

Title (en)
Gaming machine

Title (de)
Spielautomat

Title (fr)
Machine de jeu

Publication
EP 1699026 A3 20061004 (EN)

Application
EP 06251004 A 20060224

Priority
JP 2005061327 A 20050304

Abstract (en)
[origin: EP1699026A2] It is an object to provide the player with an incentive to play the game repeatedly by varying an effect display mode since the effect display mode to notify the information relating to the game can be selected at the player's choice such that the player's taste and wish may be reflected on the mode. A gaming machine 1 comprises: display means 4 for displaying a circumferentially-arranged image; reading means 19 for reading identification information from a game article storing the identification information; change means for conducting array change of symbols in the circumferentially-arranged image as the identification is read by the reading means; and display means for causing the display means 4 to display a changed circumferentially-arranged image after the array change is conducted by the change means.

IPC 8 full level
G07F 17/32 (2006.01); **A63F 5/04** (2006.01)

CPC (source: EP US)
G07F 17/3211 (2013.01 - EP US); **G07F 17/3218** (2013.01 - EP US); **G07F 17/3267** (2013.01 - EP US)

Citation (search report)

- [X] WO 03025828 A2 20030327 - ACRES GAMING INC [US]
- [A] US 5259616 A 19931109 - BERGMANN TJARK [DE]
- [EX] EP 1662447 A1 20060531 - ARUZE CORP [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 LV MC NL PL PT RO SE SI SK TR

DOCDB simple family (publication)
EP 1699026 A2 20060906; EP 1699026 A3 20061004; AU 2006200764 A1 20060921; CN 1827196 A 20060906; EA 010024 B1 20080630; EA 200600366 A1 20061027; JP 2006239248 A 20060914; US 2006199642 A1 20060907; ZA 200601809 B 20061129

DOCDB simple family (application)
EP 06251004 A 20060224; AU 2006200764 A 20060223; CN 200610059409 A 20060302; EA 200600366 A 20060303; JP 2005061327 A 20050304; US 36326906 A 20060228; ZA 200601809 A 20060302