Title (en)

Method for controlling a gaming or amusement machine and gaming or amusement machine

Title (de)

Verfahren zur Steuerung eines Spiel- oder Unterhaltungsautomaten und Spiel- oder Unterhaltungsautomat

Title (fr)

Procédé de commande d'un automate de jeu ou de divertissement et automate de jeu ou de divertissement

Publication

EP 2642458 A3 20140219 (DE)

Application

EP 13160079 A 20130320

Priority

• DE 102012005714 A 20120320
• DE 102012005592 A 20120320

Abstract (en)

[origin: EP2642458A2] The method involves providing a central control unit (2) to control a display unit (3) which displays the gain symbols (7) and loss symbols (8). The gain symbols displayed in the display unit are counted in a stop position. The gain values are assigned to the respective count values stored in a storage unit (6). The count values of the gain symbols are reset during the representation of the loss symbol in the stop position.

IPC 8 full level

G07F 17/32 (2006.01)

CPC (source: EP US)

G07F 17/3265 (2013.01 - EP US); G07F 17/34 (2013.01 - EP US)

Citation (search report)

• [I] US 2008026820 A1 20080131 - OKADA KAZUO [JP]
• [I] DE 3917684 A1 19901206 - GAUSELMANN PAUL [DE]
• [I] US 2004012145 A1 20040122 - INOUE HARUO [JP]
• [I] DE 4107082 A1 19920910 - ADP AUTOMATEN GMBH [DE]
• [I] US 2007099692 A1 20070503 - HISHINUMA TAKAAKI [JP], et al

Designated contracting state (EPC)

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

Designated extension state (EPC)

BA ME

DOCDB simple family (publication)

EP 2642458 A2 20130925; EP 2642458 A3 20140219; US 2013252692 A1 20130926

DOCDB simple family (application)

EP 13160079 A 20130320; US 201313847854 A 20130320