A computer implemented method (700) of gaming using a gaming system (100) is disclosed. The gaming system (100) comprises a processor (205) for controlling the play of a base game and a feature game, at least one display device (214) connected for displaying one or more screens (e.g., 500) of the base game and the feature game, and input means for enabling a player to control one or more aspects of the base game and the feature game. The method executes one or more games of the base game, upon receiving corresponding signals via the input means (202) and displays results of the executed games on the display device (214). The method executes the feature game such that one or more of the executed games of the base game are replayed.
UNDO FEATURE GAME

Field of the Invention

The present invention relates generally to a gaming system and, in particular, to a feature game for a base game being played on a gaming system.

Background

Games played both on land-based gaming machines and online, are extremely popular. Every year substantial amounts of money are gambled on such games. However, technological advances in the delivery of content for games, means that players of such games are becoming increasingly discerning as to the presentation of the games. Players expect to be excited by new features and by more appealing presentations of traditional features in games.

As a result, developers of games for gaming systems are forced to develop new and innovative features, including "feature games" for base games being played on the gaming systems, in order to keep existing players interested in the games and in order to attract new players to the games.

One known feature, which is very popular with gaming system players, is known as a "double-up" feature. The double-up feature typically involves a player choosing between different symbols (e.g., red and black symbols) upon winning a particular game. If the player's choice matches that of the gaming system, then the number of credits won by the player for the game is doubled.

Jackpot prizes have also traditionally been used in order to keep existing players interested in the games and in order to attract new players to the games. Jackpot prizes may also be referred to as bonus prizes. Jackpot prizes may amount to a particular number of credits (e.g., one thousand credits) or a progressive jackpot prize (i.e., a jackpot prize comprising a plurality of credits, where the amount of credits is incremented). Jackpot prizes may also consist of a series of free games. For example, the player may be awarded fifteen free games. Such Jackpot prizes are typically paid for a particular combination of symbols in a base game or a feature game being played on the gaming system. However, such jackpot prizes are often viewed with scepticism by players who see them as unwinnable.
Further, a player may have a poor series of free games, where the player may achieve very few or no winning combinations of symbols during the series of free games. Such poor series of free games are statistically unavoidable. For example, if a game has a hit rate of two (2), during a fifteen (15) free game series, one would expect around seven point five (7.5) winning combinations during the series of free games. However, it is possible for the player to be awarded less than seven point five (7.5) winning combinations and, as discussed above, the player may achieve no winning combinations.

Summary

It is an object of the present invention to substantially overcome, or at least ameliorate, one or more disadvantages of existing arrangements.

According to one aspect of the present invention there is provided a computer implemented method of gaming using a gaming system comprising a processor for controlling the play of a base game and a feature game, at least one display device connected for displaying one or more screens of the base game and the feature game, and input means for enabling a player to control one or more aspects of the base game and the feature game, said method comprising the steps of:

executing one or more games of said base game, upon receiving corresponding signals via the input means;

displaying results of the executed games on said display device; and

executing said feature game such that one or more of the executed games of the base game are replayed.

According to another aspect of the present invention there is provided an apparatus for playing a game comprising a base game and a feature game, said base game being a spinning reel game comprising a plurality of spinning reels, said apparatus comprising:

a processor for controlling the play of the base game and the feature game;

at least one display device connected to the processor for displaying one or more screens of the base game and the feature game; and

input means connected to the processor and the display device, for use by a player in controlling one or more aspects of the game, wherein the processor controls the feature game such that one or more previously played games of the base game are replayed.
According to still another aspect of the present invention there is provided a gaming system for playing a game comprising a base game and a feature game, said base game being a spinning reel game comprising a plurality of spinning reels, said gaming system comprising:

- a processor for controlling the play of the base game and the feature game;
- at least one display device connected to the processor for displaying one or more screens of the base game and the feature game; and
- input means connected to the processor and the display device, for use by a player in controlling one or more aspects of the game, wherein the processor controls the feature game such that one or more previously played games of the base game are replayed.

Other aspects of the invention are also disclosed.

**Brief Description of the Drawings**

Some aspects of the prior art and one or more embodiments of the present invention will now be described with reference to the drawings and appendices, in which:

- Fig. 1A is a schematic block diagram of a gaming system upon which the arrangements described can be practiced;
- Fig. 1B is a schematic block diagram of another gaming system upon which the arrangements described can be practiced;
- Fig. 2 is a schematic block diagram of a gaming apparatus used in the gaming systems of Figs. 1A and 1B;
- Fig. 3 is a representation of the software architecture of the gaming systems of Figs. 1A and 1B;
- Fig. 4 shows a flow diagram representing a method of performing a particular game in the gaming systems of Figs. 1A and 1B;
- Fig. 5 shows a display screen presentation of a base game being implemented on the gaming systems of Figs. 1A and 1B;
- Fig. 6 shows another display screen presentation of a base game being implemented on the gaming systems of Figs. 1A and 1B;
- Fig. 7 shows a flow diagram representing a method of replaying one or more games of the base game; and
- Fig. 8 shows an example of an undo button comprising an active display.
Detailed Description including Best Mode

Where reference is made in any one or more of the accompanying drawings to steps and/or features, which have the same reference numerals, those steps and/or features have for the purposes of this description the same function(s) or operation(s), unless the contrary intention appears.

