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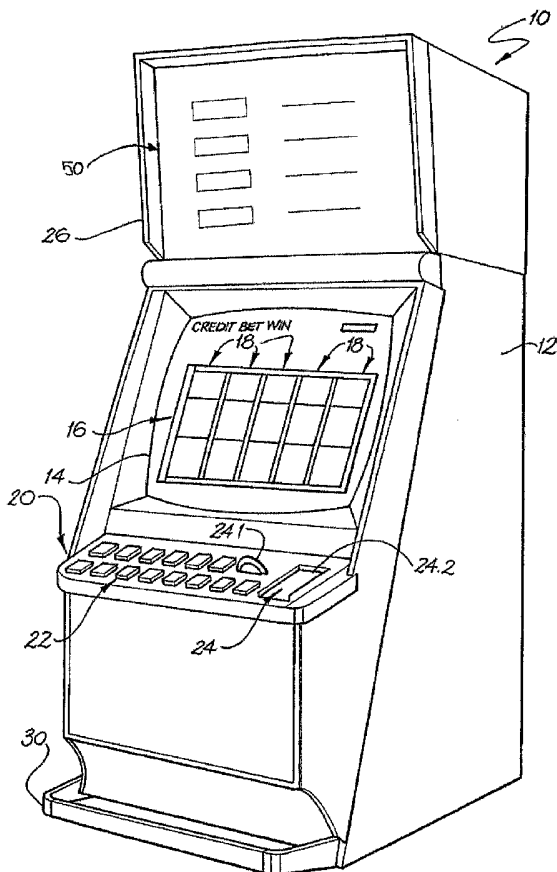
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(54) Title: GAMING MACHINE



(57) Abstract: There is disclosed a gaming machine having a plurality of jackpot prizes associated with it, a player's eligibility to win one of the plurality of jackpot prizes being dependent upon an amount wagered. In a one aspect there is provided a gaming machine having a game control means arranged to play a game, a bet selecting arrangement for selecting one of a number of predetermined amounts to wager on the outcome of the game, each of said predetermined amounts to wager having at least one dedicated jackpot prize associated with it, a first display means configured to display the outcome of said game, wherein in the event that a predetermined winning event occurs said game includes the award of at least one dedicated jackpot prize associated with a respective selected predetermined amount wagered on the game.



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Gaming machine

Field of the invention

This invention relates to a gaming machine. More particularly, the invention relates to a gaming machine and to an improvement to a game played on such a gaming machine.

Background to the Invention

Players who regularly play gaming machines quickly tire of particular games and therefore it is necessary for manufacturers of these machines to develop innovative game features which add interest to the games. In so doing, it is hoped to keep players amused and therefore willing to continue playing the game as well as to attract new players.

Also, with the growth that has occurred in the gaming machine market, there is intense competition between manufacturers to supply various existing and new venues.

When selecting a supplier of gaming machines, the operation of a venue will often pay close attention to the popularity of various games with their patrons. Therefore, gaming machine manufacturers are keen to devise games and/or game features which are popular with the players as a mechanism for improving sales, retaining customers and attracting new customers.

Throughout this specification the word "comprise", or variations such as "comprises" or "comprising", will be understood to imply the inclusion of a stated element, integer or step, or group of elements, integers or steps, but not the exclusion of any other element, integer or step, or group of elements, integers or steps.

Summary of the Invention

Broadly, according to the invention, there is provided a gaming machine having a plurality of jackpot prizes associated with it, a player's eligibility to win one of the plurality of jackpot prizes being dependent upon an amount wagered.

In a first aspect there is provided a gaming machine having a game control means arranged to play a game, a bet selecting arrangement for selecting one of a number of predetermined amounts to wager on the outcome of the game, each of

said predetermined amounts to wager having at least one dedicated jackpot prize associated with it, a first display means configured to display the outcome of said game, wherein in the event that a predetermined winning event occurs said game includes the award of at least one dedicated jackpot prize associated with a
5 respective selected predetermined amount wagered on the game.

According to a second aspect of the invention, there is provided a gaming machine having a first display means and a game control means arranged to control images of symbols displayed on the first display means, the game control means being arranged to play a game wherein at least one random event is caused to be
10 displayed on the first display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine further comprising a bet selecting arrangement for selecting one of a number of predetermined amounts to wager, and a plurality of jackpot prizes, each predetermined amount to wager having at least one jackpot prize associated with it.

15 The gaming machine can include a second display means configured to display a current value of the jackpot prizes. In one embodiment the second display means is mounted in a top box of the gaming machine.

