ABSTRACT

The present invention provides a gaming device having a game that may be implemented in a primary or bonus game. More specifically, the present invention provides a processor controlled gaming device that provides a message in or concerning a secondary game or sequence that is based on a selection made by the player in or concerning a primary or base game. In one embodiment, a primary or base game of a gaming device issues primary game awards to a player. A bonus game of the gaming device also issues a secondary award to the player. The opportunity for the secondary award is produced in the primary game. The gaming device provides a message in connection with the generation of the secondary award opportunity, wherein the message is selected from a plurality of messages based on a decision made by a player for the primary game.
IN A PRIMARY GAME HAVING PRIMARY GAME PAYOUTS AND A BONUS GAME, THE OCCURRENCE OF WHICH DEPENDS ON A PRIMARY GAME OUTCOME, ENABLE PLAYER TO MAKE A WAGER ON THE PRIMARY GAME.

AFTER PLAYER MAKES WAGER AND INITIATES PLAY, DISPLAY PRIMARY GAME, GENERATE PRIMARY GAME OUTCOME AND PAY ANY PRIMARY GAME PAYOUT DUE THE PLAYER

HAS A BONUS GAME GENERATING OUTCOME OCCURRED?

YES

HAS PLAYER WAGERED AMOUNT NECESSARY TO INITIATE BONUS GAME?

YES

PROVIDE SUITABLE AUDIO MESSAGE, VISUAL DISPLAY, OR BOTH, e.g., "YOU SHOULD HAVE MADE THE BONUS WAGER"

NO

PROVIDE SUITABLE AUDIO MESSAGE, VISUAL DISPLAY, OR BOTH, e.g., "GOOD THING YOU MADE THE BONUS WAGER"

NO

DISPLAY BONUS GAME, GENERATE BONUS GAME OUTCOME AND PAY ANY BONUS GAME PAYOUT DUE THE PLAYER
FIG. 4

START 122

IN A PRIMARY GAME HAVING PRIMARY GAME PAYOUTS AND A PROGRESSIVE PAYOUT THAT, e.g., TAKES A PORTION OF A PRIMARY GAME WAGER, THE OCCURRENCE OF WHICH DEPENDS ON A PRIMARY GAME OUTCOME, ENABLE PLAYER TO MAKE A WAGER ON THE PRIMARY GAME.

AFTER PLAYER MAKES WAGER AND INITIATES PLAY, DISPLAY PRIMARY GAME, GENERATE PRIMARY GAME OUTCOME AND PAY ANY PRIMARY GAME PAYOUT DUE THE PLAYER

126 128

HAS A PROGRESSIVE PAYOUT GENERATING OUTCOME OCCURRED?

NO 132

PROVIDE SUITABLE AUDIO MESSAGE, VISUAL DISPLAY, OR BOTH, e.g., "YOU SHOULD HAVE MADE THE PROGRESSIVE WAGER"

YES 130

HAS PLAYER WAGERED AMOUNT NECESSARY TO MAKE PLAYER ELIGIBLE FOR PROGRESSIVE PAYOUT?

NO 132

PROVIDE SUITABLE AUDIO MESSAGE, VISUAL DISPLAY, OR BOTH, e.g., "GOOD THING YOU MADE THE PROGRESSIVE WAGER"

YES

DISPLAY PROGRESSIVE PAYOUT SEQUENCE, GENERATE PROGRESSIVE PAYOUT AND PAY TO PLAYER
IN A PRIMARY GAME HAVING PRIMARY GAME PAYOUTS AND A BONUS GAME THE OCCURRENCE OF WHICH DEPENDS ON A PRIMARY GAME OUTCOME, THE BONUS GAME HAVING A BONUS GAME PAYOUT THAT DEPENDS ON THE PRIMARY GAME WAGER; PROVIDE SUITABLE AUDIO REMINDER MESSAGE, VISUAL REMINDER DISPLAY OR BOTH, e.g., "REMEMBER, YOUR BET AFFECTS PAYOUTS IN THE BONUS GAME."

START

ENABLE PLAYER TO MAKE A WAGER ON THE PRIMARY GAME.

AFTER PLAYER MAKES WAGER AND INITIATES PLAY, DISPLAY PRIMARY GAME. GENERATE PRIMARY GAME OUTCOME AND PAY ANY PRIMARY GAME PAYOUT DUE THE PLAYER

148 150

HAS A BONUS GAME GENERATING OUTCOME OCCURRED?

