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(54) **A gaming system, a gaming device, a bonus controller, and a method of gaming**

(57) A gaming system comprising, a bonus controller arranged to make an award, the award having at least one associated game parameter which specifies at least one game round; and a gaming device in data communication with the bonus controller, the gaming device

adapted to receive the game parameters and to provide the award to a player of the gaming device by conducting each at least one game round specified by the at least one game parameter to determine a game outcome without requiring a further bet to be placed by the player.

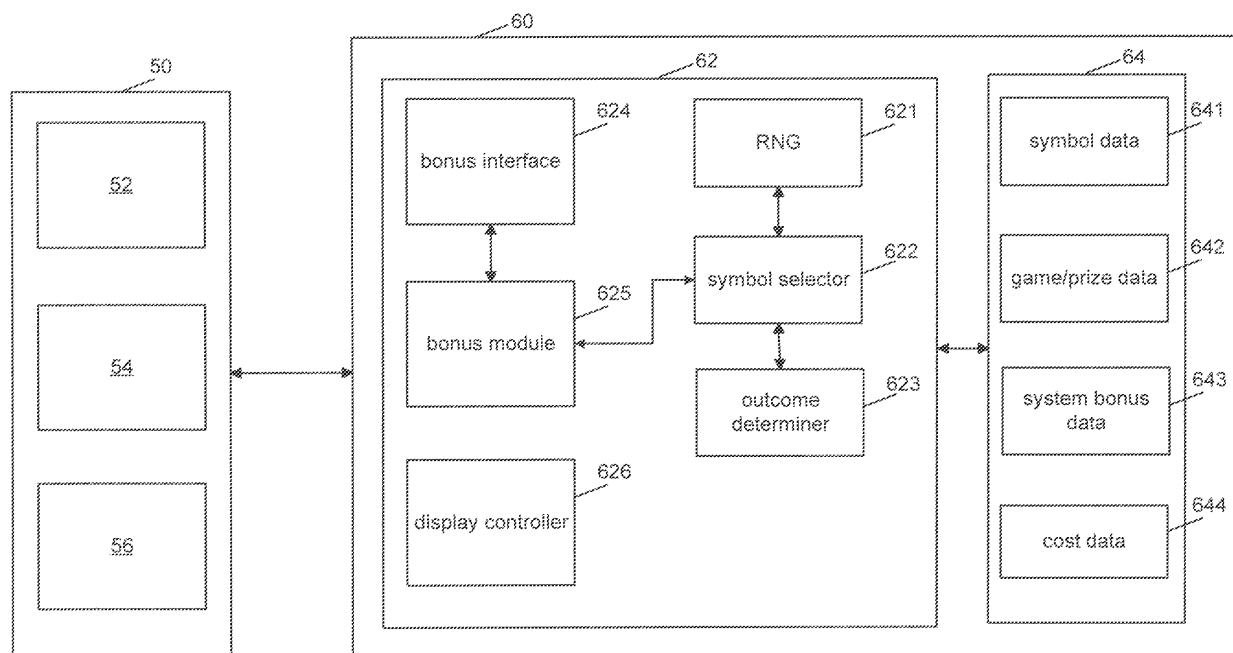


Figure 6

Description

Field

[0001] The present invention relates to a gaming system, a gaming device, a bonus controller, and a method of gaming.

Background

[0002] Gaming machines at some venues are linked via a network to a player loyalty system that tracks play by a player and makes an award to the player based on game play, for example based on the number of games played or amount wagered. To implement the player tracking system, a player marketing module (PMM) is connected to the gaming machine which includes a card reader for reading a player tracking card. While a player's card is inserted in the reader, data is transferred from the gaming machine by the PMM to the player tracking system and reconciled with the player's account, for example by awarding loyalty points to the player. A display of the PMM displays the points that are awarded to the player. Typically such points can be redeemed later by the player, for example for complimentary food and drink or merchandise, by presenting the player loyalty card.

[0003] In some cases the player loyalty system is arranged to award promotional prizes to player's connected to the loyalty system. Promotional prizes can be awarded as credits which are paid, via the PMM, into the gaming machine as either promotional credits or cashable credits.

[0004] There is a need for an alternative technique for making an award to a player.

Summary of the Invention

[0005] In a first aspect, the invention provides a gaming system comprising:

a bonus controller arranged to make an award, the award having at least one associated game parameter which specifies at least one game round; and a gaming device in data communication with the bonus controller, the gaming device adapted to receive the game parameters and to provide the award to a player of the gaming device by conducting each at least one game round specified by the at least one game parameter to determine a game outcome without requiring a further bet to be placed by the player.

[0006] In an embodiment, the at least one game parameter includes a number of game rounds.

[0007] In an embodiment, the at least one game parameter includes a game type.

[0008] In an embodiment, at least one game parameter comprises at least one bet parameter.

[0009] In an embodiment, the at least one bet param-

eter is determined from at least one prior bet made on the gaming device.

[0010] In an embodiment, the at least one bet parameter is determined from a bet made on an immediate past game played on the gaming device.

[0011] In an embodiment, the at least one bet parameter is determined from bets made on a plurality of games played on the gaming device.

[0012] In an embodiment, the gaming device is arranged to advise the bonus controller when all game rounds specified by the game parameters have been completed.

[0013] In an embodiment, the gaming device advises the bonus controller of at least one outcome of all game rounds.

[0014] In an embodiment, the at least one outcome includes at least one of a cost of the game rounds and an amount of credits won during the game rounds.

[0015] In an embodiment, the gaming device comprises a promotional meter and credits spent during the game rounds are recorded as promotional credits whereby any win amounts awarded as the award do not affect the gaming devices return to player.

[0016] In an embodiment, the game outcomes are provided to a further external device.

[0017] In an embodiment, the further external device is a jackpot controller and the game outcomes are used to determine a jackpot outcome.

[0018] In an embodiment, the further external device is a player loyalty system.

[0019] In an embodiment, the gaming system comprises a plurality of gaming devices, each in data communication with the bonus controller.

