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(54) **GAMING MACHINE AND METHOD HAVING A POINT-BASED AWARD**

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(75) Inventor: **John Vallejo**, Henderson, NV (US)

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Correspondence Address:
BALLY GAMING INC.
6601 S. BERMUDA ROAD
LAS VEGAS, NV 89119

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(73) Assignee: **Bally Gaming, Inc.**, Las Vegas, NV (US)

ABSTRACT

Disclosed are games, gaming machines, gaming systems and methods including a point-based award. In accordance with one aspect, a game provides a feature game played for points. Upon conclusion of the feature game, a player is paid a prize according to the number of points accumulated during feature game play.

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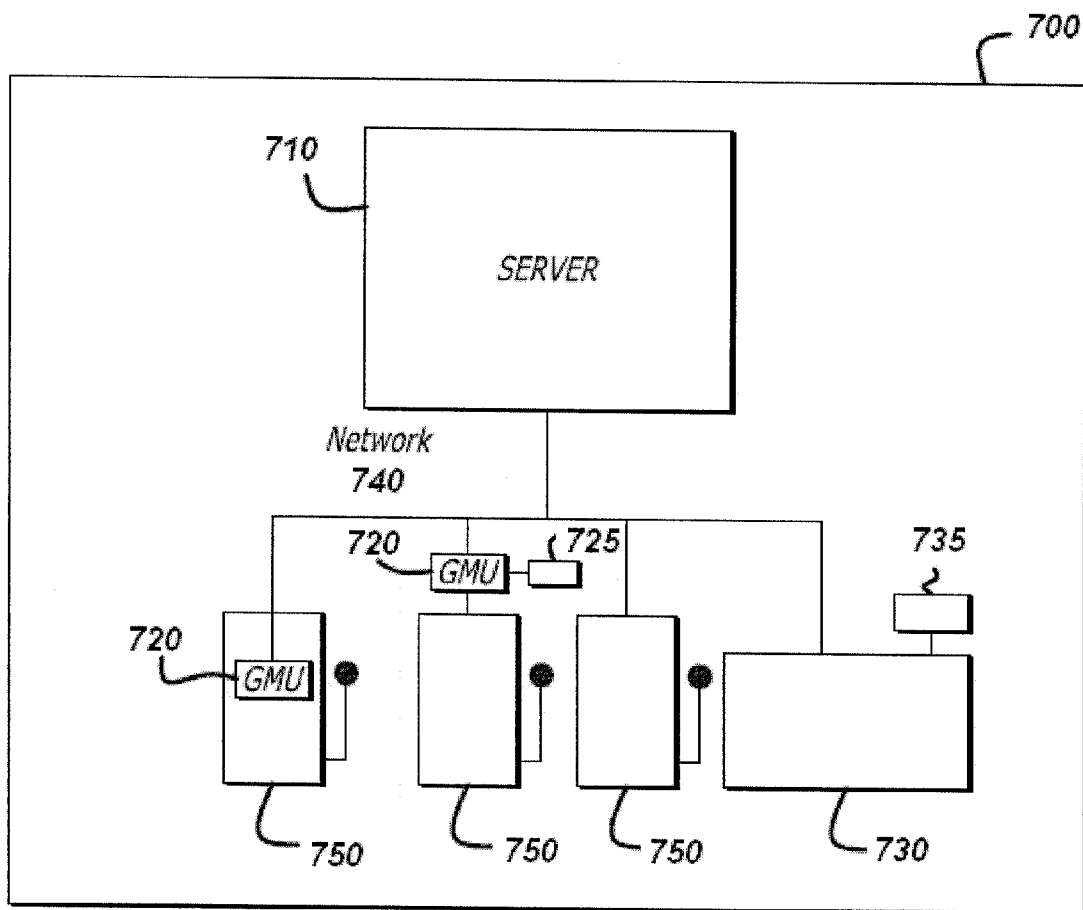
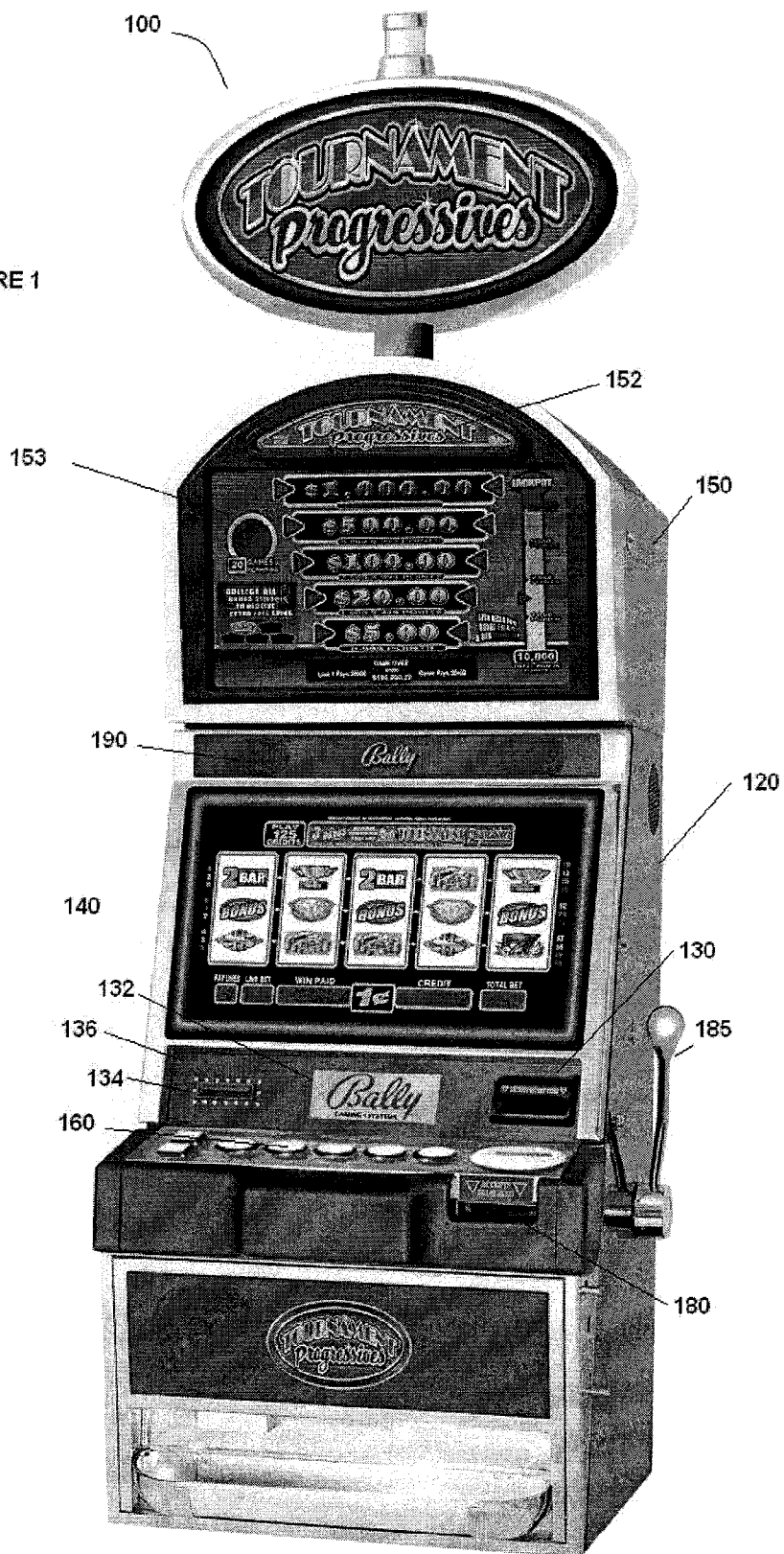