NO

YES

DISPLAY BONUS GAME, GENERATE GAME OUTCOME AND PROVIDE AWARD BASED ON WAGER

PROVIDE SUITABLE AUDIO MESSAGE, VISUAL DISPLAY, OR BOTH, BASED ON PERSON'S WAGER, e.g., "YOU SHOULD HAVE BET MORE IN THE BASE GAME. YOUR BONUS WOULD HAVE BEEN HIGHER" OR "GOOD THING YOU MADE MAX BET IN THE BASE GAME AND MAXIMIZED YOUR BONUS GAME PAYOUT"
IN A PRIMARY GAME THAT ISSUES PRIMARY GAME AWARDS TO THE PLAYER, HAVE PLAYER MAKE A SELECTION SUCH AS CHOOSING A NUMBER OF PLAYING HANDS IN THE GAME OF BLACKJACK OR POKER OR PLAYING CARDS IN KENO

IN CONNECTION WITH A SECONDARY AWARD SUCH AS AN AWARD FROM A BONUS GAME OR A PROGRESSIVE PAYOUT, PROVIDE AN EVENT, SUCH AS THE DISPLAY OF SYMBOLS SELECTED IN THE PRIMARY GAME, WHICH IS BASED ON THE PLAYER'S DECISION FOR THE PRIMARY GAME
GAMING DEVICE HAVING INTERACTIVE MESSAGE

CROSS REFERENCE TO RELATED APPLICATIONS


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DESCRIPTION

[0003] The present invention relates in general to a gaming device, and more particularly to a gaming device providing an interactive message in a secondary game which is based on a player’s decision in a primary game.

BACKGROUND OF THE INVENTION

[0004] Gaming devices provide enjoyment and excitement to players, in part, because they may ultimately lead to monetary awards for the players. Gaming devices also provide enjoyment and excitement to the players because they are fun to play. Bonus or secondary games, in particular, provide gaming device manufacturers with the opportunity to add enjoyment and excitement to that which is already expected from a base or primary game of the gaming device. Bonus games provide extra awards to the player and enable the player to play a game that is different than the base game.

[0005] Gaming devices also provide paytables to explain the primary and bonus games to the player. In a slot machine game, for example, a paytable explains the different symbols or combinations of symbols that, when appearing along an active payline, payout a certain number of coins or tokens to the player. The paytables inform the player of other gaming device parameters, such as wild symbols, scatter pays and eligibility requirements. Eligibility requirements include, among other items, a requirement for playing a bonus game and a requirement for winning a progressive payout.

[0006] It is important for the player to understand the eligibility requirements for the gaming device. Progressive payouts are typically larger than other gaming device payouts, and the player often pays a percentage of each wager into a progressive pot or pool. If the player is required to wager a particular amount to be eligible for the progressive payout, it is desirable for the player to know the requirement. The player may then decide to increase the wager to take advantage of the progressive payout opportunity or decide to play a different gaming device and wager less.

[0007] Bonus games can also have large payouts and often come with a wager requirement. For example, the gaming device may require the player to wager each of the paylines of the gaming device or to wager the maximum amount on each payline to be eligible for the bonus game. The bonus game may alternatively payout in the form of a multiplier that multiplies the player’s wager or a component of the player’s wager, so that the more the player wagers, the more the player wins in the bonus game. In either case, the player may wish to know this information before or while the player plays the gaming device.

[0008] The problem with existing paytables is the same problem as with any set of instructions, people often do not take the time to read them. When gaming, people may not want to bother with details and instead want to concentrate on having fun. Gaming devices can also appear complicated to some new players who seek to find the simplest way to play the gaming device.

[0009] In other instances, players may read the paytable and either not understand it or not pay attention to it. A need therefore exists for a method of informing or reminding players of key gaming device information, such as wager requirements, which is convenient, easy and fun for the player.

SUMMARY OF THE INVENTION

[0010] The present invention provides a processor controlled gaming device that provides a message in a secondary game, concerning a secondary game or concerning a progressive award, wherein the message is based on a selection made by the player in a primary or base game. The primary or base game issues primary game awards to a player. The gaming device also provides a secondary or bonus game or a progressive award, which depends on the player’s input in the primary game. In one embodiment, the gaming device provides a message in connection with the generation of the bonus game or secondary award, which is based on the player’s input. In another embodiment, the gaming device provides the message during the bonus game.