[0020] In an embodiment, the bonus controller is arranged to monitor the gaming device and determine whether to make the award based on game play on the gaming device.

[0021] In an embodiment, the gaming system comprises a monitoring module for monitoring the game device.

In a second aspect, the invention provides a gaming device for a gaming system comprising a bonus controller, the gaming device arranged to:

receive at least one game parameter specifies at least one game round; and provide an award to a player of the gaming device by conducting each at least one game round specified by the at least one game parameter to determine a game outcome without requiring a further bet to be placed by the player.

[0022] In an embodiment, the gaming device comprises a game controller.

[0023] In an embodiment, the game controller comprises a bonus controller interface for receiving the at least one game parameter.

[0024] In an embodiment, the game controller comprises a bonus module arranged to conduct the at least

one game round specified by the at least one game parameter.

[0025] In an embodiment, the gaming device comprises a player interface comprising a display for displaying game outcomes.

[0026] In an embodiment, the at least one game parameter includes a number of game rounds.

[0027] In an embodiment, the at least one game parameter includes a game type.

[0028] In an embodiment, at least one game parameter comprises at least one bet parameter.

[0029] In an embodiment, the gaming device is arranged to advise a bonus controller when all game rounds specified by the game parameters have been completed.

[0030] In an embodiment, the gaming device is arranged to advise the bonus controller of at least one outcome of all game rounds.

[0031] In an embodiment, the at least one outcome includes at least one of a cost of the game rounds and an amount of credits won during the game rounds.

[0032] In an embodiment, the gaming device comprises a promotional meter and credits spent during the game rounds are recorded as promotional credits whereby any win amounts awarded as the award do not affect the gaming devices return to player.

[0033] In an embodiment, the game outcomes are provided to a further external device.

[0034] In a third aspect, the invention provides a bonus controller for a gaming system comprising at least one game device, the bonus controller arranged to:

make an award having at least one associated game parameter which specifies at least one game round; communicate the game parameters to a gaming device in data communication with the bonus controller, whereafter the gaming device can provide the award to a player of the gaming device by conducting each at least one game round specified by the game parameters to determine a game outcome without requiring a further bet to be placed by the player.

[0035] In an embodiment, the bonus controller is arranged to monitor the gaming device and determine whether to make the award based on game play on the gaming device.

[0036] In an embodiment, the bonus controller comprises a monitoring module arranged to monitor the gaming device and determine whether to make the award based on game play on the gaming device.

[0037] In an embodiment, the bonus controller comprises an award module arranged to make the award.

[0038] In an embodiment, the award module is arranged to determine the at least one game parameter.

[0039] In an embodiment, the at least one game parameter includes a number of game rounds.

[0040] In an embodiment, the at least one game parameter includes a game type.

[0041] In an embodiment, at least one game parameter

comprises at least one bet parameter.

[0042] In an embodiment, the bonus controller is arranged to determine the at least one bet parameter from at least one prior bet made on the gaming device.

5 **[0043]** In an embodiment, the at least one bet parameter is determined from a bet made on an immediate past game played on the gaming device.

[0044] In an embodiment, the at least one bet parameter is determined from bets made on a plurality of games played on the gaming device.

10 **[0045]** In a fourth aspect, the invention provides a method of gaming, comprising:

making an award at a bonus controller, the award having at least one associated game parameter which specifies at least one game round; communicating the game parameters of the award to a gaming device in data communication with the bonus controller; and providing the award to a player of the gaming device by conducting each at least one game round specified by the game parameters to determine a game outcome without requiring a further bet to be placed by the player.

25 **[0046]** In an embodiment, the at least one game parameter includes a number of game rounds.

[0047] In an embodiment, the at least one game parameter includes a game type.

30 **[0048]** In an embodiment, at least one game parameter comprises at least one bet parameter.

[0049] In an embodiment, the method comprises determining the at least one bet parameter from at least one prior bet made on the gaming device.

35 **[0050]** In an embodiment, the method comprises determining the at least one bet parameter from a bet made on an immediate past game played on the gaming device.

[0051] In an embodiment, the method comprises determining the at least one bet parameter from bets made on a plurality of games played on the gaming device.

40 **[0052]** In an embodiment, the method comprises advising the bonus controller when all game rounds specified by the game parameters have been completed.

45 **[0053]** In an embodiment, the method comprises advising the bonus controller of at least one outcome of all game rounds.

[0054] In an embodiment, the at least one outcome includes at least one of a cost of the game rounds and an amount of credits won during the game rounds.

50 **[0055]** In an embodiment, the method comprises recording credits spent during the game rounds of the bonus award as promotional credits whereby any win amounts awarded as the award do not affect the gaming devices return to player.

55 **[0056]** In an embodiment, the method comprises providing the game outcomes to a further external device.

[0057] In an embodiment, the method comprises monitoring the gaming device and determine whether to make

the award based on game play on the gaming device.

[0058] In a fifth aspect, the invention provides computer program code which when executed implements the above method.

[0059] In a sixth aspect the invention provides a computer readable medium comprising the program code.

[0060] In a seventh aspect, the invention provides a data signal comprising the above program code.

[0061] In an eighth aspect, the invention extends to transmitting the above program code.

Brief Description of Drawings

[0062]

Figure 1 is a block diagram of a gaming system.

Figure 2 is a perspective view of a gaming device in the form of a stand alone gaming machine;

Figure 3 is a block diagram of the functional components of a gaming machine;

Figure 4 is a schematic diagram of the functional components of a memory;

Figure 5 is a block diagram of a bonus controller; and

Figure 6 is a block diagram of a gaming device of the embodiment.

Detailed Description

[0063] Referring to the drawings, there is shown a gaming system arranged to implement a bonus controller adapted to make an award to any one or more of a plurality of gaming devices to which it is connected. The award is implemented by the gaming device carrying out one or more game rounds specified by parameters sent to the gaming device.

