

Title (en)
GAMES PROVISION SYSTEM

Title (de)
SPIELEBEREITSTELLUNGSSYSTEM

Title (fr)
SYSTEME DE FOURNITURE DE JEU

Publication
EP 1864264 A1 20071212 (EN)

Application
EP 06726575 A 20060331

Priority

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Abstract (en)
[origin: WO2006103444A1] A games provision system operating across a network allows a plurality of players to play one or more selected games and to receive an award under preset conditions. This system comprises a client application for use by a player and a server for communicating with one or more of the client applications. Upon receipt of a game request from a client application, the server allocates the application a virtual cabinet selected from a pool. The playing characteristic of the virtual cabinet is based on the playing history of that virtual cabinet and is substantially independent of the playing characteristics of the other virtual cabinets. The system may operate to reserve to a particular client application a respective virtual cabinet for a preset period following completion of a game, so that a cabinet is allocated to the same client application if another game request is made during the preset period. The reserve period may be adjustable and varied in accordance with the cash balance or percentage payout of the reserved virtual cabinet.

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