[0011] The primary game can be any primary game such as slot, poker, keno and blackjack. The message may occur before, during or after the bonus game. If for instance, the secondary award is a progressive award, which is issued based on the primary game outcome, an audio message may occur during the primary game informing the player that the player’s current wager does not qualify for the progressive award.

[0012] In one embodiment, the message is provided at any point in the primary or bonus game, wherein the message concerns the bonus game and is chosen based on a decision made by the player for the primary game. The gaming device selects a message from a plurality of messages that each depend on the decision made by the player for the primary game.

[0013] In another embodiment, the bonus game has an eligibility requirement that depends on the player’s wager and the message includes the eligibility requirement. In a further embodiment, the bonus game has a payout that depends on the player’s wager and the message includes the
wager dependency. For example, the game may pay out a multiplier that multiplies the player’s wager or a component thereof, wherein the message includes the multiplier’s dependency on the player’s wager.

[0014] The primary game in one embodiment is a slot game that requires each payline to be wagered for the player to be eligible for the bonus game. The primary game is alternatively a slot game that requires a maximum wager along each payline to be made for the player to be eligible for the bonus game. In these cases, the gaming device in an embodiment provides a suitable message to the player upon generating a set of symbols in the primary that would have initiated the bonus game had the player made the appropriate wager.

[0015] It is therefore an advantage of the present invention to provide a gaming device that informs the player of key gaming device information.

[0016] Another advantage of the present invention to provide a gaming device that reminds the player of key gaming device information.

[0017] A further advantage of the present invention to provide a gaming device that automatically audibly informs the player of key information at an appropriate and meaningful time.

[0018] Another advantage of the present invention to provide a gaming device that automatically visually informs the player of key information at an appropriate and meaningful time.

[0019] A further advantage of the present invention to provide a gaming device that informs the player of key gaming device information in a fun and exciting manner.

[0020] Other objects, features and advantages of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings, wherein like numerals refer to like parts, elements, components, steps and processes.

BRIEF DESCRIPTION OF THE DRAWINGS

[0021] FIGS. 1A and 1B are perspective views of alternative embodiments of the gaming device of the present invention.

[0022] FIG. 2 is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention.

[0023] FIG. 3 is a schematic flow diagram of one embodiment of the present invention having a primary game, a bonus game initiated by the primary game and one or more messages provided in connection with the bonus game as a result of a player’s decision for the primary game.

[0024] FIG. 4 is a schematic flow diagram of one embodiment of the present invention having a primary game, a progressive payout generated in the primary game and one or more messages provided in connection with the progressive payout as a result of a player’s decision for the primary game.

[0025] FIG. 5 is a schematic flow diagram of one embodiment of the present invention having a primary game, a bonus game initiated by the primary game having a bonus payout dependent on the primary game wager and one or more messages provided in connection with the bonus game as a result of a player’s wager in the primary game.

[0026] FIG. 6 is a schematic flow diagram of one embodiment of the present invention having a primary game, a secondary payout initiated by the primary game and an event occurring in connection with the secondary payout that is chosen from a plurality of events based on a decision for the primary game.

DETAILED DESCRIPTION OF THE INVENTION

Gaming Device and Electronics

[0027] Referring now to the drawings, and in particular to FIGS. 1A and 1B, gaming device 10a and gaming device 10b illustrate two possible cabinet styles and display arrangements and are collectively referred to herein as gaming device 10. The present invention relates to the relationship of a bonus or secondary game that coordinates with a base game. The gaming device 10 in one base game is a slot machine having the controls, displays and features of a conventional slot machine, wherein the player operates the gaming device while standing or sitting. Gaming device 10 also includes being a pub-style or table-top game (not shown), which a player operates while sitting.

[0028] The base games of the gaming device 10 may include any other base game such as poker, blackjack or keno, among others. The gaming device 10 also embodies any bonus triggering events, bonus games as well as any progressive game coordinating with these base games. The symbols and indicia used for any of the base, bonus and progressive games include mechanical, electrical or video symbols and indicia.

[0029] In a stand alone or a bonus embodiment, the gaming device 10 includes monetary input devices. FIGS. 1A and 1B illustrate a coin slot 12 for coins or tokens and/or a payment acceptor 14 for cash money. The payment acceptor 14 also includes other devices for accepting payment, such as readers or validators for credit cards, debit cards or smart cards, tickets, notes, etc. When a player inserts money in gaming device 10, a number of credits corresponding to the amount deposited is shown in a credit display 16. After depositing the appropriate amount of money, a player can begin the game by pulling arm 18 or pushing play button 20. Play button 20 can be any play activator used by the player which starts any game or sequence of events in the gaming device.