General System Configuration

[0064] In the gaming system configuration 100, a bonus controller 110 is in data communication with a plurality of gaming devices 120 over a network 130. A person skilled in the art will also appreciate that other configurations may be viable. For example, the gaming devices could be connected in a peer-to-peer arrangement with the bonus controller executed by one of the gaming devices. Alternatively a dedicated bonus controller may be provided for each gaming device.

Gaming Devices

[0065] Herein, the term gaming device is used to refer to any device used by a player to a play a game and specifically includes stand alone gaming machines and

interactive video terminals which implement games in a client/server architecture.

A gaming device in the form of a stand alone gaming machine 10 is illustrated in Figure 2. The gaming machine 10 includes a console 12 having a display 14 on which is displayed representations of a game 16 that can be played by a player. A mid-trim 20 of the gaming machine 10 houses a bank of buttons 22 for enabling a player to interact with the gaming machine, in particular during game play. The mid-trim 20 also houses a credit input mechanism 24 which in this example includes a coin input chute 24A and a bill collector 24B. Other credit input mechanisms may also be employed, for example, a card reader for reading a smart card, debit card or credit card. A player marketing module comprising a reading device may also be provided for the purpose of reading a player tracking device, for example as part of a loyalty program. The player tracking device may be in the form of a card, flash drive or any other portable storage medium capable of being read by the reading device.

[0066] A top box 26 may carry artwork 28, including for example pay tables and details of bonus awards and other information or images relating to the game. Further artwork and/or information may be provided on a front panel 29 of the console 12. A coin tray 30 is mounted beneath the front panel 29 for dispensing cash payouts from the gaming machine 10.

[0067] The display 14 shown in Figure 2 is in the form of a video display unit, particularly a cathode ray tube screen device. Alternatively, the display 14 may be a liquid crystal display, plasma screen, any other suitable video display unit, or the visible portion of an electromechanical device. The top box 26 may also include a display, for example a video display unit, which may be of the same type as the display 14, or of a different type.

[0068] Figure 3 shows a block diagram of operative components of a typical gaming machine which may be the same as or different to the gaming machine of Figure 2.

[0069] The gaming machine 300 includes a game controller 301 having a processor 302. Instructions and data to control operation of the processor 302 are stored in a memory 303, which is in data communication with the processor 302. Typically, the gaming machine 300 will include both volatile and non-volatile memory and more than one of each type of memory, with such memories being collectively represented by the memory 303.

[0070] The gaming machine has hardware meters 304 for purposes including ensuring regulatory compliance and monitoring player credit, an input/output (I/O) interface 305 for communicating with peripheral devices of the gaming machine 300. The input/output interface 305 and/or the peripheral devices may be intelligent devices with their own memory for storing associated instructions and data for use with the input/output interface or the peripheral devices. A random number generator module 313 generates random numbers for use by the processor 302. Persons skilled in the art will appreciate that the

reference to random numbers includes pseudo-random numbers.

[0071] In the example shown in Figure 3, a player interface 320 includes peripheral devices that communicate with the game controller 301 including one or more displays 306, a touch screen and/or buttons 307, a card and/or ticket reader 308, a printer 309, a bill acceptor and/or coin input mechanism 310 and a coin output mechanism 311. Additional hardware may be included as part of the gaming machine 300, or hardware may be omitted as required for the specific implementation.

[0072] In addition, the gaming machine 300 may include a communications interface, for example a network card 312. The network card may, for example, send status information, accounting information or other information to a central controller, server or database and receive data or commands from the central controller, server or database.

[0073] Figure 4 shows a block diagram of the main components of an exemplary memory 303. The memory 303 includes RAM 303A, EPROM 303B and a mass storage device 303C. The RAM 303A typically temporarily holds program files for execution by the processor 302 and related data. The EPROM 303B may be a boot ROM device and/or may contain some system or game related code. The mass storage device 303C is typically used to store game programs, the integrity of which may be verified and/or authenticated by the processor 302 using protected code from the EPROM 303B or elsewhere.

[0074] It is also possible for the operative components of the gaming machine 300 to be distributed, for example input/output devices 306, 307, 308, 309, 310, 311 to be provided remotely from the game controller 301.

[0075] A gaming device as indicated above may also take the form of a client/server architecture where a portion of the game is executed on the client and a portion of the game is executed on the server. In such embodiments, the client typically takes the form of an interactive video terminal which has a similar outward appearance to the gaming machine described above. A person skilled in the art will appreciate that the type of gaming device that is employed is not important to the present invention.

[0076] The bonus controller 500 is connected to gaming devices by a device interface 540 and contains a monitoring module 510 for monitoring game play on one or more game devices to determine based on trigger data 560 when to provide an award to a gaming machine. The criteria for the system triggering the bonus feature can be based on a number of criteria including a random trigger, time-based, activity based, player promotion outcome, progressive jackpot outcome or a combination thereof. In one advantageous embodiment, the bonus controller 500 is arranged to make an award to the player when the player has a sequence of consecutive losing games.

[0077] When the monitoring module 510 determines that a trigger condition is being met, it advises award module 520 which consults award data 530 to determine

what award should be made to the player. The award module has a parameter module 525 for communicating parameters to the gaming device via device interface 540 in order to implement the award.

[0078] In an embodiment, the bonus controller 500 is arranged to trigger a special feature game within the game offered on the gaming device. Accordingly, sending the game parameters to the gaming device indicates that the bonus feature should be started at an appropriate juncture. The game parameters specify the characteristics of at least one game round and typically also specifies the number of game rounds to be provided to the player. The parameters may also specify other factors, for example, the type of credits to be provided to the player such as promotional credits. Accordingly, when the bonus trigger feature is triggered in a free-spin embodiment, the gaming machine carries out the free game. To this end, as shown in the functional block diagram of Figure 6, a gaming device having a player interface 50 having a credit mechanism 52, a display 54 and an instruction input mechanism 56 in data communication with the game controller 60. The game controller has a processor 62 that implements a series of modules based on data stored in memory 64. A person skilled in the art will appreciate that other arrangements are possible.

