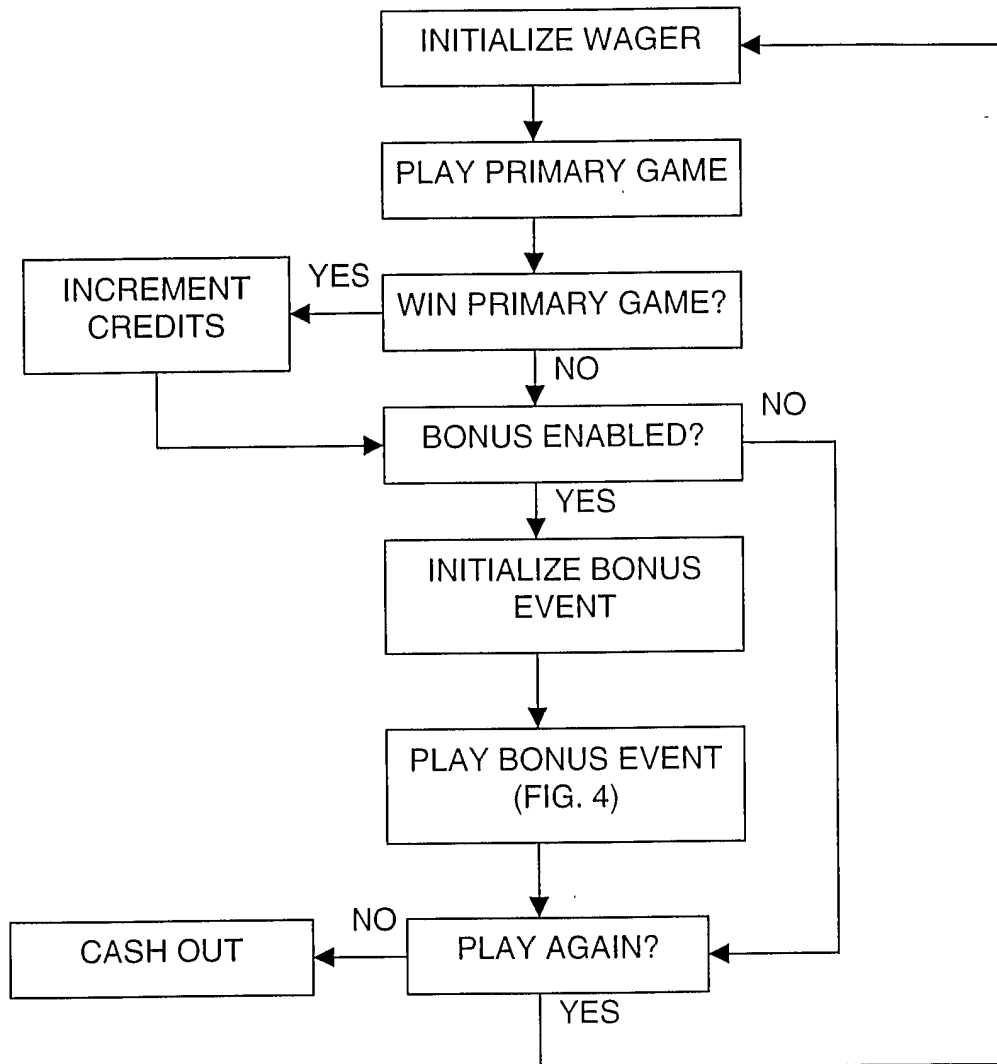
enabling a bonus event if said triggering outcome is obtained, wherein said bonus event includes the steps of:

