

Title (en)  
GAMING AND AMUSEMENT MACHINES

Publication  
**EP 0375190 A3 19910508 (EN)**

Application  
**EP 89312570 A 19891201**

Priority  
GB 8829632 A 19881220

Abstract (en)  
[origin: EP0375190A2] A fruit machine which is provided with a special 'skill stop' or 'pseudo skill stop' feature in the form of a display (17) of a grid or matrix of symbols (18) representing coins, tokens, nudges etc, the special feature comprising a first 'skill stop' operation in which the symbols in a first row of the matrix 17 are individually illuminated for a brief period of time and the player attempts to press a skill stop button (15) when the symbol at the end of the row is illuminated. The player then has the chance to illuminate further rows of the matrix and an award is given in accordance with the total number of symbols illuminated at the end of the special feature.

IPC 1-7  
**G07F 17/34**

IPC 8 full level  
**G07F 17/34** (2006.01)

CPC (source: EP)  
**G07F 17/3267** (2013.01); **G07F 17/34** (2013.01)

Citation (search report)  
• [X] GB 2137392 A 19841003 - JPM  
• [A] GB 2183882 A 19870610 - BARCREST LTD

Cited by  
US7473175B2; US7448948B2; US7192346B2; EP1160749A3; US6918830B2; US9881460B2; US10373440B2; US9390589B2; US9715786B2

Designated contracting state (EPC)  
DE ES NL

DOCDB simple family (publication)  
**EP 0375190 A2 19900627; EP 0375190 A3 19910508**; GB 2226436 A 19900627; GB 2226436 B 19930120; GB 8829632 D0 19890215

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