FIGURE 1



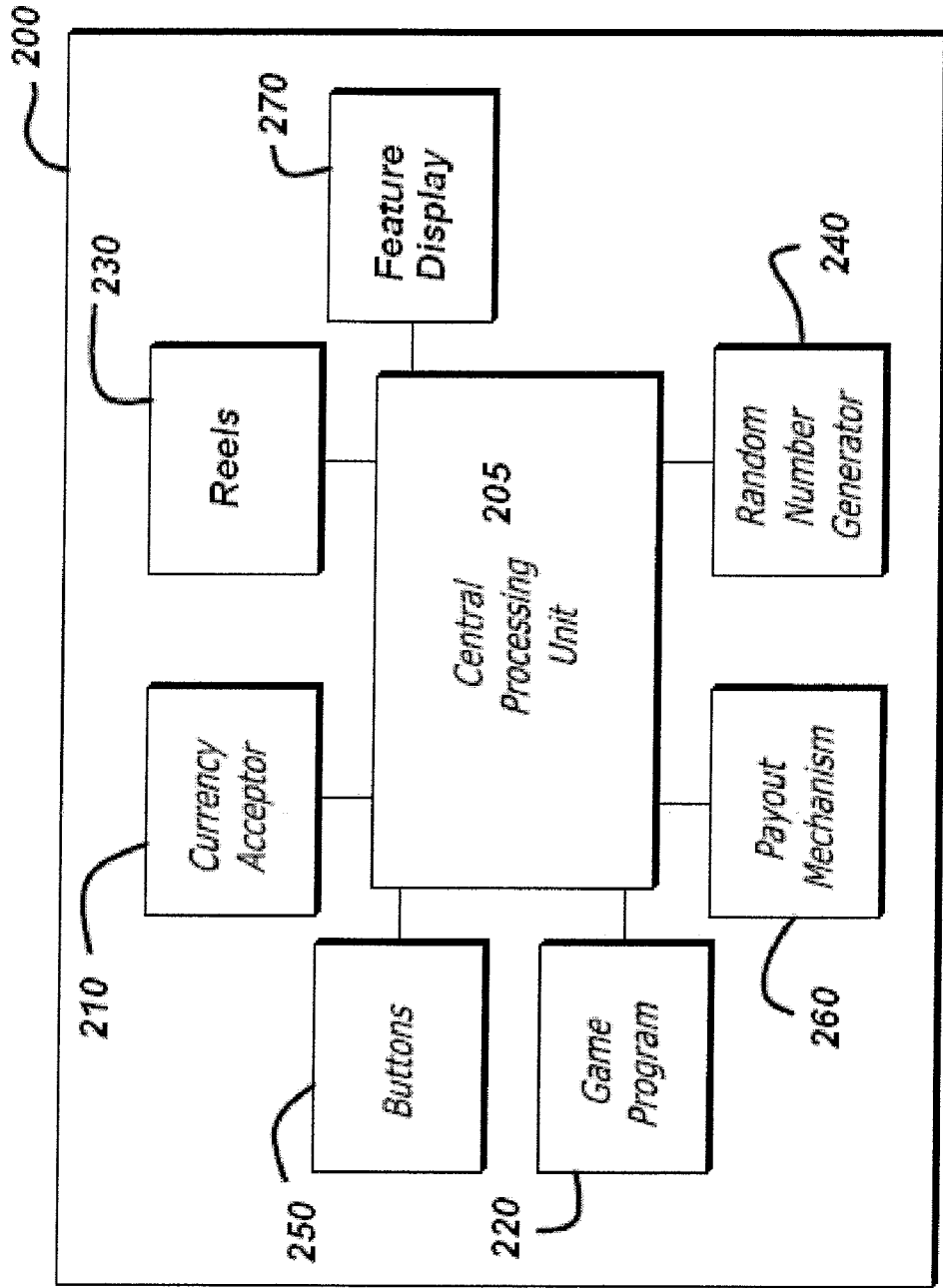