It is to be noted that the discussions contained in the "Background" section and that above relating to prior art arrangements relate to discussions of documents or devices which form public knowledge through their respective publication and/or use. Such should not be interpreted as a representation by the present inventor(s) or patent applicant that such documents or devices in any way form part of the common general knowledge in the art.

Fig. 1A shows a gaming system IOOA including a gaming machine 101A for use by a player in playing a game. The gaming machine 101A comprises an enclosure 201A having display means in the form of a video display device 214A for displaying to the player one or more graphics screens (e.g., 105) for the game being played on the gaming machine 101A. The enclosure 201A also has an input device in the form of a keypad 202A comprising one or more buttons for use by the player in controlling one or more aspects of the game.

Credit input means in the form of a coin input device 106A and a note input device 107A, are also included in the enclosure 201A, to allow the player to input credit in order to play the game. A coin tray 108A is also typically incorporated in the enclosure 201A in order to allow cash payouts to be payed to the player.

In the gaming system IOOA, the gaming machine 101A is connected to a communications network 222A, known as a Local Area Network (LAN), via a connection 223A. Alternatively, the gaming machine 101A may be standalone. As shown in Fig. 1A, the LAN 222A is coupled to a wide-area network (WAN) 220A, such as the Internet or a private WAN, via a connection 224A. The gaming machine 101A may also be coupled directly to the WAN 220A via a connection 221A.

The network 222A comprises one or more further gaming machines 102A and 103A connected thereto. The further gaming machines are generally similar to the gaming
machine 101A but may be configured to implement the same or different games. The further gaming machines may also be connected to the network 220A.

A server computer 104A, used for monitoring the gaming machine 101A, is also connected to the network 222A. The server 104A may be used for monitoring the amount of money wagered (or bet) on the gaming machine 101A over a period of time, the amount of money payed out on the gaming machine 101A over a period of time and any fault conditions on the gaming machine 101A. The server 104A may also be configured to disable or enable the gaming machine 101A.

The gaming machine 101A will be described in more detail below with reference to Fig. 2.

Fig. 1B shows another gaming system 100B. The gaming system 100B comprises a stand-alone "personal" computer 101B for use by a player for playing a game. The personal computer 101B may be an IBM-PC or compatible, a Sun Sparstation, an Apple Mac™, or one of a like computer system evolved therefrom including desktop, laptop, notebook or handheld variations thereof. As seen in Fig. 1B, the computer 101B comprises an enclosure 201B and a display means in the form of a video display device 214B for displaying screens, such as the screen 105 of the game being played. The computer 101B also comprises an input device in the form of a keyboard 202B comprising one or more buttons for use by the player in playing the game. The input means for the computer 101B also comprises a mouse pointer device 203B.

The computer 101B may be connected to a local area network (LAN) 222B, via a connection 223B. The LAN 222B may couple to a wide area network (WAN) 220B, such as the Internet or a private WAN, via a connection 224B. The computer 101B is also shown coupled directly to the WAN 220B, via a connection 221B. In the system 100B, the WAN 220B typically comprises one or more further computers 102B and 103B, similar to the computer 101B, connected thereto, and which may be used by other persons for game playing. Further such computers may also be connected to the LAN 222A.

A remote server 104B is also connected to the WAN 220B. However, in contrast to the server 104A of the system 100A, the server 104B of the system 100B may be used to control the execution of one or more games being played on the gaming system 100B. For example, the server 104B may download one or more graphic objects to the computer 101B for the game being played by the corresponding player, together with a display list
for displaying the downloaded graphic objects for one or more screens (e.g., 105) of the
game being played on the computer 101B. In this instance, the server 104B then controls
the game by downloading further display lists to the computer 101B as the game is being
played by the player and being executed by the computer 101B.

In the system 100B, rather than credit input means in the form of the coin input
device 106A and the note collector 107A, the player inputs credit in order to play the game
by creating an account with a provider of the game, who may or may not be the
administrator of the server 104B. For example, the player may provide their credit card
and contact details to the game provider via the computer 101B and the network 220B. In
this instance, as the player plays the game on the computer 101B, the player's account is
debited and credited according to how the player bets and wins, respectively.