The bet selecting arrangement can include, a keypad, a touch screen, an array of buttons, or the like.

20 The bet selection means is preferably configured to enable a selection of one of the predetermined amounts to wager prior to initiating game play.

The bet selection means can be further configured to enable a wager that is a multiple of a predetermined amount to wager. In the event that a player wagers a value that is a multiple of a predetermined amount to wager it is preferable that the
25 player is eligible to win a jackpot prize associated with the predetermined amount to wager.

In certain embodiments of the gaming machine a plurality of jackpot prizes can be associated with at least one of the predetermined amounts to wager.

The jackpot prizes can be configured to accumulate from a predetermined
30 minimum value and are incremented towards a predetermined maximum value. A jackpot prize associated with a particular predetermined amount to wager can be incremented by a portion of the amount wagered.

Brief Description of the Drawings

Embodiments of the present invention will be described by way of example with reference to the accompanying diagrammatic drawings in which:

Figure 1 shows a perspective view of a gaming machine, in accordance with
5 an embodiment of the invention;

Figure 2 shows a block diagram of a control circuit of the gaming machine of figure 1;

Figure 3 shows a schematic drawing of a first embodiment of the gaming machine;

10 Figure 4 shows a schematic drawing of a second embodiment of the gaming machine; and

Figure 5 shows a schematic drawing of a third embodiment of the gaming machine.

Detailed Description of the Drawings

15 In Figure 1, reference numeral 10 generally designates a gaming machine, in accordance with an embodiment of the invention. The machine 10 includes a console 12 having a display means in the form of a video display unit 14 on which a game 16 is displayed, in use. The video display unit 14 may be implemented as a cathode ray screen device, a liquid crystal display, a plasma screen, or the like. The game 16 is a
20 spinning reel game which simulates the rotation of a number of spinning reels 18. A midtrim 20 of the machine 10 houses a bank 22 of buttons for enabling a player to play the game 16. The midtrim 20 also houses a credit input mechanism 24 including a coin input chute 24.1 and a bill collector 24.2.

The machine 10 includes a top box 26 carrying a second display 50 as will be
25 described in greater detail below. A coin tray 30 is mounted beneath the console 12 for cash payouts from the machine 10.

Referring to Figure 2 of the drawings, a control means or control circuit 32 is illustrated. A program which implements the game and user interface is run on a processor 34 of the control circuit 32. The processor 34 forms part of a controller 36
30 that drives the screen of the video display unit 14 and that receives input signals from 15 sensors 38. The sensors 38 include sensors associated with the bank 22 of

buttons and touch sensors mounted in the screen of the video display unit 14. The controller 36 also receives input pulses from the mechanism 24 to determine whether or not a player has provided sufficient credit to commence playing. The mechanism 24 may, instead of the coin input chute 24.1 or the bill collector 24.2, or in addition thereto, be a credit 20 card reader (not shown) or any other type of validation device.

Finally, the controller 36 drives a payout mechanism 40 which, for example, may be a coin hopper for feeding coins to the coin tray 30 to make a payout to a player when the player wishes to redeem his or her credit.

Referring now to Figure 3 of the drawings, a first embodiment of the invention is illustrated. A number of progressive jackpot prizes 44 are associated with the gaming machine 10. Each jackpot prize 44 is associated with a unit bet value 46. In this example, there are four jackpot prizes 44 linked to the gaming machine 10, each jackpot prize 44 being associated with a different unit bet value 46.

The gaming machine 10 allows the player to choose the unit bet value 46 to be wagered. The bank 22 of buttons, of the gaming machine 10, includes a bet selecting arrangement 48. The bet selecting arrangement 48 has a button allocated to each unit bet value 46 that may be wagered by the player. In this example, the bet selecting arrangement 48 has four buttons 42. The gaming machine 10 further includes the secondary display 50 on which the current value of each of the jackpot prizes 44 is displayed. In the illustrative embodiment the secondary display 50 is mounted in the top box 26 of the gaming machine 10. Alternatively the secondary display may form a part of the information or image displayed on the video display unit 14. It will be appreciated that, in addition, the information regarding the values of the jackpot prizes 44 could be displayed on a remote display (not shown).

In use, the player selects the desired unit bet value 46 they wish to wager for the next game play using the bet selection arrangement 42. Having selected the unit bet value 46 the player is eligible to win the jackpot prize 44 associated with their chosen unit bet value 46. In the present example, the unit bet values 46 which the player may choose are twenty-five cents, fifty cents, one dollar, and two dollars. The respective jackpot prizes 44 are, therefore, a twenty-five cents jackpot 52, a fifty cents jackpot 54, a one dollar jackpot 56 and a two dollars jackpot 58.

