

Title (en)
Gaming machine with persistent bonus state

Title (de)
Spielautomat mit daeurhaftem Bonusmodus

Title (fr)
Machine de jeu avec un état de bonus persistant

Publication
EP 1469432 A2 20041020 (EN)

Application
EP 04008885 A 20040414

Priority
US 41411603 A 20030415

Abstract (en)
A method of conducting a wagering game on a gaming machine during a single gaming session is disclosed. The wagering game includes a basic game and a bonus game. The bonus game is triggered by a special outcome in the basic game. According to the method, the machine receives a first wager to play the wagering game. In response to an occurrence of the special outcome, the bonus game is conducted until terminated at one of a plurality of possible states. The machine subsequently receives a second wager to play the wagering game. In response to a subsequent occurrence of the special outcome, the bonus game resumes from the one of the plurality of possible states as long as game credits remain in the machine between the occurrence and the subsequent occurrence of the special outcome. Otherwise, the bonus game resets so that it commences from an introductory state when the special outcome subsequently occurs. <IMAGE>

IPC 1-7
G07F 17/32

IPC 8 full level
G07F 17/32 (2006.01)

CPC (source: EP US)
G07F 17/32 (2013.01 - EP US); **G07F 17/3267** (2013.01 - EP US)

Cited by
US10169957B2; US8616954B2; US9711000B2; US9659440B2; US9786120B2

Designated contracting state (EPC)
GB

DOCDB simple family (publication)
EP 1469432 A2 20041020; **EP 1469432 A3 20050629**; AU 2004201114 A1 20041104; CA 2460459 A1 20041015; US 2004209662 A1 20041021; ZA 200402801 B 20041026

DOCDB simple family (application)
EP 04008885 A 20040414; AU 2004201114 A 20040316; CA 2460459 A 20040310; US 41411603 A 20030415; ZA 200402801 A 20040413