[0030] As shown in FIGS. 1A and 1B, gaming device 10 also includes a bet display 22 and a bet one button 24. The player places a bet by pushing the bet one button 24. The player can increase the bet by one credit each time the player pushes the bet one button 24. When the player pushes the bet one button 24, the number of credits shown in the credit display 16 decreases by one, and the number of credits shown in the bet display 22 increases by one. At any time during the game, a player may “cash out” by pushing a cash out button 26 to receive coins or tokens in the coin payout tray 28 or other forms of payment, such as an amount printed on a ticket or credited to a credit card, debit card or smart card. Well known ticket printing and card reading machines (not illustrated) are commercially available.
[0031] Gaming device 10 also includes one or more display devices. The embodiment shown in FIG. 1A includes a central display device 30, and the alternative embodiment shown in FIG. 1B includes a central display device 30 as well as an upper display device 32. The display devices display any visual representation or exhibition, including but not limited to movement of physical objects such as mechanical reels and wheels, dynamic lighting and video images. The display device includes any viewing surface such as glass, a video monitor or screen, a liquid crystal display or any other static or dynamic display mechanism. In a video poker, blackjack or other card gaming machine embodiment, the display device includes displaying one or more cards. In a keno embodiment, the display device includes displaying numbers.

[0032] The slot machine base game of gaming device 10 preferably displays a plurality of reels 34, preferably three to five reels 34, in mechanical or video form on one or more of the display devices. Each reel 34 displays a plurality of indicia such as bells, hearts, fruits, numbers, letters, bars or other images which preferably correspond to a theme associated with the gaming device 10. If the reels 34 are in video form, the display device displaying the video reels 34 is preferably a video monitor. Each base game, especially in the slot machine base game of the gaming device 10, includes speakers 36 for making sounds or playing music.

[0033] Referring now to FIG. 2, a general electronic configuration of the gaming device 10 for the stand alone and bonus embodiments described above preferably includes a processor 38, a memory device 40 for storing program code or other data; a central display device 30; an upper display device 32; a sound card 42; a plurality of speakers 36; and one or more input devices 44. The processor 38 is preferably a microprocessor or microcontroller-based platform which is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device 40 includes random access memory (RAM) 46 for storing event data or other data generated or used during a particular game. The memory device 40 also includes read only memory (ROM) 48 for storing program code, which controls the gaming device 10 so that it plays a particular game in accordance with applicable game rules and pay tables.

[0034] As illustrated in FIG. 2, the player preferably uses the input devices 44 to input signals into gaming device 10. In the slot machine base game, the input devices 44 include the pull arm 18, play button 20, the bet one button 24 and the cash out button 26. A touch screen 50 and touch screen controller 52 are connected to a video controller 54 and processor 38. The terms “computer” or “controller” are used herein to refer collectively to the processor 38, the memory device 40, the sound card 42, the touch screen controller and the video controller 54.

[0035] In certain instances, it is preferable to use a touch screen 50 and an associated touch screen controller 52 instead of a conventional video monitor display device. The touch screen enables a player to input decisions into the gaming device 10 by sending a discrete signal based on the area of the touch screen 50 that the player touches or presses. As further illustrated in FIG. 2, the processor 38 connects to the coin slot 12 or payment acceptor 14, whereby the processor 38 requires a player to deposit a certain amount of money in to start the game.

[0036] It should be appreciated that although a processor 38 and memory device 40 are preferable implementations of the present invention, the present invention also includes being implemented via one or more application-specific integrated circuits (ASIC’s), one or more hard-wired devices, or one or more mechanical devices (collectively referred to herein as a “processor”). Furthermore, although the processor 38 and memory device 40 preferably reside in each gaming device 10 unit, the present invention includes providing some or all of their functions at a central location such as a network server for communication to a playing station such as over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like.

[0037] With reference to the slot machine base game of FIGS. 1A and 1B, to operate the gaming device 10, the player inserts the appropriate amount of money into the coin slot 12 or the payment acceptor 14 and then pulls the arm 18 or pushes the play button 20. The reels 34 then begin to spin. Eventually, the reels 34 come to a stop. As long as the player has credits remaining, the player can spin the reels 34 again. Depending upon where the reels 34 stop, the player may or may not win additional credits.