The computer 101B will now be described in more detail below with reference to
Fig. 2.

The gaming machine 101A and the computer 101B have similar computer hardware
architecture. Accordingly, unless referred to specifically, the gaming machine 101A and
the computer 101B will be hereinafter genetically referred to as the "gaming device" 101.
Similarly, components of the gaming machine 101A and the computer 101B, such as the
enclosures 201A and 201B, and the displays 214A and 214B, respectively, will be
hereinafter genetically referred to as the enclosure 201 and the display 214, respectively, of
the gaming device 101, unless such components are referred to specifically. Further, other
components, such as the WANs 220A, 220B, and the LANs 222A and 222B, for example,
will be hereinafter genetically referred to as the WAN 220 and the LAN 222. Finally,
unless referred to specifically, the gaming systems IOOA and IOOB will be hereinafter
generically referred to as the gaming system 100.

The game played on either of the gaming systems IOOA or IOOB may be
implemented as software, such as one or more application programs being executable by
the gaming system 100. In particular, the game may be effected by instructions in the
software that are carried out by the gaming system 100. The instructions may be formed as
one or more code modules, each for performing one or more particular tasks. As will be
described in detail below, the software may also be divided into separate parts, in which a
one or more parts and the corresponding code modules performs the game and one or more
other parts and the corresponding code modules manage a user interface between the first
part and the player of the game. For example, as seen in Figs. IA and IB, the user interface may be formed by one or more screens such as the screen 105.

The software may be stored in a computer readable medium, including the storage devices described below, for example. The software may be loaded into the gaming system 100 from the computer readable medium, and may then be executed by the gaming system 100. A computer readable medium having such software or computer program recorded on it is a computer program product. The use of the computer program product in the gaming system 100 preferably effects an advantageous apparatus for implementing the game described herein.

As seen in Fig. 2, the gaming device 101 comprises an input device 202. The input device 202 is formed by the keypad 202A when the gaming device 101 is the gaming machine 101A or by the keyboard 202B when the gaming device 101 is the computer 101B. The computer 101B also comprises the mouse pointer device 203. The gaming device 101 also comprises output devices including the display device 214 and loudspeakers 217. In one configuration, the display device 214 may be a touch screen.

When the gaming device 101 is the gaming machine 101A, the gaming apparatus 100 also comprises the coin input device 106A and the note input device 107A, as well as a coin output device 218, as seen in Fig. 2.

An external Modulator-Demodulator (Modem) transceiver device 216 may be used by the gaming device 101 for communicating to and from the communications network 220 via the connection 221. Where the connection 221 is a telephone line, the modem 216 may be a traditional "dial-up" modem. Alternatively, where the connection 221 is a high capacity (eg: cable) connection, the modem 216 may be a broadband modem. A wireless modem may also be used for wireless connection to the network 220.

The gaming device 101 typically comprises at least one processor unit 205 for controlling at least partial execution of the game on the gaming system 100. The processor unit 205 may be formed by a micro-controller, micro-processor, programmable logic device or the like. The gaming device 101 also comprises a memory unit 206, for example, formed from semiconductor random access memory (RAM) and read only memory (ROM). A number of input/output (I/O) interfaces including an audio-video interface 207 that couples to the video display 214 and loudspeakers 217, are typically also included. The gaming device 101 also comprises an I/O interface 213 for the input
device 202, and when the gaming device 101 is the gaming machine 101A, the coin input
device 106A and the note input device 107A, as seen in Fig. 2. The interface 213 is also
used for the mouse 203 when the gaming device 101 is the computer 101B.

The gaming device 101 may also comprise or be connected to an interface 208 used
for the external modem 216. The interface 208 may be used for a coin output device 218,
when the gaming device 101 is the gaming machines 101A. In some implementations, the
modem 216 may be incorporated within the gaming device 101, for example within the
interface 208. The gaming device 101 also has a local network interface 211 which, via
the connection 223, permits coupling of the gaming device 101 to the LAN 222. As also
shown in Fig. 2, the LAN 222 couples to the wide network 220 via the connection 224 and
would typically include a so-called "firewall" device or similar functionality. The
interface 211 may be formed by an Ethernet™ circuit card, a wireless Bluetooth™ or an
IEEE 802.11 wireless arrangement.

The interfaces 208 and 213 may afford both serial and parallel connectivity, the
former typically being implemented according to the Universal Serial Bus (USB) standards
and having corresponding USB connectors (not illustrated). Storage devices 209 are
provided and typically include a hard disk drive (HDD) 210. Other devices such as a
floppy disk drive and a magnetic tape drive (not illustrated) may also be used. An optical
disk drive 212 is typically provided to act as a non-volatile source of data. Portable
memory devices, such optical disks (eg: CD-ROM, DVD), USB-RAM, and floppy disks
for example may then be used as appropriate sources of data to the gaming system 100.