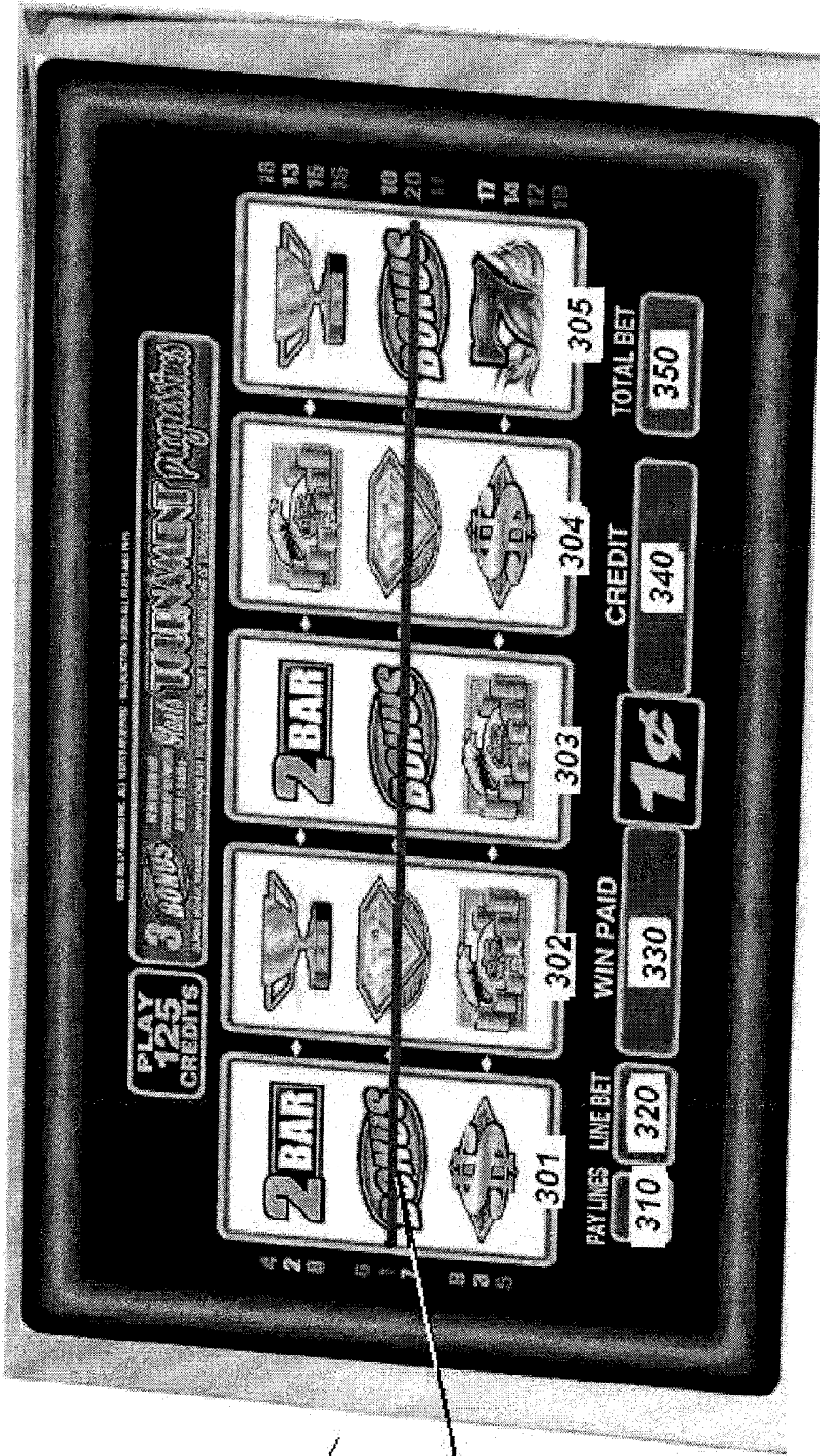