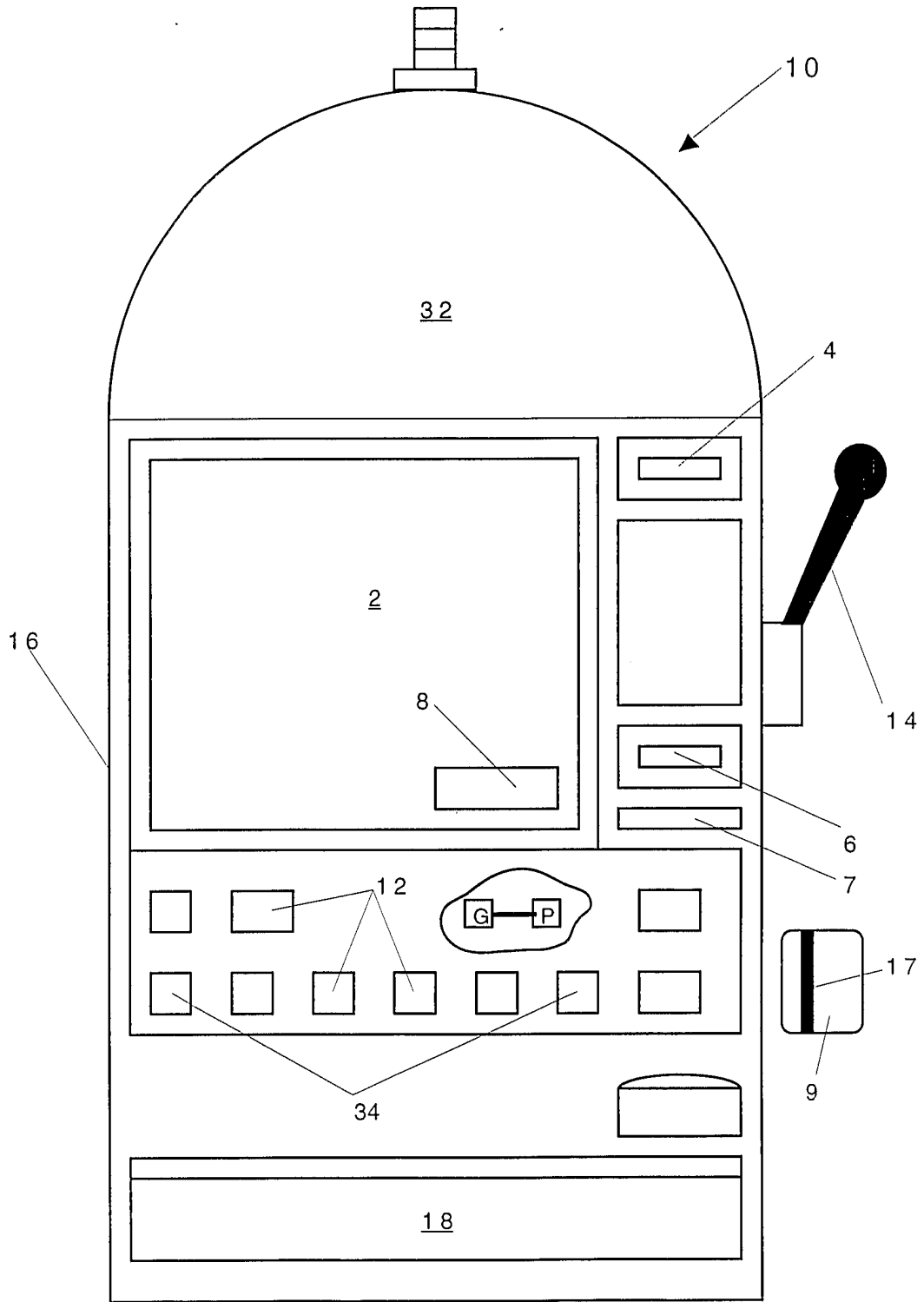
displaying a plurality of independent choice means;