To illustrate the operation of the game, a situation is taken in which the player

has selected the twenty-five cents bet value 46 by operating the button 42. The player is therefore eligible to win the twenty-five cents jackpot 52. In this case, the current value of the twenty-five cents jackpot 52 is ten dollars.

The player then presses a start button, located on the bank 22 of buttons, to initiate a game play. By initiating the game play, a portion of the bet value 46 wagered by the player contributes to the twenty-five cents jackpot 52. If the player had chosen to wager a bet value 46 of fifty cents, the player would contribute to, and be eligible to win, the fifty cents jackpot 54 currently at a value of twenty-two dollars. If the player had chosen to wager a bet value 46 of one dollar, the player would contribute to, and be eligible to win, the one dollar jackpot 56 currently at a value of four hundred and fifty-five dollars. Finally, if the player had chosen to wager a bet value 46 of two dollars, the 30 player would contribute to, and be eligible to win, the two dollars jackpot 58 currently at a value of eight hundred and eight dollars.

Referring now to Figure 4 of the drawings, a second embodiment of the invention is illustrated.

In this embodiment, for each bet value 46 available to a player, there are two associated jackpot prizes 44. For a player selecting to wagered a bet value 46 of twenty-five cents the player would contribute to, and be eligible to win, both a first twenty-five cents jackpots 52 and a second twenty-five cents jackpot 60. The first twenty-five cents jackpot 52 is currently at a value of nine dollars and the second twenty-five cents jackpot 60 is currently at a value of fifty-eight dollars.

For a player selecting to wager a bet value 46 of fifty cents the player would contribute to, and be eligible to win, both a first fifty cents jackpot 54 and a second fifty cents jackpot 62. The first fifty cents jackpot 54 is currently at a value of twenty-two dollars and the second fifty cents jackpot 62 is currently at a value of one hundred and eight dollars.

For a player selecting to wager a bet value 46 of one dollar the player would contribute to, and be eligible to win, both a first one dollar jackpot 56 and a second one dollar jackpot 64. The first one dollar jackpot 56 is currently at a value of four hundred and fifty-five dollars and the second one dollar jackpot 64 is currently at a value of nine hundred and sixty-five dollars.

For a player selecting to wager a bet value 46 of two dollars the player would

contribute to, and be eligible to win, both a first two dollars jackpot 58 and a second two dollars jackpot 66. The first two dollars jackpot 58 is currently at a value of eight hundred and eight dollars and the second two dollars jackpot 66 is currently at a value of one thousand two hundred and sixty-five dollars.

5 It will be appreciated that, in general, in each case, the player's contribution to the jackpots 44 is divided between the respective jackpots corresponding to the amount wagered by the player. The portion of the wager allocated to the second, larger jackpot is greater than that allocated to the first, smaller jackpot. However, it will also be understood that, in certain circumstances, it may be desirable to increase
10 the smaller jackpot at a greater rate than the larger jackpot. In such a case, a larger portion of the wager may be allocated to the smaller jackpot than the larger jackpot.

From this embodiment, it will also be appreciated that any number of jackpot prizes 44 could be associated with each bet value 46 and that any number of bet values could have one or more dedicated jackpot prizes associated therewith.

15 Referring now to Figure 5 of the drawings, a third embodiment of the invention is illustrated.

In this embodiment, the gaming machine 10 has five bet values 46 from which the player may choose. Once again, for each bet value 46 there is an associated jackpot prize 44. Therefore, in this embodiment, there are five jackpot prizes 44. It will
20 be appreciated that a gaming machine 10 in accordance with the present invention could have any number of bet values 46, with each bet value 46 having an associated jackpot prize 44. It is an advantage of an embodiment of the invention that a plurality of gaming machines may be linked to the jackpot prizes. The linked gaming machines may be of the same type or a combination of different types of
25 machines. Thus, embodiments of the present invention may be applied to a group of spinning reel type games, card games or keno games or a combination of these. Also, by providing a jackpot prize associated with the bet value wagered, the applicant believes, the enjoyment and interest of a player will be enhanced. Still further a player can be eligible to win one or more jackpot prizes without necessarily
30 having to place a maximum wager. Thus, players can still benefit from jackpot prizes even if making relatively small wagers.

It will be appreciated by persons skilled in the art that numerous variations

and/or modifications may be made to the invention as shown in the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all respects as illustrative and not restrictive.