FIG. 2



300

360

95 CREDITS

25 BET

<p>50 CREDITS BET MULTIPLY LINE PAY BY</p> <p>75 CREDITS BET MULTIPLY LINE PAY BY</p>	<p>20,000 2500 500 25</p>	<p>10,000 1000 200</p>	<p>5000 500 100</p> <p>410</p>	<p>500 200 30</p>
<p>200 100 20</p>	<p>100 50 10</p>	<p>50 25 5</p>	<p>500 100 25</p>	<p>500 100 25</p>
<p>200 50 10</p>	<p>100 25 5</p>	<p>1000 200 50</p> <p>ANY MIXED</p>	<p>20 10 2</p> <p>ANY MIXED</p>	<p>20 10 2</p>

All pays except bonus scatter pays are left to right on an active payline starting with the leftmost reel. Only highest win paid per line played. Only highest bonus scatter win paid. Only one bonus scatter win paid per play. All bonus scatter pays are on or within one position of 1st payline. Bonus scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. During Tournament Games, the player will collect bonus points instead of credits as shown in the bonus payable for each winning combination on the reels. Multi-function vices all pays and plays.

BACK
EXIT
NEXT

FIG. 4 400

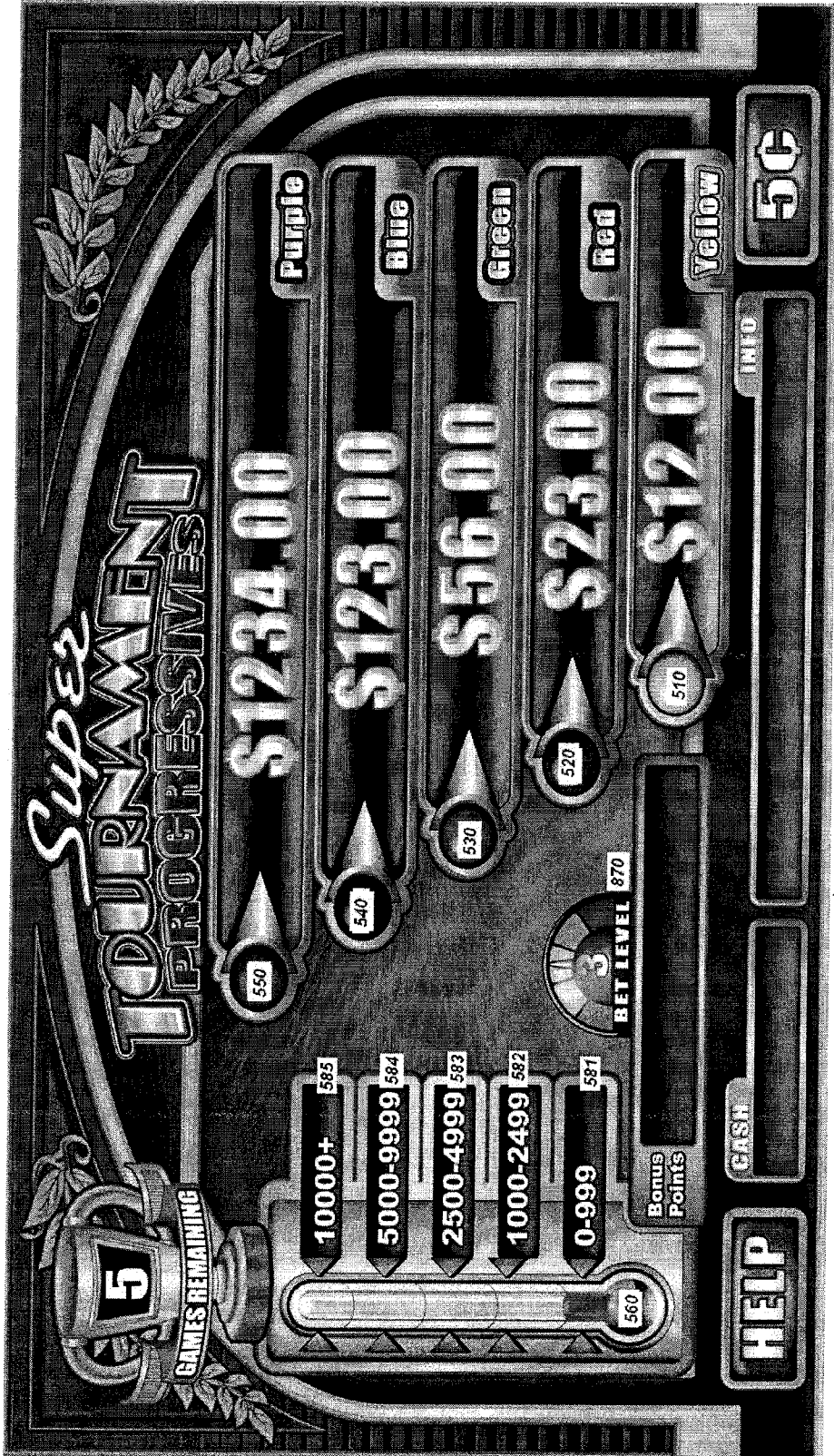