The gaming device 101 may also comprise one or more hard meters 215, which are
required by some regulatory authorities. These hard meters 215 determine a cumulative
number of credits input by a player of the gaming device 101 and output by the gaming
device 101 throughout the life of the gaming device 101. The meters 215 are typically set
to "zero" when the gaming device 101 is first configured.

The components 205 to 213 of the gaming device 101 typically communicate via an
interconnected bus 204 and in a manner which results in a conventional mode of operation
of the gaming device 101 known to those in the relevant art.

Fig. 3 is a representation of the software architecture 300 of the gaming system 100.
The software architecture 300 comprises a base game application program 301, which
controls the game being played on the gaming system 100. This game will be hereinafter
referred to as the "base game". Another of the application programs of the software architecture 300 is a random number generator 303, as known to those in the relevant art, which determine the outcomes of the base game being played on the gaming system 100. A display controller application program 305 is included to implement one or more of the screens (e.g., 105) to be rendered or otherwise represented upon the display 214 for the base game and any other games, such as features games 313 being played on the gaming device 101.

The software architecture 300 may also comprise an input device monitor application program 307 for monitoring signals from the input device 202 (and possibly the mouse 203) of the gaming device 101. For example, the input device monitor application program 307 monitors the manipulation of the input device 202 or the mouse 203 by the player of the base game in order to provide controlling commands to the base game application program 301 and any other games being played on the gaming device 101.

A credit control application program 309 is also included in the software architecture 300 for crediting or deducting any winning or losing amount from the credits of a player depending on the outcomes of the base game and any other game being played by the player. This winning or losing amount is determined by a win calculator application program 311 using a pay table. This pay table may be stored on the hard disk drive 210, for example.

For land-based gaming machines such as the gaming machine 101A, the amount of money that each credit is worth is typically dictated by the gaming machine 101A. For example, each credit may be worth one cent (¢), five cents (5¢) or one dollar ($1) depending on the gaming machine. The amount of money that each credit is worth may be referred to as the "denomination". The denomination will determine the amount that can be bet on each the game, as will be described below. The input device 202A of the gaming machine 101A may include buttons for use in increasing the amount that can be bet on each game. For example, the input device 202A may include a "2x" button (not shown) for doubling the denomination, a "5x" button (not shown) for multiplying the denomination by five and/or a "10x" button (not shown) for multiplying the denomination by ten.

For online gaming using the gaming system 100B, for example, the player may select a denomination (e.g., one cent (¢), five cents (5¢), one dollar ($1) etc) using the input
device 202B and the mouse 203B, for example. In one example, the player may use the mouse 203B to select a denomination by selecting a denomination symbol displayed in a screen of the base game on the display 214B. Again, this selected denomination will determine the amount that can be bet on each game, as will be described below.

The software architecture 300 of the gaming system 100 may also include a feature game application program 313 implementing a feature game of the base game. Such a feature game may include the double-up feature described above.

Typically, the application programs 301 to 313 discussed above are resident on the hard disk drive 210 and are read and controlled in their execution by the processor 205, and in the following description, this will be assumed to be the case. However, in the gaming system 100B, the application programs 301 to 313 may be resident on a hard disk drive of the server 104B and be controlled in their execution by a processor of that server 104B, with the processor of the server 104B being configured to download one or more graphic objects for the game to the computer 101B together with one or more display lists for displaying the downloaded graphic objects as one or more screens (e.g., 105) of the base game and any other game being played on the gaming system 100B.

Intermediate storage of the application programs 301 to 313 and any data fetched from the networks 220 and 222 may be accomplished using the semiconductor memory 206, possibly in concert with the hard disk drive 210. In some instances, the application programs may be supplied to a game provider (e.g., an operator of the gaming machine 101 or administrator of the server 104B) encoded on one or more CD-ROMs and be read via the corresponding drive 212, or alternatively may be read by the user from the networks 220 or 222. Still further, the software may also be loaded into the gaming system 100 from other computer readable media. Computer readable media refers to any storage medium that participates in providing instructions and/or data to the gaming system 100 for execution and/or processing. Examples of such media include floppy disks, magnetic tape, CD-ROM, a hard disk drive, a ROM or integrated circuit, a magneto-optical disk, or a computer readable card such as a PCMCIA card and the like, whether or not such devices are internal or external of the enclosure 101. Examples of computer readable transmission media that may also participate in the provision of instructions and/or data include radio or infra-red transmission channels as well as a network connection to another
computer or networked device, and the Internet or Intranets including e-mail transmissions and information recorded on Websites and the like.

