

Title (en)
VIDEO GAMING MACHINE

Title (de)
VIDEOSPIELAUTOMAT

Title (fr)
APPAREIL DE JEU VIDEO

Publication
EP 1007172 A1 20000614 (EN)

Application
EP 97944644 A 19971022

Priority
• AU 9700712 W 19971022
• AU PO318296 A 19961024

Abstract (en)
[origin: WO9817360A1] A video game for playing roulette has a casing (45) provided with a video screen (50) which displays an image of a betting table on a central rectangular area (48). A player is provided with control buttons (44, 47) operable to enable him to see where he has placed his bets on selected squares of the betting table. A rectangular track (46) surrounds the periphery of the betting table and is positioned adjacent the marginal edge of the screen (41). The track is divided into segments (42) correlated to the betting squares of the table. A start button (43) is depressed to start a roulette game and cause a disc (49), symbolising the roulette ball, to travel around the track (46) and to slow progressively to a stop position determined by random selection circuitry in the casing (45). The stop position of the disc determines whether the player has "won" and computing circuitry in the casing calculates the player's winnings.

IPC 1-7
A63F 5/00; A63F 9/22; A63F 9/24

IPC 8 full level
G07F 17/32 (2006.01); A63F 3/00 (2006.01); A63F 5/00 (2006.01)

CPC (source: EP)
G07F 17/32 (2013.01); A63F 3/00157 (2013.01); A63F 5/00 (2013.01)

Citation (search report)
See references of WO 9817360A1

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