FIG. 5

500

600

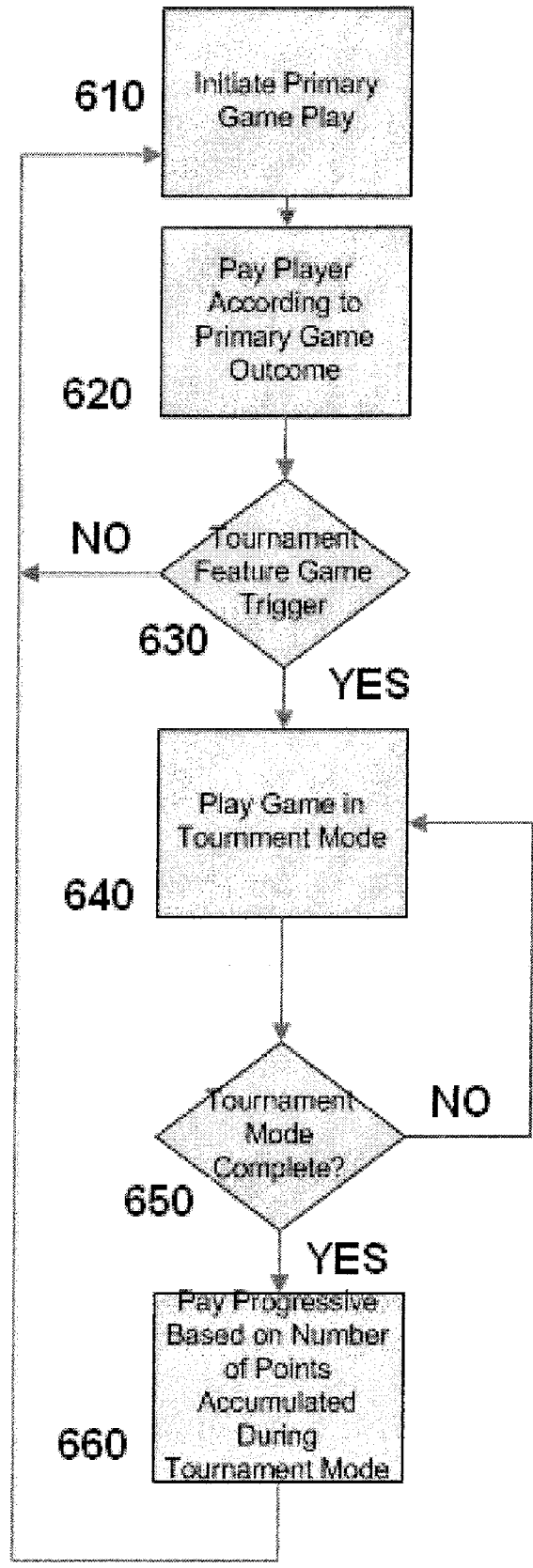


FIGURE 6

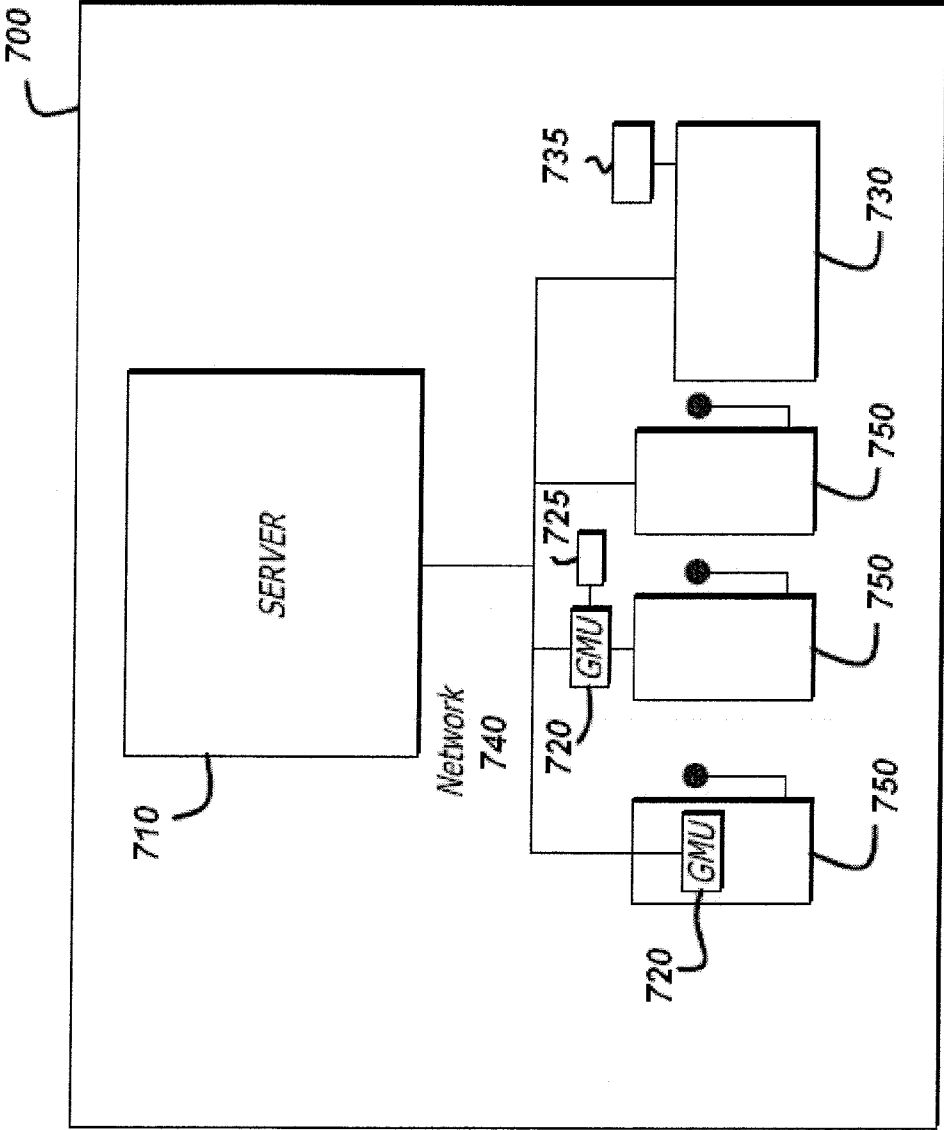


FIG. 7

GAMING MACHINE AND METHOD HAVING A POINT-BASED AWARD

RELATED APPLICATIONS

[0001] This application claims priority from U.S. Provisional Application 60/865,635 filed on Nov. 13, 2006, hereby incorporated by reference in its entirety for all purposes.

[0002] This application is also related to U.S. patent application Ser. No. _____ entitled "WAGERING GAME AND METHOD HAVING A POINT-BASED AWARD," filed on Nov. _____, 2007 which claims priority from provisional application 60/865,635 filed on Nov. 13, 2006.

[0003] This application is also related to U.S. patent application nn/nnn,nnn entitled "NETWORKED GAMING SYSTEM AND METHOD WITH A POINT-BASED AWARD," filed on Nov. _____, 2007 which claims priority from provisional application 60/865,635 filed on Nov. 13, 2006.

[0004] All of the above referenced applications are hereby incorporated by reference in their entireties for all purposes.