In the described arrangements, the base game is a spinning reel game, with each spin of the reels being referred to hereinafter as a 'game'. A screen 500 of the base game, as represented on the display device 214 by the display control application program 305, is shown in Fig. 5. The screen 500 comprises five vertical reel strips 501 to 505, with each of the reel strips 501 to 505 displaying a series of three symbols (e.g., 506, 507 and 508), such that the symbols in the same position of each of the reel strips 501 to 505 form a horizontal row (e.g., 517). For example, the reel strip 501 comprises a star symbol 506 in a first position, a cross 507 in a second position and a square symbol 508 in a third position of the reel strip 501, with the star symbol 506 being the first symbol in the horizontal row of symbols 517. Accordingly, the screen 500 of the base game has a "three (3) symbol (or row) by five (5) reel strip" layout (i.e., a 3 x 5 reel strip layout). Other reel strip layouts may be also be used, such as a "five (5) symbols (or row) by five (5) reel strip" layout.

A method 400 of performing a particular game (i.e., spin of the reels 501 to 505) of the base game, will be described below by way of example, with reference to Fig. 4. The method 400 may be implemented as one or more modules of the application programs 301 to 311 described above.

The method 400 begins at step 401, where an initial screen of the base game is displayed, which, in the present example, is the screen 500 of Fig. 5. The screen 500 is typically displayed by the display controller application program 305 in conjunction with the base game application program 301.

At the next step 402, the amount of a bet placed by the player on the game to be played is determined. This amount is typically determined by the credit control application program 309 being controlled in its execution by the processor 205 typically examining player input via the input device 202. In the described arrangements, the base game has a plurality of paylines, as known to those in the relevant art, on each of which the player of the base game may place a bet. These paylines are typically indicated by payline indicator columns 509 and 510, as seen in Fig. 5. For example, the base game described herein has five paylines which are typically indicated by the numbers one (1) to five (5) in the columns 509 and 510. Each of these five paylines is represented by phantom lines (e.g., 511) in Fig. 5. The paylines in Fig. 5 are three horizontal paylines (#1, #2, #3) and two
diagonal paylines (#4, #5). Accordingly, the base game will pay an amount of credits for a particular combination of symbols, such as three crosses (e.g., 512) on the payline 511.

The screen 500 also comprises a 'BET' meter 514. In the present example, the base game is a one cent (¢) denomination game as indicated by '1¢ Game' sign and '$1 Buys 100 Credits' sign in the bottom right-hand corner of the screen 500. Accordingly, in the base game described herein, each credit is worth one cent (¢). As seen in Fig. 5, the BET meter 514 indicates that the player has bet on all five paylines for a particular game (or spin of the reel strips 501 to 505) by displaying the number five '5' (as indicated by the arrow 519), as seen in Fig. 5. The BET meter 514 also indicates that the total amount of the bet for the particular game is five cents ($0.05) (i.e., one cent ($0.01) for each payline).

The player may indicate the number of paylines that they wish to bet on for the particular game, at step 401 using the input device 202. The player may also select to bet a plurality of credits on each payline. For example, for the one cent (¢) denomination base game, the player may select to bet two credits (i.e., two cents ($0.02)) on each payline. Such a selection effectively transforms the base game into a two cent (2¢) denomination game.

As described above, for online gaming using the gaming system 100B, for example, the player may select a denomination (e.g., one cent (¢), five cents (5¢) or one dollar ($1)). This selected denomination will determine the amount of money bet on each payline of the particular game and, therefore, the amount of money bet on each game.

The screen 105 also comprises a 'CREDIT' meter 516 indicating a total amount of credits for the player including the amount of credits originally input (or available on the player's account) by the player and the amount of credits won by the player during a particular playing session. Upon the bet being placed by the player, the credit control application program 309 updates the BET meter 514 and the CREDIT meter 516 to reflect the amount of the bet.

The method 400 continues at the next step 403 with the spinning of the reel strips 501 to 505. The spinning of the reel strips 501 to 505 is initiated by the player inputting a command using the input device 202 which is monitored by the input device monitor application program 307. The spinning of the reel strips 501 to 505 is controlled by the base game application program 301 being executed by the processor 205 and is representative of the processing or actual performance of the game.
At the next step 404, a stopping position of each reel strip 501 to 505 is determined. The stopping position of each reel strip 501 to 505 is typically determined by the base game application program 301 depending on an output of the random number generator application program 303.

Then at the next step 405, a result screen 600, as seen in Fig. 6, of the base game is displayed on the screen 214. The position of the symbols in the reel strips 501 to 505 of the screen 600 are based on the stopping position of each of the reel strips 501 to 505 as determined at step 403. The screen 600 is typically displayed by the display controller application program 305.