[0079] In this embodiment the processor implements a bonus interface module 624 arranged to receive game parameters from the device interface 540 of the bonus controller 500. Once the game parameters are received, the bonus module 625 stores the game parameters as system bonus data 643 and monitors for an appropriate point in game play to initiate the feature. For example, the conclusion of a game. The bonus module then implements a series of free spins specified by the game parameters, for example 10 free spins. It does this by controlling the symbol selectors to select using random number generator 621, symbols from symbol data 641. The game outcome is determined for each game round by outcome determiner 623 based on game/prize data 642. The current status of the bonus award is stored in the system bonus data - eg. to keep track of the number of remaining game rounds that form part of the award defined by the game parameters.

The game outcomes are displayed on the display 54 under control of the display controller 626. The cost of providing the bonus game is stored as cost data 644, for example, to keep track of the number of promotional credits used by the gaming machine and any associated awards made to the player.

[0080] A person skilled in the art will appreciate that a number of variations may be made to the invention. For example, the gaming device may be connected to a progressive jackpot such as a hyperlink system even though the electronic gaming machine is not a hyperlink gaming device. The triggered bonus feature could be a hyperlink reel spin feature or a pick a box feature. Thus, during such a feature the player will interact to stop hyperlink reels or pick boxes.

In another example, the bonus feature outcome generates an event to external progressive jackpot system. The feature outcome determines the type of the event generated for example the jackpot level 1. The player gets paid based on the win.

[0081] In a further embodiment, the outcome may be reported to a promotional system and the promotional system may determine an award based on the outcome of the feature. That is the outcome may determine the number of promotional points to add to our player loyalty system.

[0082] A person skilled in the art will appreciate that there are number of benefits in the invention. For example the bonus feature does not affect the gaming devices return to player percentage. Further it does not require the payment of promotional wins back to the gaming device by the system.

[0083] An advantage of the present system is that awards can be made to players who are not participating in the loyalty system or who do not have their tracking card insert. A further advantage is that the award, particularly where it takes the form of a special bonus feature, is more closely tied into the game play occurring on the gaming machine so that it is possible to apply tighter controls on how the player experiences the award and make the award more interesting.

[0084] Persons skilled in the art will appreciate that the bonus module 625 can generate a report to the bonus controller 500 on the cost of the feature.

[0085] Persons skilled in the art will appreciate that the game parameters can vary from embodiment to embodiment. For example the gaming parameters can determine the type of bonus feature, for example, free spins, a number of free spins, features such as repeat game play, max bet, max lines, max bet per line and or the duration to wait for the next game. Persons skilled in the art will also appreciate that parameters can be derived from the past play on the gaming device. For example, the bet type and bet amount for the plurality of gaming rounds can be determined by the monitoring module 510 based on the average bet amount and number of win lines from the player's losing streak for which the bonus controller has triggered the awards. In a similar example, the parameters could be based on the last play of the gaming machine. In this example, the bonus controller does not need to know the nature of the last bet - e.g. the bonus controller can control the gaming machine to implement a plurality of games based on the last bet by instructing it to implement the last bet in respect of the free games or the gaming device can be configured such that when it receives game parameters from the bonus controller it always implements the last bet.

[0086] Persons skilled in the art, will appreciate that in other embodiments, the player may place a bet by selecting a number of reels to play and an amount to bet per reel. Such games are marketed under the trade name "Reel Power" by Aristocrat Leisure Industries Pty Ltd. The selection of the reel means that each symbol of the

reel can be substituted for a symbol at one or more designated display positions. In other words, all symbol positions of a selected reel can be used to form symbol combinations with designated, displayed symbol positions of other reels. Accordingly, the bonus controller may specify a number of reels to be played by means of the game parameters, that is the game parameters can include a bet parameter specifying the nature of the bet.

[0087] Persons skilled in the art will also appreciate that the method of the embodiment could be embodied in program code. The program code could be supplied in a number of ways, for example on a computer readable medium, such as a disc or a memory (for example, that could replace part of memory 103) or as a data signal (for example, by downloading it from a server).

[0088] It will be understood to persons skilled in the art of the invention that many modifications may be made without departing from the spirit and scope of the invention, in particular it will be apparent that certain features of embodiments of the invention can be employed to form further embodiments.

[0089] It is to be understood that, if any prior art is referred to herein, such reference does not constitute an admission that the prior art forms a part of the common general knowledge in the art in any country.

[0090] In the claims which follow and in the preceding description of the invention, except where the context requires otherwise due to express language or necessary implication, the word "comprise" or variations such as "comprises" or "comprising" is used in an inclusive sense, i.e. to specify the presence of the stated features but not to preclude the presence or addition of further features in various embodiments of the invention.

Claims

1. A gaming device for a gaming system comprising a bonus controller, the gaming device arranged to:
 - receive at least one game parameter specifies at least one game round; and
 - provide an award to a player of the gaming device by conducting each at least one game round specified by the at least one game parameter to determine a game outcome without requiring a further bet to be placed by the player.
2. A gaming device as claimed in claim 1 comprising a game controller.
3. A gaming device as claimed in claim 2 wherein the game controller comprises at least one of a bonus controller interface for receiving the at least one game parameter, and a bonus module arranged to conduct the at least one game round specified by the at least one game parameter