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BACKGROUND OF THE INVENTION

[0006] 1. Field of the Invention

[0007] The present invention is directed to gaming machines and methods and, more particularly, to gaming machines and methods that have a point-based award.

[0008] 2. Description of the Related Art

[0009] In the prior art, various types of gaming machines have been developed with different features to captivate and maintain player interest. In general, a gaming machine allows a player to play a game in exchange for a wager. Depending on the outcome of the game, the player may be entitled to an award which is paid to the player by the gaming machine, normally in the form of currency or game credits. Gaming machines may include flashing displays, lighted displays, or sound effects to capture a player's interest in a gaming device.

[0010] Another important feature of maintaining player interest in a gaming machine includes providing the player with many opportunities to win awards, such as cash or prizes. For example, in some slot machines, the display windows show more than one adjacent symbol on each reel, thereby allowing for multiple-line betting. Some gaming machines offer a player the opportunity to win millions of dollars by providing progressive jackpots. Additionally, feature games of various types have been employed to reward players above the amounts normally awarded on a standard game pay schedule. Generally, such feature games are triggered by predetermined events such as one or more appearances of certain combinations of indicia in a primary game. In order to stimulate interest, feature games are typically set to occur at a gaming machine on a statistical cycle based upon the number of primary game plays.

[0011] While gaming machines including feature games have been very successful, there remains a need for games that provide a player with enhanced excitement and increased opportunity of winning.

SUMMARY OF THE INVENTION

[0012] In accordance with one or more embodiments of the invention, a gaming machine includes a processor operatively coupled to a set of player-operable controls. A first game and a second game are operable by the processor in accordance with the player-operable controls. Each game has a set of possible outcomes. One or more of the set of second game outcomes are determined upon a triggering event associated with the first game. An accumulator operable by the processor accumulates points associated with the determined second game outcomes. One or more progressive awards are payable based on the number of accumulated points in the accumulator at the conclusion of the second game.

[0013] In accordance with one or more other embodiments of the invention, a method of operating a gaming machine with a first game and a second game played by a player includes the steps of accepting a wager from a wager-input mechanism and initiating play of the first game according to the wager. Upon a triggering event, play of a second game is initiated and one or more second game outcomes are determined. An accumulator is incremented by one or more points associated with each of the determined second game outcomes. The method further includes the steps of selecting one of a set of progressive awards based on the value of the accumulator and paying the selected award to the player.

[0014] Other features and advantages will become apparent from the following detailed description, taken in conjunction with the accompanying drawings, which illustrate by way of example, the features of the various embodiments.

BRIEF DESCRIPTION OF THE DRAWINGS

[0015] FIG. 1 is a perspective view of a gaming machine in accordance with one aspect of the present invention.

[0016] FIG. 2 is a block diagram of the physical and logical components of the gaming machine of FIG. 1.

[0017] FIG. 3 provides an overview of a game of one embodiment of the invention.

[0018] FIG. 4 is a display image associated with a help screen of one embodiment of the invention.

[0019] FIG. 5 is a display image associated with a feature game of one embodiment of the invention.

[0020] FIG. 6 is a functional block diagram depicting the steps associated with carrying out a method in accordance of one aspect of the invention.

[0021] FIG. 7 is a schematic block diagram showing the hardware elements of a networked gaming system in accordance with one aspect of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

[0022] Various embodiments are directed to a game, gaming machine, gaming networks and method for playing a game, wherein the game includes a point-based award. The embodiments are illustrated and described herein, by way of example only, and not by way of limitation. Referring now to the drawings, and more particularly to FIGS. 1-7, there are shown illustrative examples of games, gaming machines, gaming networks and methods for playing a game in accordance with various aspects of the invention.

[0023] In accordance with one embodiment, FIG. 1 illustrates a gaming machine 100 including cabinet housing 120, primary game display 140, player-activated buttons 160, player tracking panel 136, bill/voucher acceptor 180 and one or more speakers 190. Cabinet housing 120 is a self-standing unit that is generally rectangular in shape and may be manufactured with reinforced steel or other rigid materials which are resistant to tampering and vandalism. Cabinet housing 120 houses a processor, circuitry, and software (not shown) for receiving signals from the player-activated buttons 160, operating the games, and transmitting signals to the respective displays and speakers. Any shaped cabinet may be implemented with any embodiment of gaming machine 100 so long as it provides access to a player for playing a game. For example, cabinet 120 may comprise a slant-top, bar-top, or table-top style cabinet. The operation of gaming machine 100 is described more fully below.

[0024] The plurality of player-activated buttons 160 may be used for various functions such as, but not limited to, selecting a wager denomination, selecting a game to be played, selecting a wager amount per game, initiating a game, or cashing out money from gaming machine 100. Buttons 160 function as input mechanisms and may include mechanical buttons, electromechanical buttons or touch screen buttons. Optionally, a handle 185 may be rotated by a player to initiate a game.