The method 400 concludes at the next step 406, where an amount of credits payed for any combinations of symbols in the screen 600 is determined. This amount is typically determined by the win calculator application program 311 based on the pay table described above. The screen 600 includes a 'WIN' meter 615 that indicates the amount of credits and a corresponding monetary amount that the player has won from the particular game. In the present example, one hundred credits ($1.00) are payed for the combination of three stars 607, 612 and 613 on the payline 511, as indicated by the WIN meter 615. Also at step 406, the CREDIT meter 516 is updated to reflect the amount won by the player on the game.

In alternative implementations, credits may also be payed to the player for the combination of the three stars 607, 612 and 613 together with star 608 in the row 617 and the star 609 in the row 619. As a further alternative, further credits may be payed out for the smiley faces (e.g., 606) in the reel strips 501, 502 and 503, for example. However, in each of these instances, the base game would require further paylines.

A method 700 of replaying one or more games of the base game, according to one embodiment, will now be described by way of example, with reference to Figs. 7 and 8. The method 700 may be implemented as one or more modules of the feature game application program 313 of Fig. 3 in conjunction with the other application programs 301 to 311 described above. The method 700 includes steps 707 to 710 implementing an "undo" feature game which allows a player to replay one or more previously played games of the base game. The advantage of the method 700 is that it reduces the number of games where the player achieves very few or no winning combinations.
In accordance with the method 700, the base game application program 301 iterates through a series of games of the base game. Each game is executed in accordance with the method 400. Accordingly, at step 701, the processor 205 executes steps 401 to 406 of the method 400. Similarly, at step 702, the processor 205 executes steps 401 to 406 of the method 400 and so on through steps 703, 704 and 705. The number of games played in a series of games is any non-negative integral number. During the execution of the series of games of the base game, the base game application program 301 keeps track of the current game by means of a variable called the "game position" variable. For example, during execution of the first game, at step 701, the game position variable is equal to one. During execution of the second game, at step 702, the game position variable is equal to two, and so and so fourth. Upon termination of each game of the base game (e.g., following step 701), the game position variable is incremented by one and the base game application program 301 invokes the execution of the next game in the sequence of games as adequately defined by the game position variable. Once the game position variable has reached a certain threshold, the series of games is deemed to have completed and game play ends. In the present example, the series of games is deemed to have been completed following step 705.

During execution of the games the preferred means by which the base game application program 301 decides that the undo feature game should be triggered is by means of selection of an undo button 800, as seen in Fig. 8. The undo button 800 may form part of the input device 202 and may be depressed by a player in order to trigger the undo feature game. In this instance, the undo feature game may be said to be "player selectable". The undo button 800 may be selected by a player if the player believes that a poor paying series of free games has occurred.

The undo button 800 of Fig. 8 is a button with active display capability. The active display means may be provided by an in-built LCD screen 801. However, the undo button 800 may also be in the form of a standard keypad pushbutton as known to those in the relevant art. Still further, for the system 10OB, the undo button 800 may be an icon selectable on the display 214 using the mouse 203B or through touch in the event that the display 214 is a touch screen.

Alternatively, the undo feature game may be triggered by the base game application program 301 when certain game conditions are met, such as when a threshold level of
credits has not been accumulated at a defined point (e.g., after a predetermined number of games) during game play. For example, the undo feature game may be triggered if less than ten credits have not been accumulated in the previous ten games. Another example of such a game condition may be when a free game series has not reached a predetermined level of credits at the end of the series of free games. For example, the undo feature game may be triggered if less than one hundred credits have not been accumulated in a fifteen game free game series.

One or each of the above mentioned methods of triggering the undo feature game may be implemented in any implementation of the method 700.

Typically, the base game application program 301 is configured so as to allow the undo feature game to be triggered at any point during the course of game play. However, the base game application program 301 may be programmed in such a way so that the undo feature game can only be triggered during certain predetermined 'undo periods' of the game play. For example, the undo feature game may be triggered only in a period of two minutes out of every five minutes of game play.

The base game application program 301, utilising the processor 205 and peripherals, determines a nonnegative integral variable called the 'number of undo steps'. Typically, the value of the number of undo steps variable is determined by another aspect of the base game, such as a 'feature', 'reveal' or 'spin'.