4. A gaming device as claimed in any one of claims 1 to 3 comprising a player interface comprising a display for displaying game outcomes.
5. A gaming device as claimed in any one of claims 1 to 4, wherein the at least one game parameter includes at least one of a number of game rounds, a game type, and at least one bet parameter.
6. A gaming device as claimed in any one of any one of claims 1 to 5, wherein the gaming device is arranged to advise a bonus controller when all game rounds specified by the game parameters have been completed.
7. A gaming device as claimed in claim 6, wherein the gaming device is arranged to advise the bonus controller of at least one outcome of all game rounds.
8. A gaming device as claimed in claim 7, wherein the at least one outcome includes at least one of a cost of the game rounds and an amount of credits won during the game rounds.
9. A gaming device as claimed in any one of claims 1 to 8, comprising a promotional meter and credits spent during the game rounds are recorded as promotional credits whereby any win amounts awarded as the award do not affect the gaming devices return to player.
10. A gaming device as claimed in any one of claims 1 to 9, wherein the game outcomes are provided to a further external device.
11. A bonus controller for a gaming system comprising at least one game device, the bonus controller arranged to:
 - make an award having at least one associated game parameter which specifies at least one game round;
 - communicate the game parameters to a gaming device in data communication with the bonus controller, whereafter the gaming device can provide the award to a player of the gaming device by conducting each at least one game round specified by the game parameters to determine a game outcome without requiring a further bet to be placed by the player.
12. A bonus controller as claimed in claim 1 arranged to monitor the gaming device and determine whether to make the award based on game play on the gaming device.
13. A bonus controller as claimed in claim 12, comprising a monitoring module arranged to monitor the gaming device and determine whether to make the award based on game play on the gaming device.
14. A bonus controller as claimed in claim 12 or 13, comprising an award module arranged to make the award.
15. A bonus controller as claimed in claim 14, wherein the award module is arranged to determine the at least one game parameter.
16. A bonus controller as claimed in any one of claims 11 to 15, wherein the at least one game parameter includes at least one of a number of game rounds, a game type and at least one bet parameter.
17. A bonus controller as claimed in claim 16, wherein the at least one game parameter comprises the at least one bet parameter and the bonus controller is arranged to determine the at least one bet parameter from at least one prior bet made on the gaming device.
18. A bonus controller as claimed in claim 17, wherein the at least one bet parameter is determined from a bet made on an immediate past game played on the gaming device, or from bets made on a plurality of games played on the gaming device.
19. A gaming system comprising a gaming device as defined in any of the claims 1 to 10 and a bonus controller as defined in any of the claims 11-18, the gaming device being in data communication with the bonus controller.
20. A gaming system as claimed in claim 19, wherein the game outcomes are provided to a further external device and the further external device is a player loyalty system, or a jackpot controller and the game outcomes are used to determine a jackpot outcome.
21. A gaming system as claimed in claim 19 or 20, comprising a plurality of gaming devices, each in data communication with the bonus controller.
22. A method of gaming, comprising:
 - making an award at a bonus controller, the award having at least one associated game parameter which specifies at least one game round;
 - communicating the game parameters of the award to a gaming device in data communication with the bonus controller; and
 - providing the award to a player of the gaming device by conducting each at least one game round specified by the game parameters to determine a game outcome without requiring a further

ther bet to be placed by the player.

- 23.** Computer program code which when executed implements the method of claim 22.

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- 24.** A computer readable medium comprising the program code of claim 23.

- 25.** A data signal comprising the program code of claim 23.

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- 26.** A method of transmitting the program code of claim 23.

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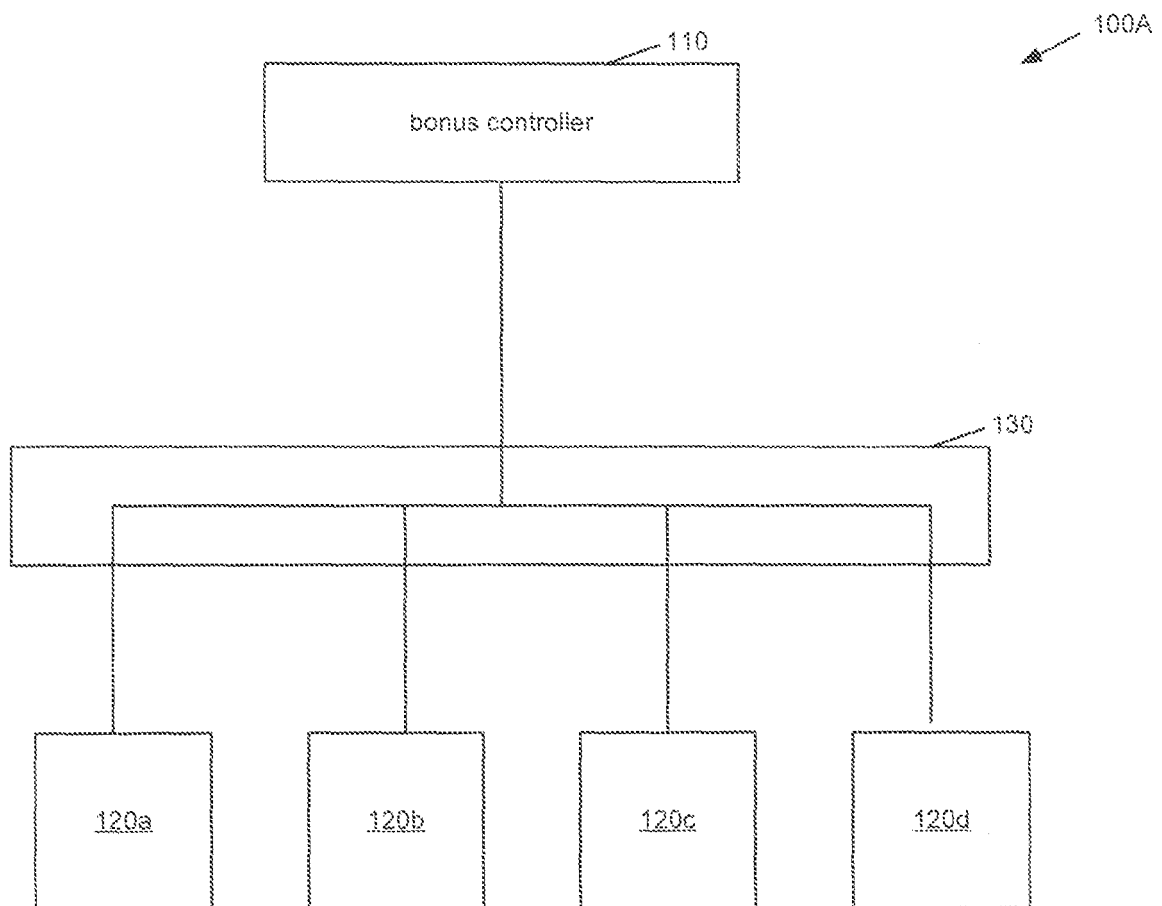