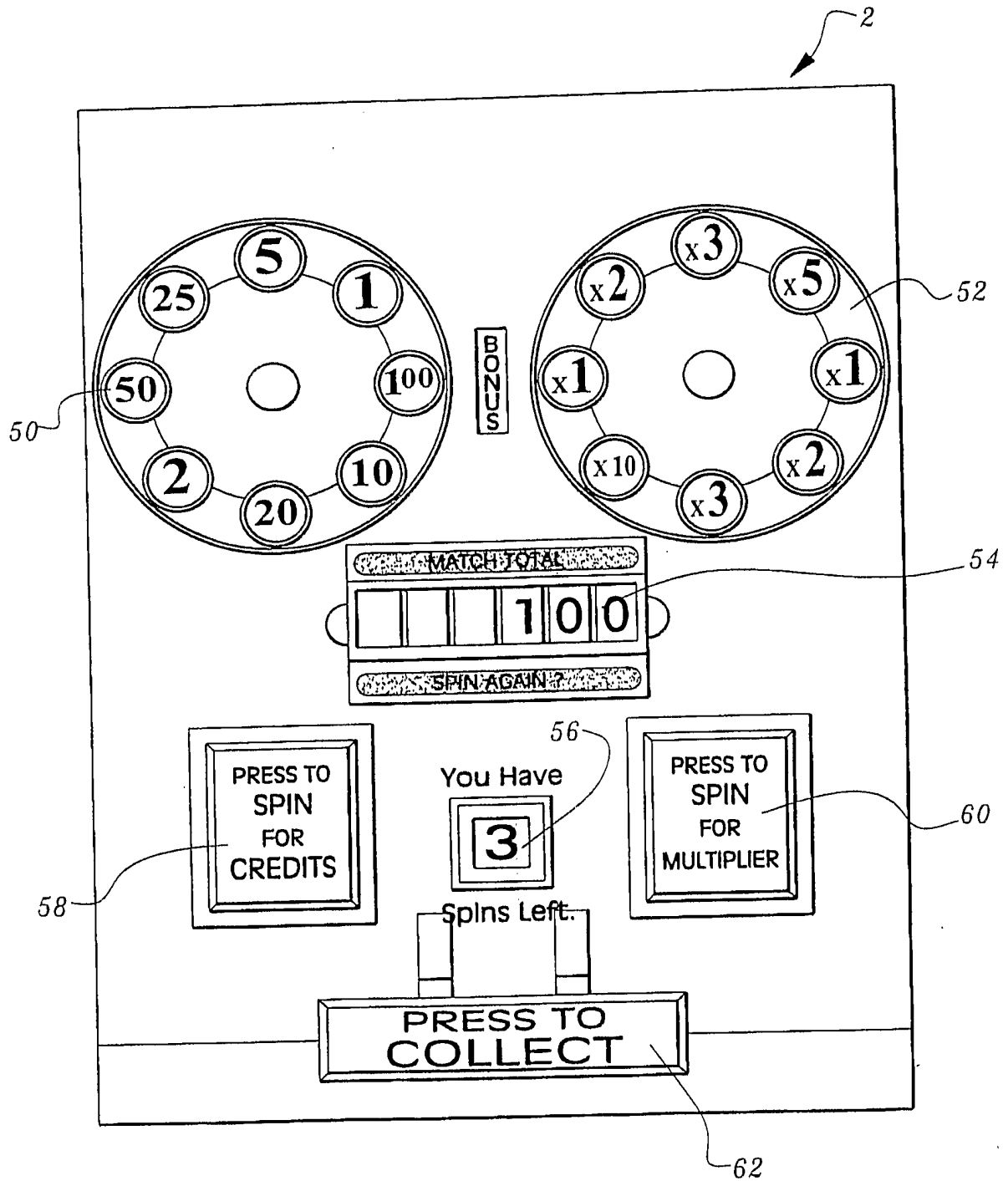
generating a random number and displaying the random number,
30 wherein said random number represents a total number of activation opportunities for changing any of said plurality of independent choice means;

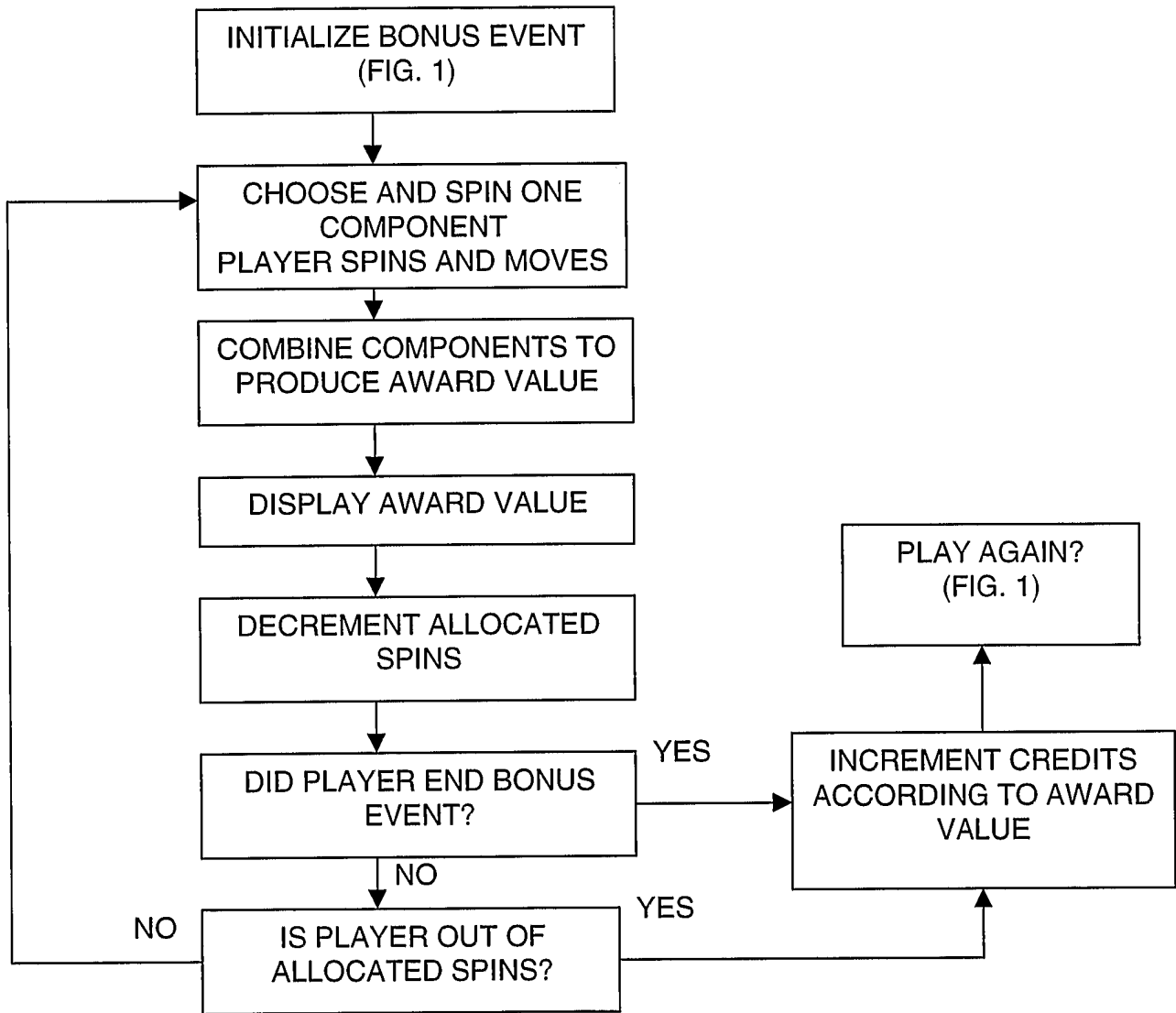
allowing a player to independently activate any of said plurality of independent choice means to produce outputs a plurality of times up to and including said random number; decrementing by one said random number each time the player actuates any of said plurality of independent choice means and displaying the new
5 number; and