For example, for a 'feature', the number of undo steps variable may be set to a predetermined value, such as five (5) such that a predetermined number of games are replayed upon the undo feature game being triggered. Accordingly, each time the undo feature game is triggered, five games are re-played. In another example, for a 'reveal', the number of undo steps variable may be randomly set by the feature game application program 313. Accordingly, each time the undo feature game is triggered, the value of the undo feature game variable may be revealed to the player. For the undo button 800 of Fig. 8, the base game application program 301 uses the processor 205, I/O interface 213 and peripherals to display a value 802, representing the number of undo steps , on the LCD screen 801 of the Undo Button 800.

In another example, for a 'spin', the number of undo steps variable may be set by the feature game application program 313 depending on the result of the base game. For
example, the number of undo steps may be set to five (5) for the combination of the three stars 607, 612 and 613, as seen in Fig. 6.

Upon completion of each game of the base game during the course of game play, if the base game application program 301 determines that the undo feature game should be triggered using the methods described above and that the number of undo steps variable is nonzero, the feature game application program 301 is triggered at step 707 of the method 700.

Once the feature game application program 313 has been triggered, the program 313 performs step 708 of the method 700 where the credit control application program 309 deducts a credit amount from the total amount of credits for the player, to reflect the cost of playing the undo feature game. The credit control application program 309 also updates the BET meter (e.g., 514) and the CREDIT meter (e.g., 516) on the display 214. The cost of playing the undo feature game is typically proportional to the number of undo steps. However, the cost of playing the undo feature game is typically less than the cost of playing a number of base games equal to the number of undo steps.

Typically, in the above mentioned example where the undo feature game is triggered automatically by the base game application program 301 without player input, no amount of credits will be deducted from the total amount of credits for the player.

At the next step 709 of the method 700, the feature game application program 313 causes the decrement of the game position variable of the base game application program 301 by an amount equal to the number of undo steps variable of the base game application program 301.

At the next step 710, the feature game application program 313 is terminated and control passes back to the base game application program 301. Upon regaining control, the base game application program 310 instantiates the appropriate game of the base game as adequately defined by the game position variable. A number of games of the base game, equal to the number of undo steps, are then relayed. However, the player retains their accumulated credits during the replay of the games.

Following replay of the games of the base game, game play will continue as normal by means of iteration through a series of games of the base game until game play ends, as described above.
Industrial Applicability

It is apparent from the above that the arrangements described are applicable to the gaming, computer and data processing industries.

The foregoing describes only some embodiments of the present invention, and modifications and/or changes can be made thereto without departing from the scope and spirit of the invention, the embodiments being illustrative and not restrictive.

In the context of this specification, the word "comprising" means "including principally but not necessarily solely" or "having" or "including", and not "consisting only of. Variations of the word "comprising", such as "comprise" and "comprises" have correspondingly varied meanings.
Claims:

1. A computer implemented method of gaming using a gaming system comprising a processor for controlling the play of a base game and a feature game, at least one display device connected for displaying one or more screens of the base game and the feature game, and input means for enabling a player to control one or more aspects of the base game and the feature game, said method comprising the steps of:
   - executing one or more games of said base game, upon receiving corresponding signals via the input means;
   - displaying results of the executed games on said display device; and
   - executing said feature game such that one or more of the executed games of the base game are replayed.

2. The method of claim 1, wherein said feature game is triggered upon selection of a button.

3. The method of claim 1, wherein said feature game is triggered when a threshold level of credits has not been accumulated after a predetermined number of games.

4. The method of claim 1, wherein said feature game is triggered when a predetermined level of credits has not been accumulated at the end of a series of free games.

5. The method of claim 1, wherein said feature game is triggered during predetermined periods.

6. The method of claim 1, wherein a predetermined number of the games are replayed upon said feature game being triggered.

7. The method of claim 1, wherein a random number of the games are replayed upon said feature game being triggered.
8. An apparatus for playing a game comprising a base game and a feature game, said base game being a spinning reel game comprising a plurality of spinning reels, said apparatus comprising:
   a processor for controlling the play of the base game and the feature game;
   at least one display device connected to the processor for displaying one or more screens of the base game and the feature game; and
   input means connected to the processor and the display device, for use by a player in controlling one or more aspects of the game, wherein the processor controls the feature game such that one or more previously played games of the base game are replayed.

9. A gaming system for playing a game comprising a base game and a feature game, said base game being a spinning reel game comprising a plurality of spinning reels, said gaming system comprising:
   a processor for controlling the play of the base game and the feature game;
   at least one display device connected to the processor for displaying one or more screens of the base game and the feature game; and
   input means connected to the processor and the display device, for use by a player in controlling one or more aspects of the game, wherein the processor controls the feature game such that one or more previously played games of the base game are replayed.
1. A computer implemented method of playing a game comprising a base game and a feature game, said base game being a spinning reel game comprising a plurality of spinning reels, said method comprising the steps of:
   - executing one or more games of said base game;
   - displaying results of the executed games on a display device; and
   - executing said feature game such that one or more of the executed games of the base game are replayed, wherein said feature game is triggered when a predetermined level of credits has not been accumulated at the end of a series of free games,

2. The method of claim 1, wherein said feature game is triggered upon selection of a button.

3. The method of claim 1, wherein said feature game is triggered when a threshold level of credits has not been accumulated after a predetermined number of games,

4. The method of claim 1, wherein said feature game is triggered during predetermined periods.

5. The method of claim 1, wherein a predetermined number of the games are replayed upon said feature game being triggered.