[0038] In addition to winning base game credits, the gaming device 10, including any of the base games disclosed above, also includes bonus games that give players the opportunity to win credits. The gaming device 10 may employ a video-based display device 30 or 32 for the bonus games. The bonus games include a program that automatically begins when the player achieves a qualifying condition in the base game.

[0039] In the slot machine embodiment, the qualifying condition may include a particular symbol or symbol combination generated on a display device. As illustrated in the five reel slot game shown in FIGS. 1A and 1B, the qualifying condition includes the number seven appearing on, e.g., three adjacent reels 34 along a payline 56. It should be appreciated that the present invention includes one or more paylines, such as payline 56, wherein the paylines can be horizontal, diagonal or any combination thereof. An alternative scatter pay qualifying condition includes the number seven appearing on, e.g., three adjacent reels 34 but not necessarily along a payline 56, appearing on any different set of reels 34 three times or appearing anywhere on the display device the necessary number of times.

Interactive Event

[0040] Referring now to FIG. 3, a method 100 illustrates one embodiment of the present invention having a primary game, a bonus game initiated in or by the primary game and one or more messages provided in connection with the bonus game as a result of a player’s decision in or for the primary game. In one embodiment, memory device 40 stores the method 100 in suitable software code or instructions. In another embodiment, the processor 38 may access software running the method 100 from a memory device remote from gaming device 10. Upon starting the gaming device 10 of the present invention, as indicated by oval 102, the gaming device 10 having a primary game with primary game payouts and a bonus game, the occurrence of which depends on a primary game outcome, enables the player to make a wager on the primary game, as indicated by block 104. The occurrence of the bonus game also depends on the player’s wager.
As stated above, the primary games of the present invention include any primary game such as slot, poker, keno and blackjack. Depending upon which primary game is employed, multiple wagers may be made at one time or the wager may have a number of components. For example, in blackjack the player may double or “split” their bet, which also requires an additional monetary input. In slot, many machines have multiple paylines, e.g., three, five, nine, ten, fifteen or twenty-five paylines, wherein the player can wager any number or all the paylines. In slot, the player can also vary the wager amount per payline.

After the player makes a primary game wager and initiates play (e.g., via pull arm 18 or play button 20), the gaming device 10 runs or displays the primary game, generates a primary game outcome and pays any primary game payout generated by the outcome, as indicated by block 106. As is well known, the primary game of slot generates a plurality of reel symbols along the paylines 56. Video poker and blackjack output a plurality of playing cards. Keno generates a plurality of numbers.

Gaming device 10 determines whether the primary game has generated an outcome that has been predefined to initiate a bonus game, as indicated by diamond 108. In certain embodiments, a particular reel symbol or set of symbols in slot, as discussed above, a particular card combination in poker and blackjack and one or more numbers in keno trigger or initiate the bonus game. If no bonus triggering outcome is obtained, the gaming device enables the player to make another wager on the primary game, as indicated by block 104.

If a bonus triggering outcome is obtained, the gaming device reacts based upon whether the player has wagered an amount necessary to initiate the bonus game, as indicated by diamond 110. If the player has not wagered an amount necessary to initiate the bonus game, the gaming device, in one embodiment, provides a suitable audio message from the speakers 36, a visual display on one of the display devices 30 or 32 or an audio visual message and display, as indicated by block 112. The message and or display informs the player, e.g., “You should have made the bonus wager, you would have entered the bonus game.” The gaming device 10 then returns the player to make another wager on the primary game, as indicated by block 104.

The processor thus temporarily stores data on the player’s wager in a memory storage device, such as the TCAM 46 of the memory device 40 illustrated in FIG. 2. When the bonus triggering outcome is obtained and the bonus game could have been initiated, the processor retrieves this stored data to determine whether to provide a message to the player.

Obviously, the words displayed or announced can vary widely and still convey the desired information. For example, many slot gaming devices require the player to wager on each payline (“max lines”) or wager the maximum amount on each payline (“max bet”) to be eligible for bonus game play. In such a case, the detailed requirement may be reiterated, e.g., “You should make the max bet next time so you can enter the bonus round.” Or, the message may be adapted to reiterate the triggering combination, e.g., “Hey, you spun three lucky 7’s, if you would have wagered each of the paylines you would be playing the bonus game right now.”

