

Title (en)

A gaming system and a method of gaming

Title (de)

Spielsystem und Spielverfahren

Title (fr)

Système de jeu et procédé de jeu

Publication

**EP 2026302 A1 20090218 (EN)**

Application

**EP 08162456 A 20080815**

Priority

- AU 2007904386 A 20070815
- AU 2007905676 A 20071016

Abstract (en)

A gaming machine comprising, a standalone module arranged to implement a standalone game; and a server module arranged to generate server game data to be employed by at least one other gaming machine to implement a server game.

IPC 8 full level

**G07F 17/32** (2006.01)

CPC (source: EP US)

**G07F 17/32** (2013.01 - EP US); **G07F 17/3223** (2013.01 - EP US); **G07F 17/3267** (2013.01 - EP US)

Citation (search report)

- [X] US 2005020340 A1 20050127 - CANNON LEE E [US]
- [X] WO 0183062 A1 20011108 - ARISTOCRAT TECHNOLOGIES AU [AU], et al
- [X] US 2006073897 A1 20060406 - ENGLMAN ALLON G [US], et al
- [X] US 2003119573 A1 20030626 - MCCLINTIC MONICA A [US]
- [X] WO 0017825 A2 20000330 - MIKOHN GAMING CORP [US]
- [A] US 2006287036 A1 20061221 - DALY TERENCE G [US], et al

Designated contracting state (EPC)

AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MT NL NO PL PT RO SE SI SK TR

Designated extension state (EPC)

AL BA MK RS

DOCDB simple family (publication)

**EP 2026302 A1 20090218**; AU 2008205413 A1 20090305; AU 2011250701 A1 20111201; AU 2011250701 B2 20120712; US 2009181773 A1 20090716

DOCDB simple family (application)

**EP 08162456 A 20080815**; AU 2008205413 A 20080813; AU 2011250701 A 20111110; US 19167308 A 20080814