determining an award as a function of said outputs of said choice means either once the random number has been decremented to zero, or, at the choice of the player, an election has been made to cease activity.









INTERNATIONAL SEARCH REPORT

International application No.

PCT/US02/28133

A. CLASSIFICATION OF SUBJECT MATTER				
IPC(7) : A63F 13/00, 9/24; G06F 17/00, 19/00				
US CL : 463/16-22; 273/138.1,139,142R				
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) U.S. : 463/16-22; 273/138.1,139,142R				
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)				
C. DOCUMENTS CONSIDERED TO BE RELEVANT				
Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.		
X	US 6,047,963 A (PIERCE et al.) 11 April 2000 (11.04.2000), See The Full text and Drawings.	1		
X	US 5,788,573 A (BAERLOCHER et al.) 04 August 1998 (04.08.1998), See The Full text and Drawings.	1		
Y,P	US 6,398,220 B1 (INOUE) 04 June 2002 (04.06.2002), See The Full text and Drawings.	1-2		
Y,P	US 6,315,660 B1 (DeMAR et al.) 13 November 2001 (13.11.2001), See The Full text and Drawings.	1-2		
<input type="checkbox"/> Further documents are listed in the continuation of Box C. <input type="checkbox"/> See patent family annex.				
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> * Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent published on or after the international filing date "L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "P" document published prior to the international filing date but later than the priority date claimed </td> <td style="width: 50%; border: none;"> "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 "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family </td> </tr> </table>			* Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent published on or after the international filing date "L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "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 "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family
* Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent published on or after the international filing date "L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "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 "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family			
Date of the actual completion of the international search 17 October 2002 (17.10.2002)		Date of mailing of the international search report 09 JAN 2003		
Name and mailing address of the ISA/US Commissioner of Patents and Trademarks Box PCT Washington, D.C. 20231 Facsimile No. (703)305-3230		Authorized officer <i>Sheila Venev</i> Tom Hughes Paralegal Specialist Group 3700 Telephone No. 703-308-1148		

INTERNATIONAL SEARCH REPORT

International application No.

PCT/US02/28133

Box I Observations where certain claims were found unsearchable (Continuation of Item 1 of first sheet)

This international report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. Claim Nos.:
because they relate to subject matter not required to be searched by this Authority, namely:

2. Claim Nos.:
because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:

3. Claim Nos.:
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).

Box II Observations where unity of invention is lacking (Continuation of Item 2 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:
Please See Continuation Sheet

1. As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims.
2. As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.
3. As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:

4. No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

Remark on Protest The additional search fees were accompanied by the applicant's protest.
 No protest accompanied the payment of additional search fees.

BOX II. OBSERVATIONS WHERE UNITY OF INVENTION IS LACKING

This application contains the following inventions or groups of inventions which are not so linked as to form a single general inventive concept under PCT Rule 13.1. In order for all inventions to be examined, the appropriate additional examination fees must be paid.

Group I, claim(s) 1, drawn to gaming device with a bonus game.

Group II, claim(s) 2, drawn to a display of awards.

The inventions listed as Groups I and II do not relate to a single general inventive concept under PCT Rule 13.1 because, under PCT Rule 13.2, they lack the same or corresponding special technical features for the following reasons: group II lacks the triggering of a bonus invent in a gaming device.