

Title (en)  
Gaming machine and control method thereof

Title (de)  
Spielautomat und zugehöriges Steuerungsverfahren

Title (fr)  
Machine de jeu et son procédé de contrôle

Publication  
**EP 1544812 A3 20051012 (EN)**

Application  
**EP 04029300 A 20041210**

Priority  
JP 2003412256 A 20031210

Abstract (en)  
[origin: EP1544812A2] A gaming machine is configured to shift from a normal game mode to a special game mode based on the result of determination on establishment/non-establishment of a shift condition. After shifting to the special game mode, the gaming machine extracts a predetermined number of card data to be used in the special game mode, and selects card data to be assigned to a first group and card data to be assigned to second groups from among the extracted card data. Then, the gaming machine compares a winning combination based on the card data of the first group to winning combinations based on the card data of at least two the second groups, and pays the payout amount to the player in accordance with the comparison result. <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); **G07F 17/3293** (2013.01 - EP US)

Citation (search report)  
• [X] US 2003130023 A1 20030710 - ANGEL MARK [US]  
• [X] EP 1288875 A2 20030305 - ARUZE CO LTD [JP]

Designated contracting state (EPC)  
AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IS IT LI LT LU MC NL PL PT RO SE SI SK TR

DOCDB simple family (publication)  
**EP 1544812 A2 20050622; EP 1544812 A3 20051012**; AU 2004237852 A1 20050630; CN 1626262 A 20050615; EA 008327 B1 20070427; EA 200401496 A1 20050630; US 2005170874 A1 20050804; ZA 200410016 B 20050831

DOCDB simple family (application)  
**EP 04029300 A 20041210**; AU 2004237852 A 20041210; CN 200410100079 A 20041210; EA 200401496 A 20041210; US 829704 A 20041210; ZA 200410016 A 20041210