Claims

1. A gaming machine having a game control means arranged to play a game, a bet selecting arrangement for selecting one of a number of predetermined amounts to wager on the outcome of the game, each of said predetermined amounts to wager having at least one dedicated jackpot prize associated with it, a first display means configured to display the outcome of said game, wherein in the event that a predetermined winning event occurs said game includes the award of at least one dedicated jackpot prize associated with a respective selected predetermined amount wagered on the game.

2. A gaming machine having a first display means and a game control means arranged to control images of symbols displayed on the first display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the first display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine further comprising a bet selecting arrangement for selecting one of a number of predetermined amounts to wager, and a plurality of jackpot prizes, each predetermined amount to wager having at least one jackpot prize associated with it.

3. A gaming machine as claimed in either of the preceding claims further including a second display means configured to display a current value of the jackpot prizes.

4. A gaming machine as claimed in of any one of the preceding claims wherein the second display means is mounted in a top box of the gaming machine.

5. A gaming machine as claimed in of any one of the preceding claims wherein the bet selecting arrangement includes at least one of the following: a keypad, a touch screen, an array of buttons.

6. A gaming machine as claimed in of any one of the preceding claims wherein the bet selection means is configured to enable a selection of one of the predetermined amounts to wager prior to initiating game play.

7. A gaming machine as claimed in of any one of the preceding claims wherein the bet selection means is configured to enable a wager that is a multiple of a predetermined amount to wager.

8. A gaming machine as claimed in claim 7 wherein in the event that a player wagers a value that is a multiple of a predetermined amount to wager the player is eligible to win a jackpot prize associated with the predetermined amount to wager.

5 9. A gaming machine as claimed in of any one of the preceding claims wherein a plurality of jackpot prizes are associated with at least one of the predetermined amounts to wager.

10 10. A gaming machine as claimed in of any one of the preceding claims wherein the jackpot prizes accumulate from a predetermined minimum value and are incremented towards a predetermined maximum value.

11. A gaming machine as claimed in of any one of the preceding claims wherein a jackpot prize associated with a particular predetermined amount to wager is incremented by a portion of the amount wagered.

