(54) Title: METHOD FOR ESTABLISHING AN ADVANCED INCENTIVE JACKPOT POOL IN RESPONSE TO A CHANGE IN MODE
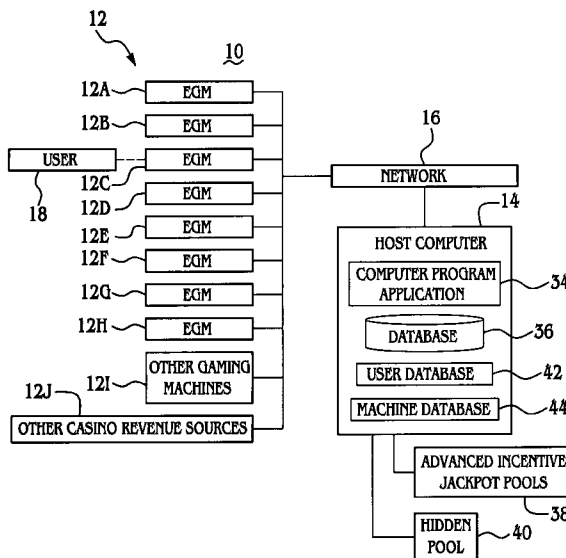
(57) Abstract: A method for establishing an advanced incentive jackpot pool is provided. The system includes a host computer and a plurality of gaming machines playable by a plurality of players, connected to the host computer. Each gaming machine is playable in first and second modes selectable by the player and allows the player to select one of the first and second modes and to play the gaming machine in the selected one of the first and second modes. The advanced incentive jackpot pool is associated with the plurality of gaming machines. The host computer opens a data session on the host computer and records information in the data session on the host computer related to the player's play of the selected one of the gaming machines during the data session.

AMENDED CLAIMS
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1. A method for establishing an advanced incentive jackpot pool, the method including

the steps of:

providing a plurality of gaming machines playable by a plurality of players, each gaming

machine being playable in first and second modes selectable by the player, the advanced incentive

jackpot pool being associated with the plurality of gaming machines;

opening a data session on a host computer in response to a first input by one of the players

on a selected one of the gaming machines;

allowing the player to select one of the first and second modes and to play the gaming

machine in the selected one of the first and second modes;

sending information, in the data session, from the selected one of the gaming machine to the

host computer, related to the player's play of the selected one of the gaming machines during the

data session and recording the information in a database on the host computer in response to a

predetermined trigger; and,

closing the data session in response to the player choosing to play the game in the other of

the first and second modes and responsively (1) establishing, by the host computer, a first

incremental value as a function of the recorded information in the data session and adding the first

incremental value to the advanced incentive jackpot pool and (2) awarding at least a portion of the

advanced incentive jackpot pool to a winning one of the players in response to an occurrence of

predetermined advanced incentive jackpot conditions.

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2.   A method, as set forth in claim 1, wherein the first input is an occurrence of the one of the players logging onto the selected one of the gaming machines, the method including the step of opening a new data session after the previous data session has been closed.

3.   A method, as set forth in claim 2, wherein the information recorded in the data session includes wager(s) placed by the one of the players, the data session being updated with wager information in response to each wager being made.

4.   A method, as set forth in claim 3, wherein the step of establishing a first incremental value as a function of the recorded information in the data session and adding the first incremental value to the advanced incentive jackpot pool is performed each time wager information is updated in the data session.

5.   A method, as set forth in claim 4, wherein the first incremental amount is established as a function of the updated wager information.

6.   A method, as set forth in claim 5, wherein the first incremental amount is a function of the updated wager information multiplied by a predetermined percentage.

7.   A method, as set forth in claim 5, wherein the first incremental amount is a function of the updated wager information multiplied by a theoretical hold percentage associated with the selected one of the gaming machines.

8.   A method, as set forth in claim 7, wherein theoretical hold percentage is de-pendent upon the selected one of the first and second modes.

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9.   A method, as set forth in claim 1, including the step of closing the data session in response to one of the following:

(a)   passage of a predetermined amount of time;

(b)   after the one of the players logs out;

(c)   after a predetermined number of wagers in the data session; and,

(d)   after a predetermined value of wagers in the data session.