Figure 1

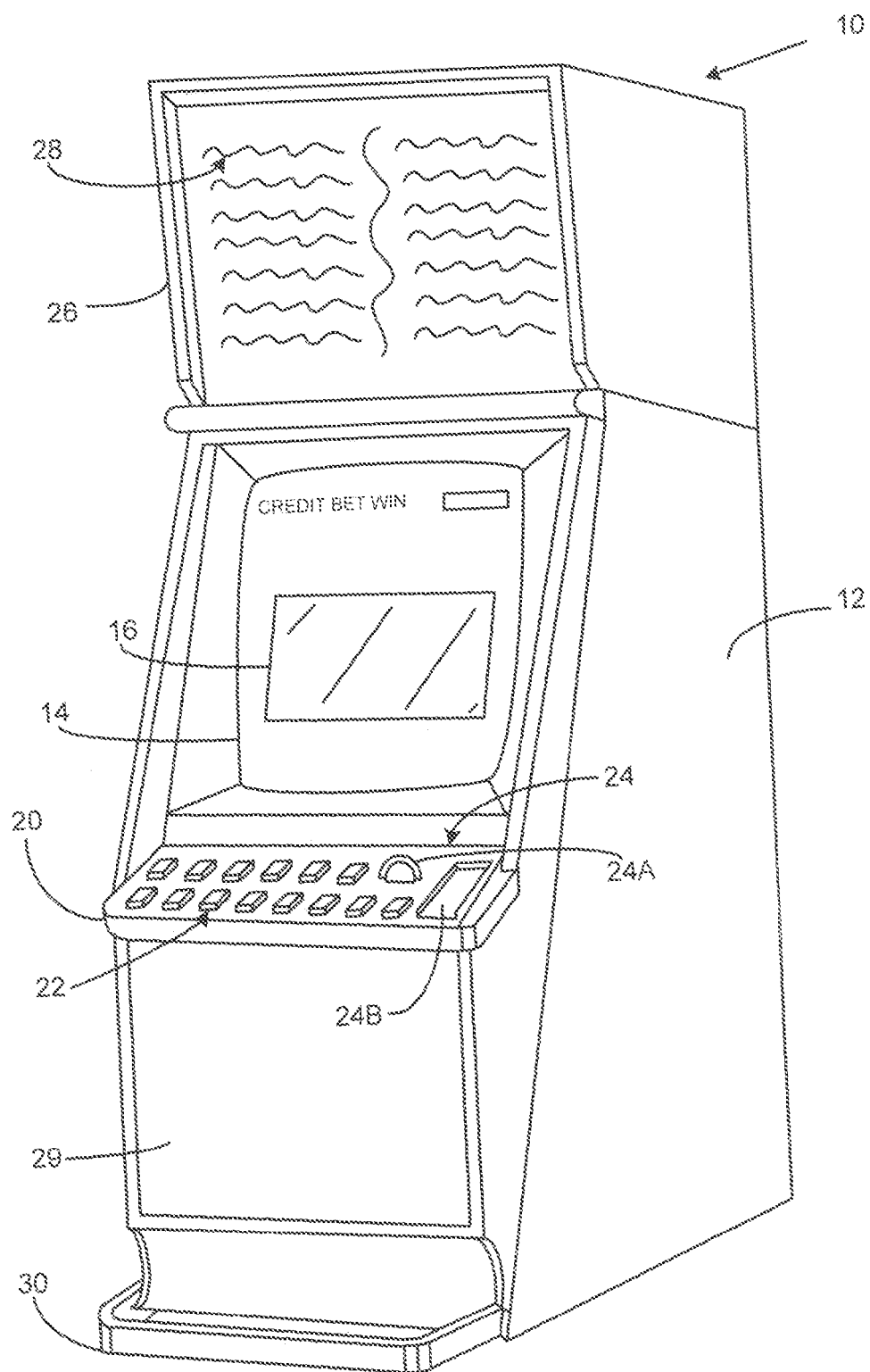
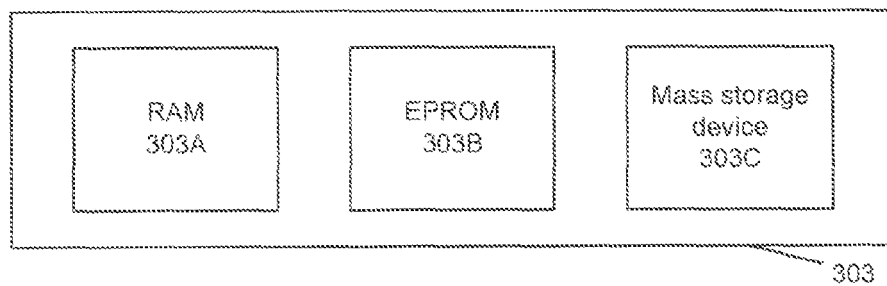
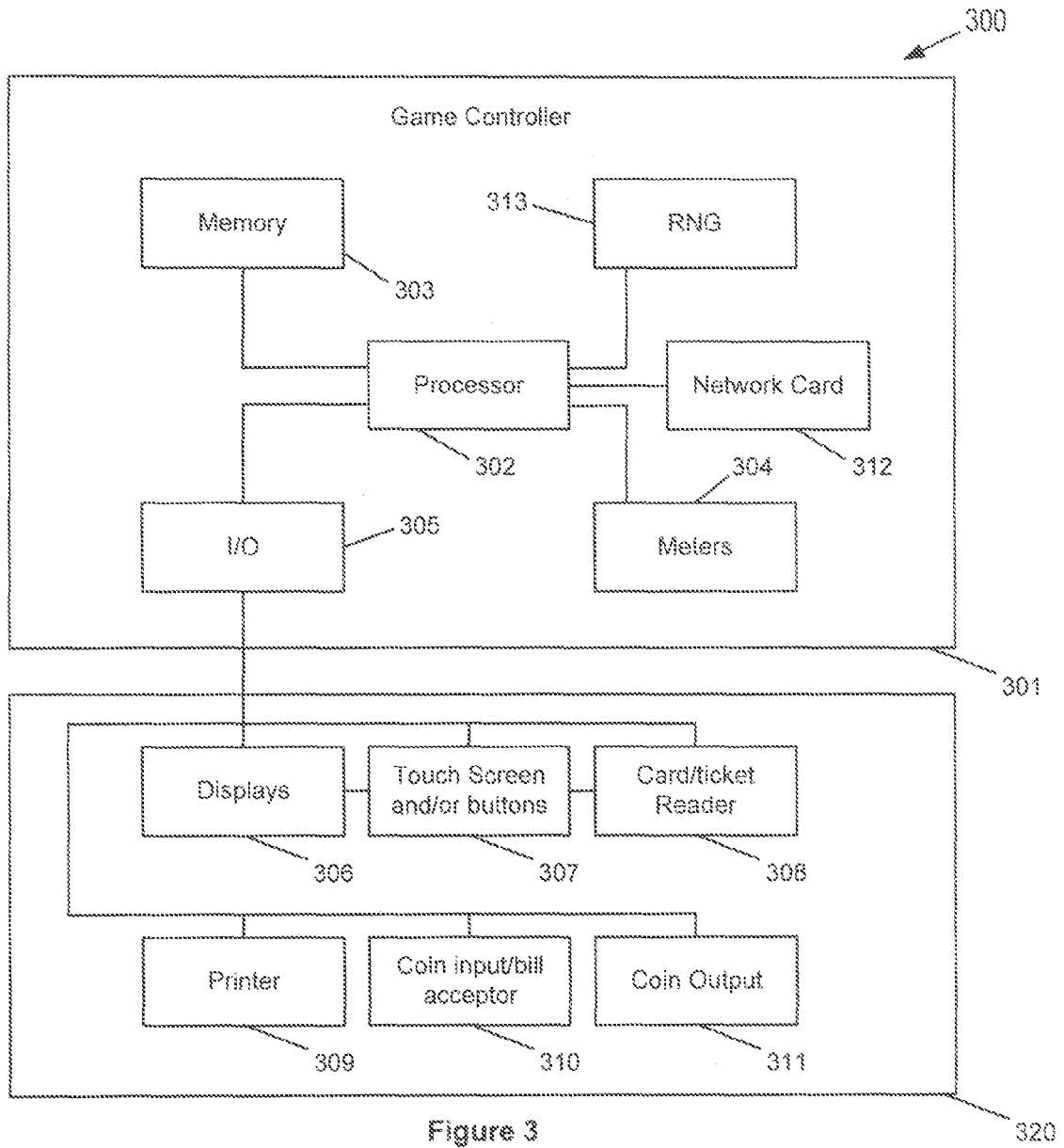