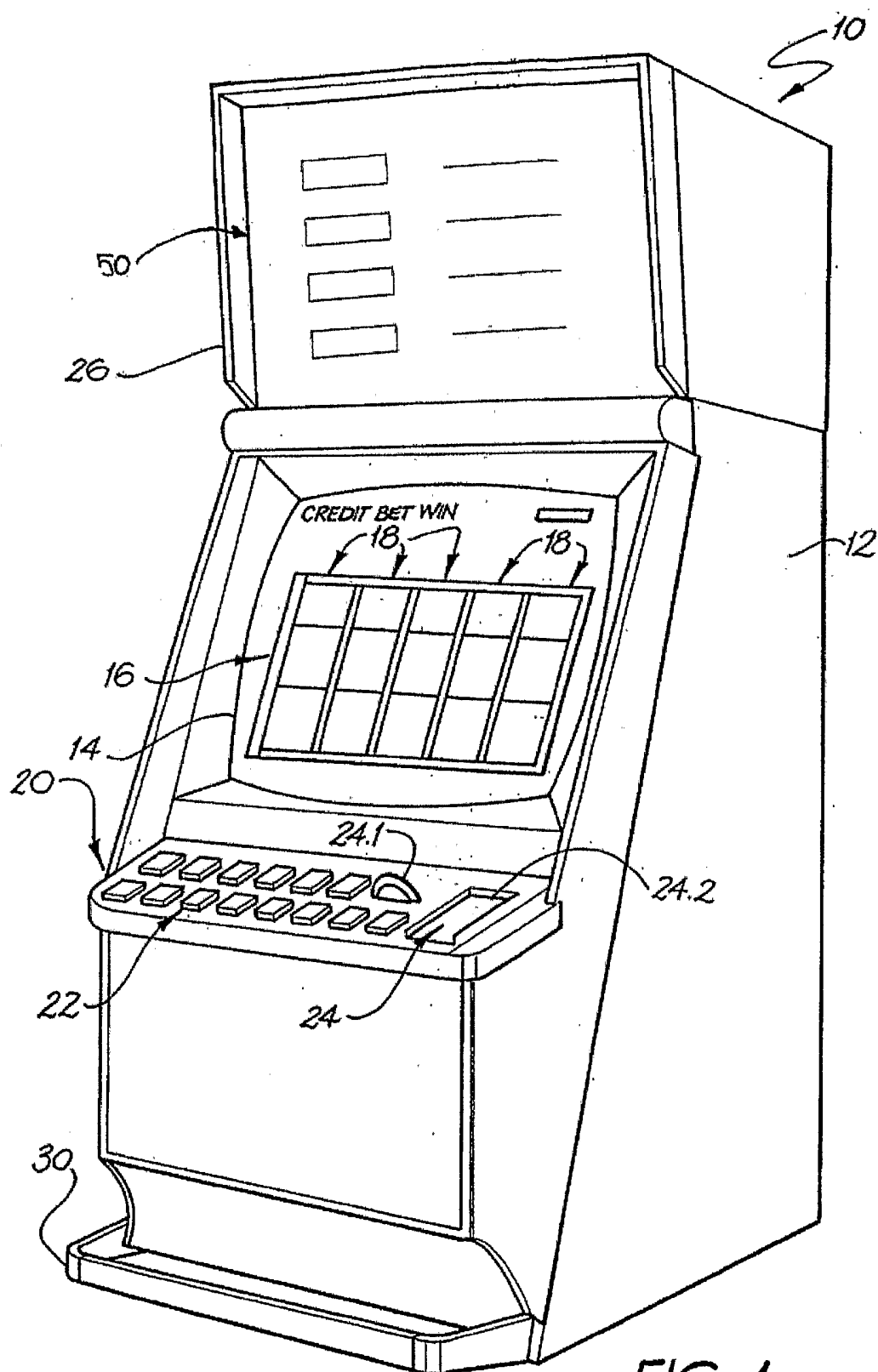


FIG. 1

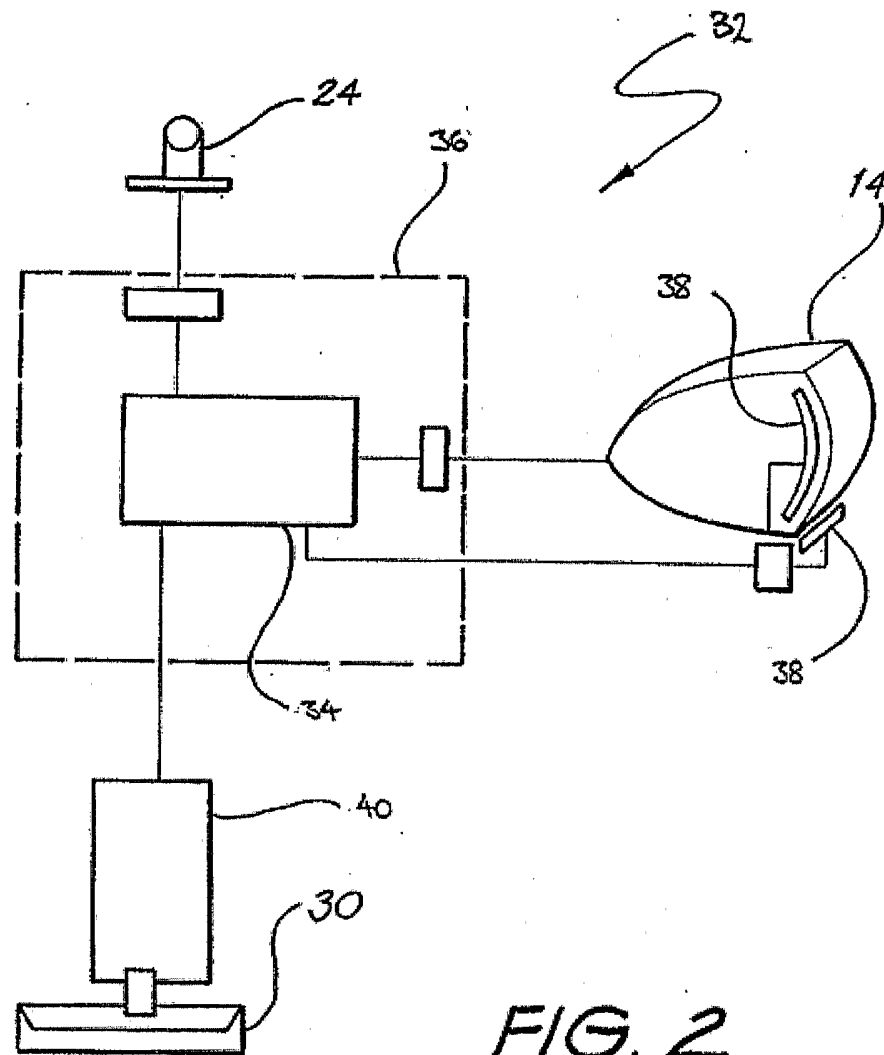


FIG. 2

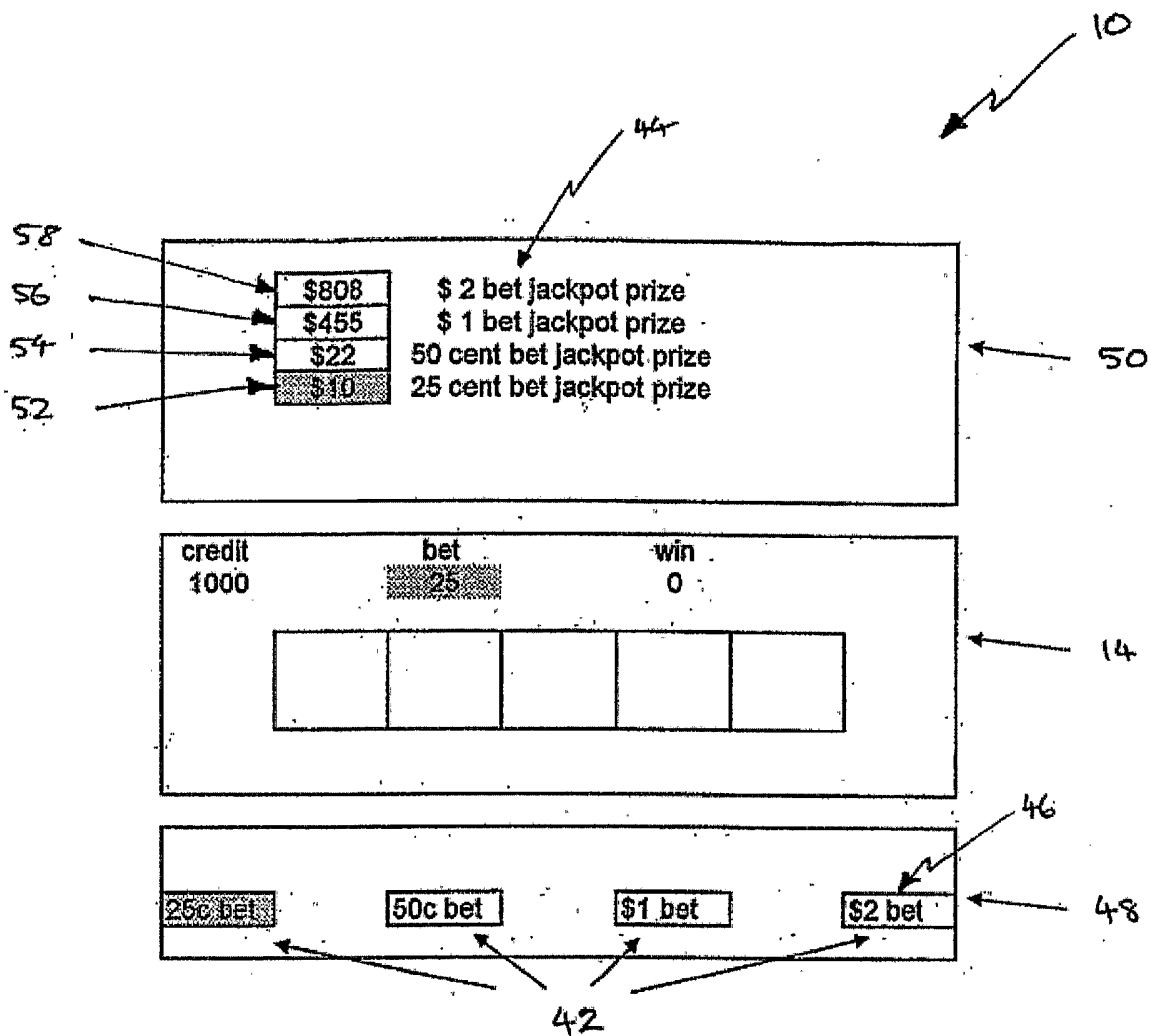


FIG. 3

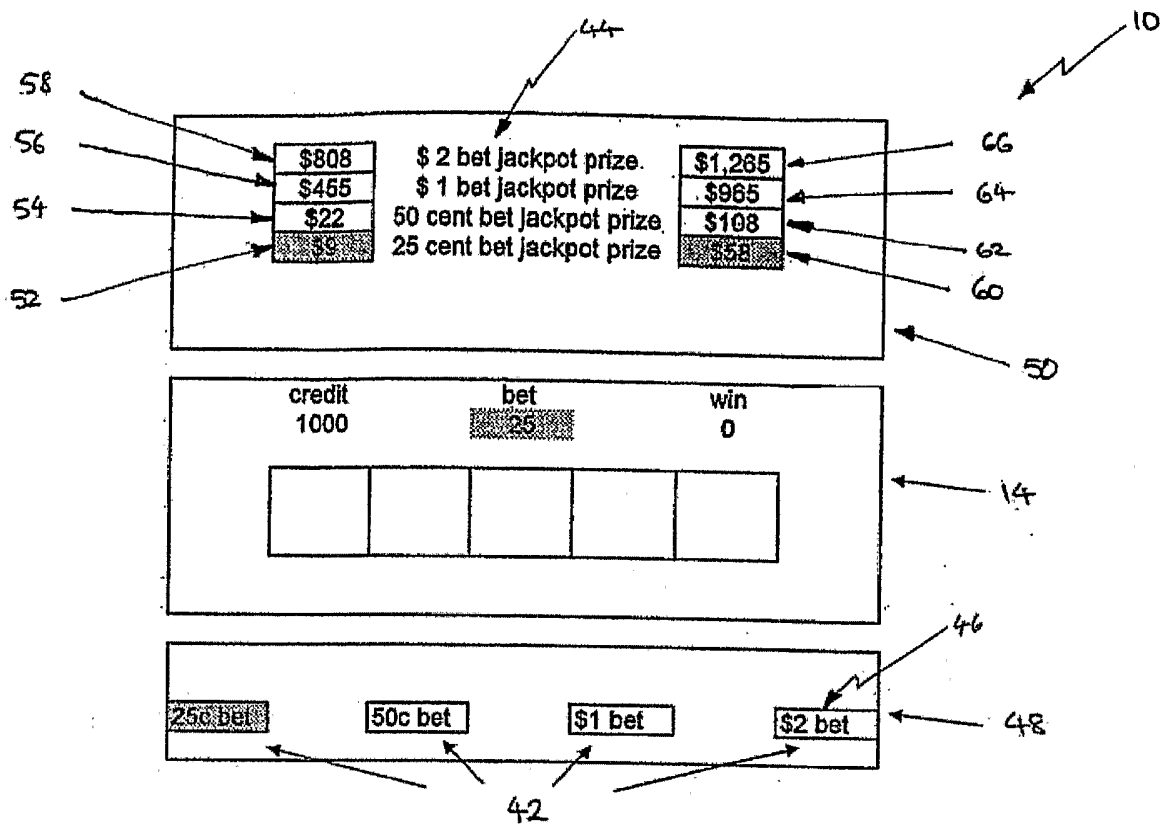


FIG. 4

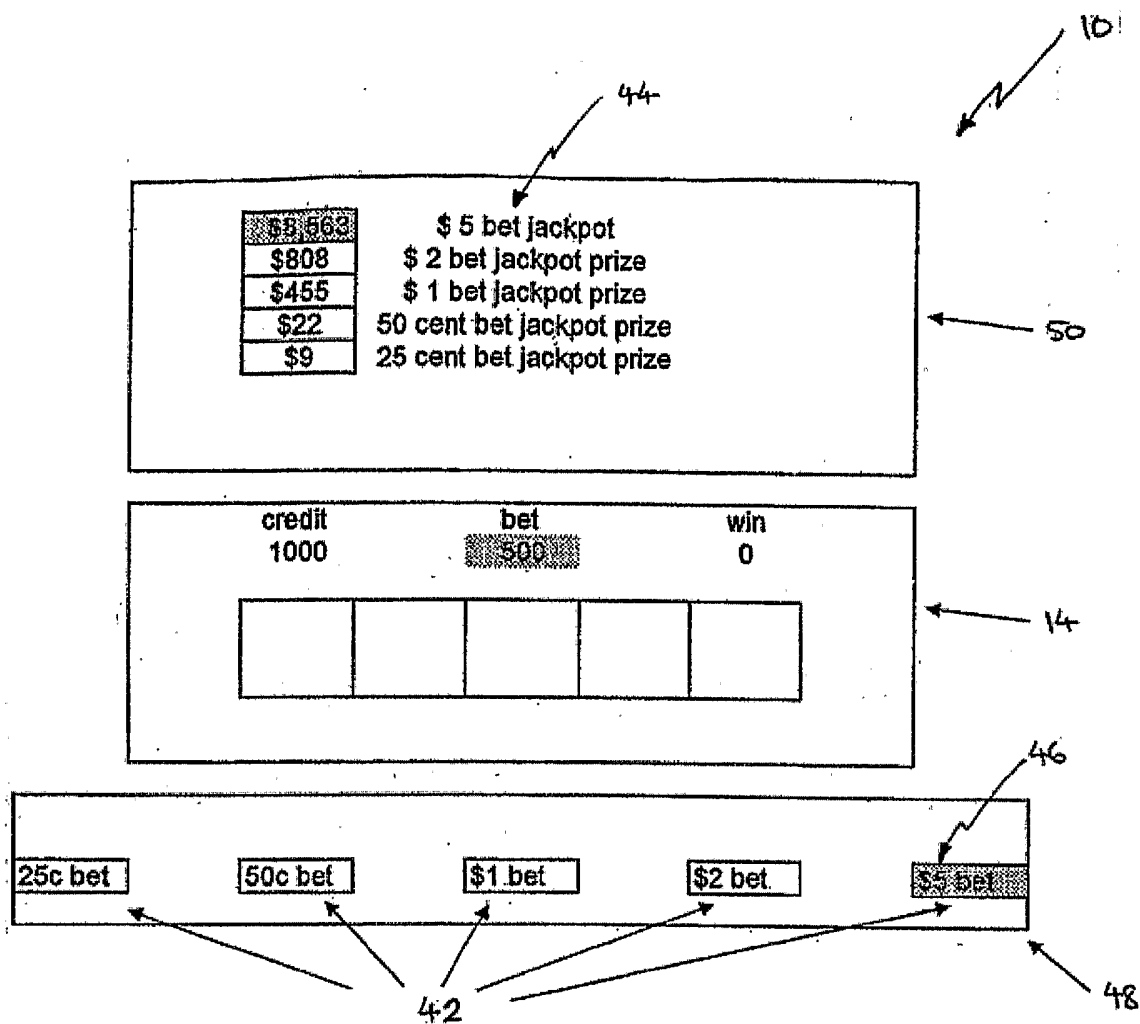


FIG. 5

INTERNATIONAL SEARCH REPORT

International application No.
PCT/AU2005/000164

A. CLASSIFICATION OF SUBJECT MATTER		
Int. Cl. ⁷ : G06F 155:00, A63F 13/10		
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)		
WPAT: IPC Marks, jackpot, wager, event		
C. DOCUMENTS CONSIDERED TO BE RELEVANT		
Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	AU 2003203970 A (KONAMI AUSTRALIA Pty Ltd) 20 November 2003 Entire document	1-11
X	AU 200118314 A (SIGMA GAME, Inc.) 9 August 2001 Entire document	1-11