6. The method of claim 1, wherein a random number of the games are replayed upon said feature game being triggered.

7. An apparatus for playing a game comprising a base game and a feature game, said base game being a spinning reel game comprising a plurality of spinning reels, said apparatus comprising:
   - a processor for controlling the play of the base game and the feature game;
   - at least one display device connected to the processor for displaying one or more screens of the base game and the feature game; and
input means connected to the processor and the display device, for use by a player in
controlling one or more aspects of the game, wherein the processor controls the feature
game such that one or more previously played games of the base game are replayed,
wherein said feature game is triggered when a predetermined level of credits has not been
accumulated at the end of a series of free games.

8. A gaming system for playing a game comprising a base game and a feature game,
said base game being a spinning reel game comprising a plurality of spinning reels, said
gaming system comprising:

a processor for controlling the play of the base game and the feature game;
at least one display device connected to the processor for displaying one or more
screens of the base game and the feature game; and
input means connected to the processor and the display device, for use by a player in
controlling one or more aspects of the game, wherein the processor controls the feature
game such that one or more previously played games of the base game are replayed,
wherein said feature game is triggered when a predetermined level of credits has not been
accumulated at the end of a series of free games.

9. A computer readable storage medium having a computer program recorded therein
for controlling the play of a base game and a feature game, said base game being a
spinning reel game comprising a plurality of spinning reels, said program comprising:

code for executing one or more games of said base game; and

code for executing said feature game such that one or more of the executed games of
the base game are replayed, wherein said feature game is triggered when a predetermined
level of credits has not been accumulated at the end of a series of free games.

10. A gaming system for playing a game comprising a base game and a feature game,
said base game being a spinning reel game comprising a plurality of spinning reels, said
gaming system comprising:

a memory for storing data and a computer program; and

a processor coupled to said memory for executing said computer program, said
computer program comprising instructions for controlling the play of the base game and
the feature game such that one or more previously played games of the base game are replayed, wherein said feature game is triggered when a predetermined level of credits has not been accumulated at the end of a series of free games.
START

401
Display a initial screen of the base game

402
Determine amount of bet

403
Spin the reels

404
Determine a stopping position of each of the reels

405
Display a result screen of the base game

406
Determine amount of credits payed for any combination of symbols

END

Fig. 4
$1 Buys 100 Credits

tc GAMBL

Fig. 5
INTERNATIONAL SEARCH REPORT

International application No. PCT/AU2009/000218

A. CLASSIFICATION OF SUBJECT MATTER

Int. Cl.
A63F 13/10 (2006.01)

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)

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)

EPODOC, DWPI and Google Patents Keywords: A63F 13/00, G07F 17/32A, G07F 17/34; video, computer, processor, screen, display online; base, first, primary, initial, main; game, hand, pull; bonus, additional, second, free, associate, feature, jackpot, extra; replay, repeat, rerun.

C. DOCUMENTS CONSIDERED TO BE RELEVANT

<table>
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<tr>
<th>Category*</th>
<th>Citation of document, with indication, where appropriate, of the relevant passages</th>
<th>Relevant to claim No.</th>
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<tr>
<td>X</td>
<td>US 7322887 B2 (BELGER et al.) 29 January 2008 See col. 14 line 55 - col. 20 line 26, col. 21 lines 46-61 and figures 1a and 3a-h</td>
<td>1-3, 5-9</td>
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<tr>
<td>X</td>
<td>US 6045129 A (COOPER et al.) 4 April 2000 See col. 3 line 33 - col. 5 line 45 and col. 8 lines 24-38</td>
<td>1-3, 6</td>
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<tr>
<td>X</td>
<td>US 6315289 B1 (SAKAMOTO et al.) 13 November 2001 See col. 8 line 13 - col. 10 line 22 and figure 9</td>
<td>1, 6, 8, 9</td>
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* 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 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

"K" document member of the same patent family

Date of the actual completion of the international search
06 March 2009

Date of mailing of the international search report
23 MAR 2009

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Form PCT/ISA/210 (second sheet) (July 2008)
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Due to data integration issues this family listing may not include 10 digit Australian applications filed since May 2001.

END OF ANNEX