The messages of the present invention which include audio, visual and audiovisual types of media) are in one embodiment informative and entertaining. In many cases the messages steer the player towards optimally playing the gaming device 10. The optimal strategy for gaming device 10 often includes wagering an amount that qualifies the player for bonus game play. The messages also serve as reveals (known in the art), which serve to entice the player by disclosing additional awards that the player could have obtained. Further, because the messages include or reiterate decisions by the player, the messages are interactive and provide the player with a sense that the game is keeping track of the player’s progress.

Similarly, if the player has wagered an amount necessary to initiate the bonus game, the gaming device 10, in one embodiment, provides a suitable audio message, as indicated by block 114. The message informs the player, e.g., “Good thing you made the bonus wager, you now get to play the bonus game.” Gaming device 10 displays and lets the player play the bonus game, generates a bonus game outcome and pays any bonus game award, as indicated by block 116. The gaming device 10 then returns the player to the primary game to make another wager, as indicated by block 104.

As generally indicated above, it should be appreciated that the gaming device: (i) stores a number of messages for a particular gaming device parameter, e.g., whether the player makes the bonus game qualifying wager, (ii) sets the parameter to a particular state based upon a player’s input, e.g., “high” if the player makes the bonus game qualifying wager or “low” if the player does not make the bonus game qualifying wager, and (iii) provides the appropriate message at the appropriate time in the game program, e.g., when bonus trigger occurs, for the particular parameter state, e.g., “good job” for high state and “too bad” for low state. It should be appreciated that the present invention may be modified to accommodate: (i) a parameter having more than two states, which requires more than two stored messages; (ii) a particular parameter state having more than one associated message per state, e.g., “good job” or “nice going” for high state, wherein one is randomly generated; and (iii) a plurality parameters that occur at varying or multiple times in the game program or sequence (other types of parameters disclosed below).

Another parameter included in the present invention is a wager required for the player to receive a progressive payout as illustrated by the method 120 of FIG. 4. Upon starting the gaming device of this embodiment of the present invention, as indicated by oval 122, the gaming device 10 having a primary game with primary game payouts and a progressive payout, the occurrence of which depends on a primary game outcome and on the player’s wager, enables the player to make a wager on the primary game, as indicated by block 124. In an embodiment, the progressive payout is funded by a portion such as ten percent of the player’s wager. The progressive fund in one implementation is funded solely by gaming device 10 and in another implementation is a linked progressive funded by a plurality of gaming devices.

After the player makes a primary game wager and initiates play, gaming device 10 runs or displays the primary game, generates a primary game outcome and pays any
primary game payout generated by the outcome, as indicated by block 126. Gaming device 10 determines whether the primary game has generated an outcome that has been predefined to provide a progressive payout, as indicated by diamond 128. If progressive payout has not been triggered, the gaming device returns the player to make another wager on the primary game, as indicated by block 124.

[0052] If a progressive payout has been triggered, the gaming device reacts based upon whether the player has wagered an amount necessary to qualify the player for the progressive payout, as indicated by diamond 130. If the player has not wagered an amount necessary for the progressive payout, the gaming device, in one embodiment, provides a suitable audio message, as indicated by block 132. The message informs the player, e.g., “You should have made the progressive wager, you would have won the progressive jackpot.” The gaming device then returns the player to make another wager on the primary game, as indicated by block 124.

[0053] If the player has wagered an amount necessary to qualify for the progressive payout, the gaming device, in one embodiment, provides a suitable audio message, as indicated by block 134. The message informs the player, e.g., “Good thing you made the progressive wager, you now win the progressive jackpot.” Gaming device 10 displays any progressive payout sequence and pays the progressive payout to the player, as indicated by block 136 and returns the player to the primary game to make another wager, as indicated by block 124. In the case of large progressive awards, the payout would be by hand pay as is well known in the art.

[0054] Methods 100 and 120 of FIGS. 3 and 4, respectively, provide a message before the secondary bonus game or progressive payout. Referring now to FIG. 5, method 140 illustrates one embodiment wherein the message is provided during the or after the secondary event and refers to a decision that the player makes in the primary game. Upon starting the gaming device of the present invention, as indicated by oval 142, the gaming device having a primary game with primary game payouts and a bonus game, the occurrence of which depends on a primary game outcome, enables the player to make a wager on the primary game, as indicated by block 144. The bonus game also has a bonus game payout that depends on the primary game wager, and the primary game may be adapted to provide a separate message before the player makes a wager, e.g., “Remember, your bet affects a payout from the bonus game,” as also indicated by block 144.