X	EP 1341135 A (ARISTROCAT TECHNOLOGIES AUSTRALIA Pty. Ltd.) 3 September 2003 Entire document	1-11
X	EP 1376493 A (ATRONIC INT GMBH) 2 January 2004 Abstract only	1-11
<input checked="" type="checkbox"/> Further documents are listed in the continuation of Box C <input checked="" type="checkbox"/> See patent family annex		
* "A"	Special categories of cited documents: document defining the general state of the art which is not considered to be of particular relevance	"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"E"	earlier application or patent but published on or after the international filing date	"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
"L"	document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)	"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
"O"	document referring to an oral disclosure, use, exhibition or other means	"&" document member of the same patent family
"P"	document published prior to the international filing date but later than the priority date claimed	
Date of the actual completion of the international search 13 April 2005		Date of mailing of the international search report 20 APR 2005
Name and mailing address of the ISA/AU AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA E-mail address: pct@ipaaustralia.gov.au Facsimile No. (02) 6285 3929		Authorized officer JYOTI SHAMDASANI Telephone No : (02) 6283 2836

INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU2005/000164

C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
Y	EP 1380998 A (ATRONIC INTERNATIONAL GmbH) 14 January 2004 Entire document	1-11
Y	AU 199943453 B (NEURIZON Pty Ltd) 23 December 1999 Entire document	1-11

INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No.

PCT/AU2005/000164

This Annex lists the known "A" publication level patent family members relating to the patent documents cited in the above-mentioned international search report. The Australian Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent Document Cited in Search Report				Patent Family Member			
AU	2003203970	NONE					
AU	200118314	NONE					
EP	1341135	AU	2003200343	NZ	523976	US	2003222402
		ZA	200301077				
EP	1376493	AU	2003204936	DE	10228457	US	2004023716
EP	1380998	AU	2003213321	US	2004009808		
AU	199943453	NONE					
Due to data integration issues this family listing may not include 10 digit Australian applications filed since May 2001.							
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