Figure 2



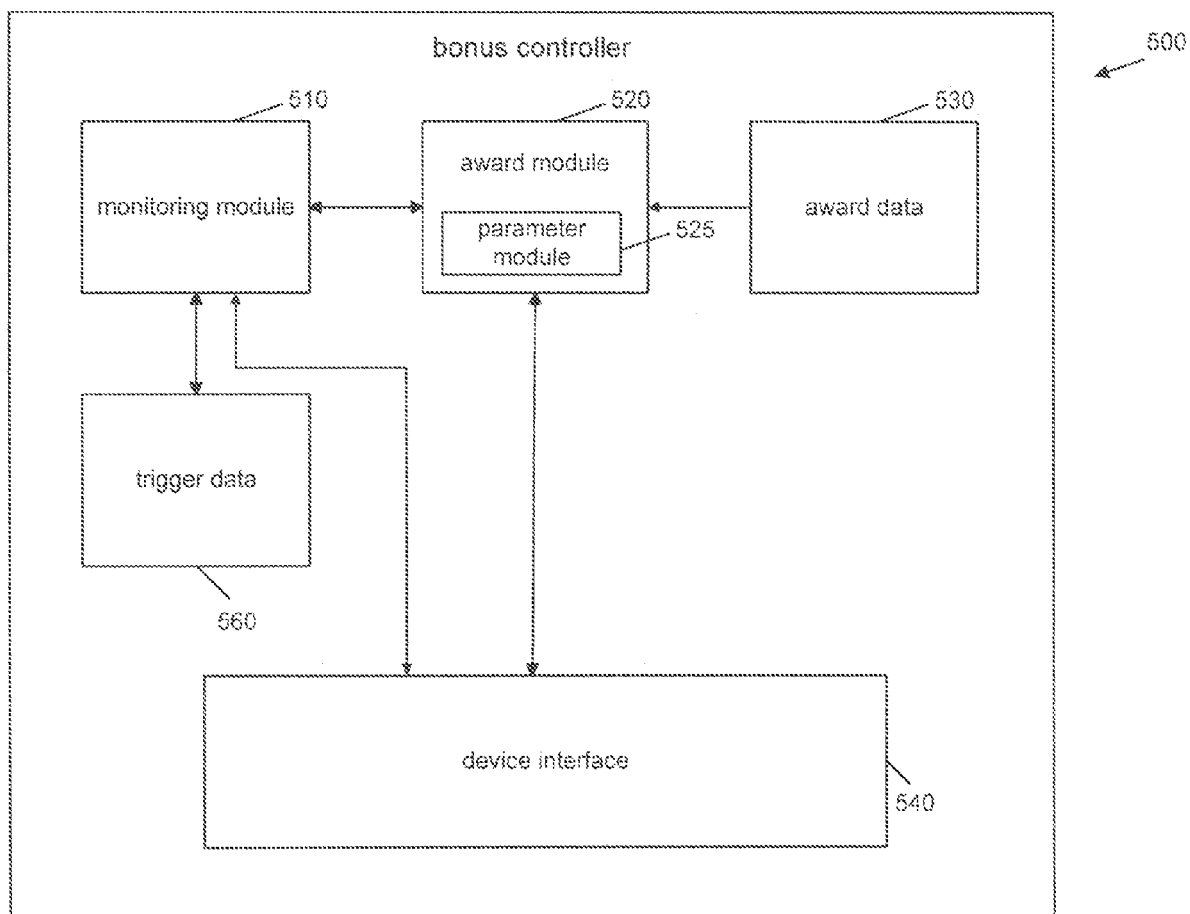


Figure 5

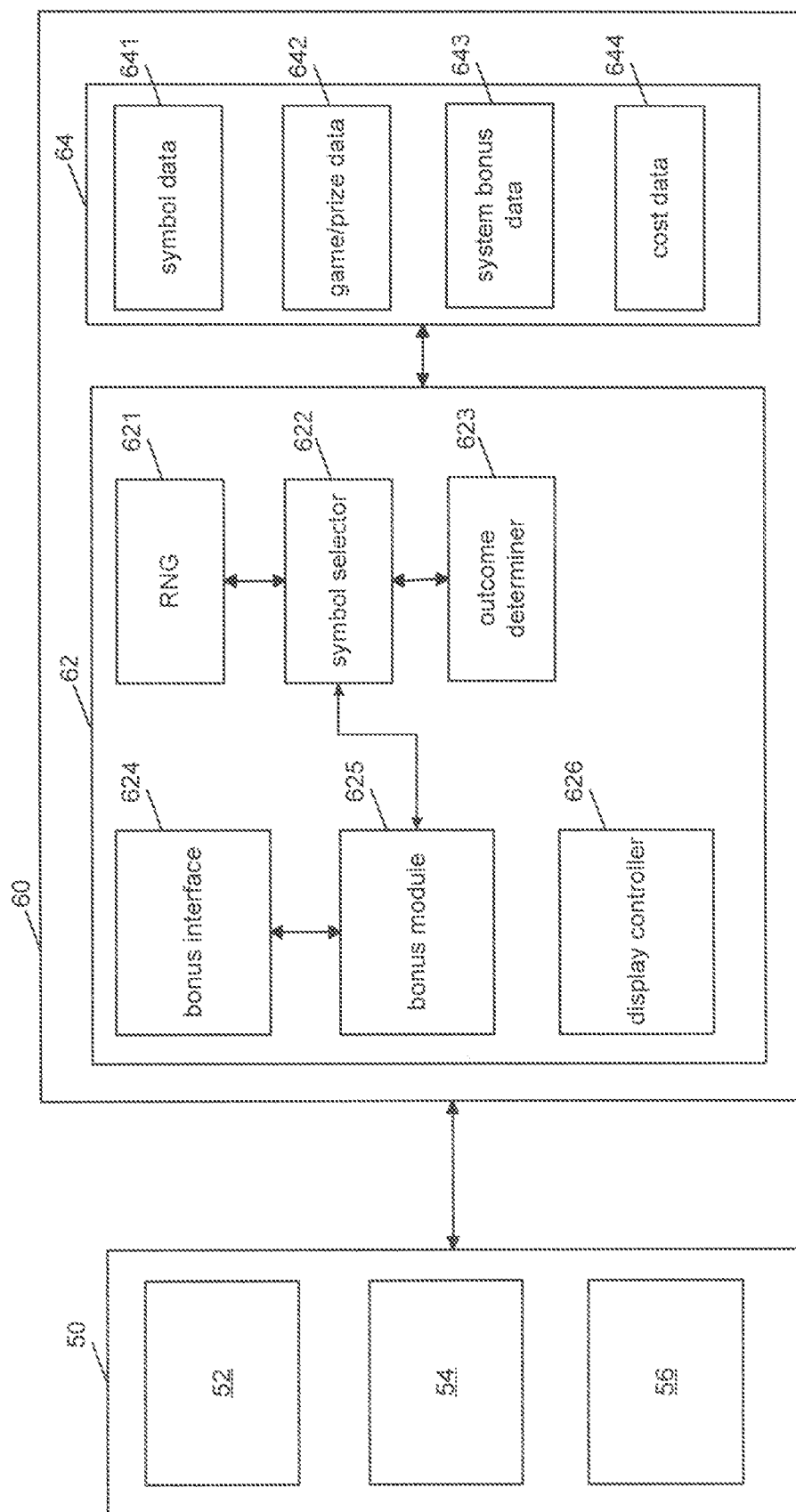


Figure 6



EUROPEAN SEARCH REPORT

Application Number
EP 08 16 2449

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (IPC)
X	US 2005/020340 A1 (CANNON LEE E [US]) 27 January 2005 (2005-01-27) * abstract * * paragraph [0006] - paragraph [0011] * * paragraph [0043] - paragraph [0049] * * figures 1-7 *	1-26	INV. G07F17/32
X	WO 01/83062 A (ARISTOCRAT TECHNOLOGIES AU [AU]; BRYANT NATALIE [AU]; OLIVE SCOTT [AU]) 8 November 2001 (2001-11-08) * the whole document *	1-26	
X	US 2003/119573 A1 (MCCLINTIC MONICA A [US]) 26 June 2003 (2003-06-26) * the whole document *	1-26	
X	US 2006/073897 A1 (ENGLMAN ALLON G [US] ET AL) 6 April 2006 (2006-04-06) * the whole document *	1-26	
A	US 2006/287036 A1 (DALY TERENCE G [US] ET AL) 21 December 2006 (2006-12-21) * the whole document *	1-26	TECHNICAL FIELDS SEARCHED (IPC) G07F
A	WO 00/17825 A (MIKOHN GAMING CORP [US]) 30 March 2000 (2000-03-30) * the whole document *	1-26	
The present search report has been drawn up for all claims			
Place of search The Hague		Date of completion of the search 10 November 2008	Examiner Guenov, Mihail
CATEGORY OF CITED DOCUMENTS X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document		T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document	

3
EPO FORM 1503 03.82 (P04C01)

**ANNEX TO THE EUROPEAN SEARCH REPORT
ON EUROPEAN PATENT APPLICATION NO.**

EP 08 16 2449

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