[0055] The game enables the player to make a wager on the primary game, as indicated by block 146. After the player makes a wager and initiates play, gaming device displays the primary game, generates a primary game outcome and pays any primary game payout due the player, as indicated by block 148. Gaming device determines whether the primary game has generated an outcome that triggers the bonus game, as indicated by diamond 150. If no bonus game has been triggered, the gaming device returns the player to make another wager on the primary game, as indicated by block 144.

[0056] If a bonus game has been triggered, the gaming device displays the bonus game, generates a bonus game outcome and provides an award that is based on the player’s wager, as indicated by block 152. For example, the payout may be a multiplier that multiplies the player’s total wager or a component of the player’s wager, such as the bet per payline or the number of lines wagered. The multiplier can also multiply a win along one or more active paylines.

[0057] During the bonus game or directly afterward, the gaming device 10, in one embodiment, provides a suitable message, as indicated by block 154. If the player has bet less than the maximum bet, the message informs the player, e.g., “You should have bet more in the base game, your bonus would have been higher.” If the player has bet maximum bet, the message informs the player, e.g., “Good thing you made the maximum bet in the base game and maximized your bonus game payout.” The gaming device returns the player to make another wager on the primary game, as indicated by block 144.

[0058] An alternative embodiment of the present invention may be employed in a gaming machine wherein the player’s wager determines which bonus game the player will enter if the player obtains the bonus triggering outcome as more fully set forth in U.S. Patent Application entitled a “Gaming Device Having Wager-Dependent Bonus Game Play,” Ser. No. ______, Attorney Docket No. 0112300-762, which is incorporated herein by reference. For instance, the gaming device initiates a first bonus game for the maximum wager and a second bonus game (having a lower average payout than the first bonus game) for a lower wager. The gaming device of the present invention will store the amount of player’s wager in the primary game and provide a suitable message to the player depending on whether the player made the maximum wager sufficient to qualify for the first bonus.

[0059] In the previous methods 100, 120 and 140, the message has included an audio message, visual display or audiovisual message and display. FIG. 6 includes a method 160 that illustrates that in addition to a message, a non-message event may also occur in connection with a secondary award that is dependent upon a decision or selection made by the player in or in preparation for the base or primary game. Upon starting the gaming device of the present invention as indicated by oval 162, the player makes a selection in the primary game of the gaming device 10, wherein the primary game has primary game payouts, as indicated by block 164. For example, the player may select a number of hands in blackjack or poker.

[0060] In connection with a secondary award, e.g., from a progressive payout or a bonus game, provide an event that is based on the player’s decision in or in preparation for the primary game, as indicated by block 166. The event includes the display of the same symbols, such as cards later in a bonus game that have been selected earlier in the primary game. In the method 160, one or more item, symbol, character or choice made in the base game is presented again in the bonus game or in connection with a progressive payout. In the same manner as described above, the interactive event makes the player in the bonus game or progressive payout sequence feel as though the game is keeping track of the player’s primary game selections.

[0061] In a further alternative embodiment of the present invention, if the player makes a qualifying wager in a primary game for a bonus game, a jackpot, a progressive award or other similar type of outcome, the processor causes the display device to display an icon, logo or other message to the player that the player is qualified to achieve such
award. In this embodiment, different icons or messages are stored in memory accessible by the processor for each such qualifying condition.

[0062] While the present invention is described in connection with what is presently considered to be the most practical and preferred embodiments, it should be appreciated that the invention is not limited to the disclosed embodiments, and is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the claims. Modifications and variations in the present invention may be made without departing from the novel aspects of the invention as defined in the claims, and this application is limited only by the scope of the claims.

The invention is claimed as follows:

1. A gaming device comprising:
   a processor;
   a primary game controlled by the processor that randomly provides primary game awards to a player;
   a plurality of player choices associated with the primary game;
   a secondary award issued to the player by the processor, depending upon an outcome in the primary game; and
   a message adapted to be provided to the player, the message associated with the secondary award, and selected by the processor from a plurality of messages based on a choice made by the player for the primary game.

2. The gaming device of claim 1, wherein the secondary award is issued as a result of a bonus game which is initiated based on the primary game outcome.

3. The gaming device of claim 2, wherein the message occurs during the primary game.

4. The gaming device of claim 2, wherein the message occurs during the bonus game.

5. The gaming device of claim 2, wherein the message includes a symbol selected by the processor during the primary game, which is redisplayed during the bonus game.