10.   A method, as set forth in claim 1, wherein the selected one of the gaming machines allows the player to play a game in first and second denominations, the player allowed to play the game in the first denomination in the first mode and in the second denomination in the second mode.

11.   A method, as set forth in claim 1, wherein the selected one of the gaming machines allows the player to play a first game and a second game, the player allowed to play the first game in the first mode and the second game in the second mode.

12.   A method for establishing an advanced incentive jackpot pool, the method including the steps of:

providing a plurality of gaming machines playable by a plurality of players, each gaming machine being playable in first and second modes selectable by the player, the advanced incentive jackpot pool being associated with the plurality of gaming machines;

opening a data session on a host computer in response to a first input by one of the players on a selected one of the gaming machines;

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allowing the player to select one of the first and second modes and to play the gaming

machine in the selected one of the first and second modes;

detecting an occurrence of update data session criteria and responsively (1) sending

information, in the data session, from the selected one of the gaming machines to the host

computer, related to the player's play of the selected one of the gaming machines during the data

session and recording the information on the host computer and (2) establishing a first incremental

value as a function of the recorded information in the data session and adding the first incremental

value to the advanced incentive jackpot pool; and,

closing the data session in response to the player choosing to play the game in the other of

the first and second modes, the step of closing the data session including (1) sending information, in

the data session, from the selected one of the gaming machines to ~~on~~ the host computer, related to

the player's play of the selected one of the gaming machines during the data session and recording

the information on the host computer and (2) establishing a second incremental value as a function

of the recorded information in the data session and adding the second incremental value to the

advanced incentive jackpot pool.

13.   A system for establishing an advanced incentive jackpot pool, comprising:

a host computer; and,

a plurality of gaming machines playable by a plurality of players and being operatively

connected to the host computer, each gaming machine being playable in first and second modes

selectable by the player, the advanced incentive jackpot pool being associated with the plurality of

gaming machines, the host computer for opening a data session on the host computer in response to

a first input by one of the players on a selected one of the gaming machines, each gaming machine

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for allowing the player to select one of the first and second modes and to play the gaming machine in the selected one of the first and second modes, the selected one of the game machines for sending information related to the player's play of the selected one of the gaming machines to the host computer, the host computer for recording the information in the data session on the host computer, for closing the data session in response to the player choosing to play the game in the other of the first and second modes and responsively (1) establishing a first incremental value as a function of the recorded information in the data session and adding the first incremental value to the advanced incentive jackpot pool and (2) awarding at least a portion of the advanced incentive jackpot pool to a winning one of the players in response to an occurrence of predetermined advanced incentive jackpot conditions.

14.   A system, as set forth in claim 3, wherein the first input is an occurrence of the one of the players logging onto the selected one of the gaming machines, the host computer for opening a new data session after the previous data session has been closed.

15.   A system, as set forth in claim 14, wherein the information recorded in the data session includes wager(s) placed by the one of the players, the data session being updated with wager information in response to each wager being made.

16.   A system, as set forth in claim 15, wherein the host computer establishes a first incremental value as a function of the recorded information in the data session and adds the first incremental value to the advanced incentive jackpot pool each time wager information is updated in the data session.

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17.   A system, as set forth in claim 16, wherein the first incremental amount is established as a function of the updated wager information.

18.   A system, as set forth in claim 17, wherein the first incremental amount is a function of the updated wager information multiplied by a predetermined percentage.

19.   A system, as set forth in claim 17, wherein the first incremental amount is a function of the updated wager information multiplied by a theoretical hold percentage associated with the selected one of the gaming machines.

20.   A system, as set forth in claim 197, wherein theoretical hold percentage is dependent upon the selected one of the first and second modes.

21.   A system, as set forth in claim 13, the host computer for closing the data session in response to one of the following:

(a)   passage of a predetermined amount of time;

(b)   after the one of the players logs out;

(c)   after a predetermined number of wagers in the data session; and,

(d)   after a predetermined value of wagers in the data session.

22.   A system, as set forth in claim 13, wherein the selected one of the gaming machines allows the player to play a game in first and second denominations, the player allowed to play the game in the first denomination in the first mode and in the second denomination in the second mode.

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23.   A system, as set forth in claim 13, wherein the selected one of the gaming machines allows the player to play a first game and a second game, the player allowed to play the first game in the first mode and the second game in the second mode.

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