6. The gaming device of claim 1, wherein the secondary award is a progressive award that is issued based on the primary game outcome.

7. The gaming device of claim 6, wherein the message is an audio message that occurs during the primary game.

8. The gaming device of claim 1, wherein the primary game is selected from the group consisting of: slot, poker, keno and blackjack.

9. The gaming device of claim 1, wherein the message is selected from the group consisting of: an audio type, a visual type and an audiovisual type.

10. A gaming device comprising:
    a processor;
    a primary game controlled by the processor;
    a plurality of possible player choices associated with the primary game;
    a bonus game adapted to be initiated by the primary game; and
    a message adapted to be provided to a player, the message associated with the bonus game and chosen by the processor based on a choice made by the player for the primary game.

11. The gaming device of claim 10, wherein the message is stored on a storage device accessible by the processor and is selected from the group consisting of: an audio type, a visual type and audiovisual type.

12. The gaming device of claim 10, wherein the message is selected from a plurality of messages that each depend on the choice made by the player for the primary game.

13. The gaming device of claim 10, wherein the message is provided during the bonus game.

14. The gaming device of claim 10, wherein the bonus game has an eligibility requirement that depends on the player’s wager and the message includes the eligibility requirement.

15. The gaming device of claim 10, wherein the bonus game has a payout that depends on a player’s wager and the message includes the wager dependency.

16. The gaming device of claim 10, wherein the bonus game pays out a multiplier that multiplies a player’s wager and the message includes the multiplier’s dependency on the player’s wager.

17. A gaming device comprising:
    a processor;
    a primary game controlled by the processor;
    a plurality of possible player choices associated with the primary game;
    a plurality of bonus games initiated by the primary game; and
    a plurality of messages adapted to be provided to a player, one message associated with the bonus game and chosen by the processor based on a choice made by the player for the primary game.

18. The gaming device of claim 17, wherein the choice made by the player is to make one of plurality of possible wagers.

19. The gaming device of claim 17, wherein the choice made by the player is to make a maximum wager or a less than maximum wager.

20. A gaming device comprising:
    a processor;
    a primary game controlled by the processor;
    a bonus game initiated by the primary game; and
    a message adapted to be provided to a player, the message concerning the bonus game and chosen by the processor based on a wager by the player on the primary game.

21. The gaming device of claim 20, wherein the primary game is selected from the group consisting of: slot, poker, blackjack and keno.

22. The gaming device of claim 20, wherein the primary game is a slot game that requires each payline to be wagered for the player to be eligible for the bonus game.

23. The gaming device of claim 20, wherein the primary game is a slot game that requires a maximum wager along each payline to be made for the player to be eligible for the bonus game.
24. The gaming device of claim 20, wherein the message is provided to the player upon generating a set of symbols in the primary game that are predefined to initiate the bonus game.

25. A gaming device comprising:
   a processor;
   a primary game controlled by the processor;
   a plurality of player choices associated with the primary game;
   a bonus game initiated by the primary game; and
   a message provided during the bonus game that is chosen by the processor based on a choice made by a player for the primary game.

26. The gaming device of claim 25, wherein the bonus game has a payout that depends on a wager by the player and the message includes the wager dependency.

27. The gaming device of claim 25, wherein the bonus game pays out a multiplier that multiplies a wager by the player and the message includes the multiplier's dependency on said wager.

28. The gaming device of claim 25, which includes a plurality of different bonus games, wherein the bonus game initiated is also based on the choice made by the player for the primary game.

29. The gaming device of claim 28, wherein the choice made by the player is one of a plurality of different wagers on the primary game.

30. A gaming device comprising:
   a processor;
   a primary game controlled by the processor;
   a plurality of player choices associated with the primary game;
   a bonus game initiated by the primary game; and
   an outcome produced by the bonus game which depends on a choice by the player in the primary game; and
   a message provided to a player that is associated with the outcome and the choice.

31. A gaming device comprising:
   a processor;
   a primary game controlled by the processor;
   a plurality of outcomes in the primary game, one of said outcomes in the primary game selected from the group consisting of: a bonus game, a jackpot, a progressive award; and
   a message provided to the player that is chosen by the processor based on a choice made by a player for the primary game.

32. The gaming device of claim 31, wherein the choice is made by the player is one of a plurality of different wagers on the primary game.

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