[0025] In other embodiments, buttons 160 may be replaced with various other input mechanisms known in the art such as, but not limited to, a touch screen system, touch pad, track ball, mouse, switches, toggle switches, or other input means used to accept player input. For example, one input means is a universal button module as disclosed in U.S. application Ser. No. 11/106,212, entitled "Universal Button Module," filed on Apr. 14, 2005, which is hereby incorporated by reference. Generally, the universal button module provides a dynamic button system adaptable for use with various games and capable of adjusting to gaming systems having frequent game changes. More particularly, the universal button module may be used in connection with playing a game on a gaming machine and may be used for such functions as selecting the number of credits to bet per hand.

[0026] Cabinet housing 120 may optionally include top box 150 which contains "top glass" 152 comprising advertising or payout information related to the game or games available on gaming machine 100. Player tracking panel 136 includes player tracking card reader 134 and player tracking display 132. Voucher printer 130 may be integrated into player tracking panel 136 or installed elsewhere in cabinet housing 120 or top box 150.

[0027] Game display 140 presents a game of chance wherein a player receives one or more outcomes from a set of potential outcomes. For example, one such game of chance is a video slot machine game, an example of which is entitled Tournament Progressives, further described below. In other aspects of the invention, gaming machine 100 may present a video or mechanical reel slot machine, a video keno game, a lottery game, a bingo game, a Class II bingo game, a roulette game, a craps game, a blackjack game, a mechanical or video representation of a wheel game or the like.

[0028] Mechanical or video/mechanical embodiments may include game displays such as mechanical reels, wheels, or dice as required to present the game to the player. In video/mechanical or pure video embodiments, game display 140 is, typically, a CRT or a flat-panel display in the form of, but not

limited to, liquid crystal, plasma, electroluminescent, vacuum fluorescent, field emission, or any other type of panel display known or developed in the art. Game display 140 may be mounted in either a "portrait" or "landscape" orientation and be of standard or "widescreen" dimensions (i.e., a ratio of one dimension to another of at least 16×9). For example, a widescreen display may be 32 inches wide by 18 inches tall. A widescreen display in a "portrait" orientation may be 32 inches tall by 18 inches wide. Additionally, game display 140 preferably includes a touch screen or touch glass system (not shown) and presents player interfaces such as, but not limited to, credit meter (not shown), win meter (not shown) and touch screen buttons (not shown). An example of a touch glass system is disclosed in U.S. Pat. No. 6,942,571, entitled "Gaming Device with Direction and Speed Control of Mechanical Reels Using Touch Screen," which is hereby incorporated by reference.

[0029] Game display 140 may also present information such as, but not limited to, player information, advertisements and casino promotions, graphic displays, news and sports updates, or even offer an alternate game. This information may be generated through a host computer networked with gaming machine 100 on its own initiative or it may be obtained by request of the player using either one or more of the plurality of player-activated buttons 160; the game display itself, if game display 140 comprises a touch screen or similar technology; buttons (not shown) mounted about game display 140 which may permit selections such as those found on an ATM machine, where legends on the screen are associated with respective selecting buttons; or any player input device that offers the required functionality.

[0030] Cabinet housing 120 incorporates a single game display 140. However, in alternate embodiments, cabinet housing 120 or top box 150 may house one or more additional displays 153 or components used for various purposes including additional game play screens, animated "top glass," progressive meters or mechanical or electromechanical devices (not shown) such as, but not limited to, wheels, pointers or reels. The additional displays may or may not include a touch screen or touch glass system.

[0031] In accordance with one embodiment of the present invention, FIG. 2 is a block diagram showing the interconnection 200 of physical and logical components of gaming machine 100. Currency acceptor 210 is typically connected to a conventional central processing unit ("CPU") 205, such as an Intel Pentium microprocessor mounted on a gaming motherboard, by a serial connection such as RS-232 or USB. The gaming motherboard may be mounted with other conventional components, such as are found on conventional personal computer motherboards, and loaded with a gaming machine operating system (OS), such as an Alpha OS installed within a Bally S9000, M9000 or CineVision™ slot machine. CPU 205 executes game program 220 that causes reels 230 to display a game. In one embodiment, game program 220 is a game entitled Tournament Progressives.

[0032] When a player has inserted a form of currency such as, for example and without limitation, paper currency, coins or tokens, cashless tickets or vouchers, electronic funds transfers or the like into currency acceptor 210, a signal is sent to CPU 205 which, in turn, assigns an appropriate number of credits for play. The player may further control the operation of the gaming machine, for example, to select the amount to wager via electromechanical or touchscreen buttons 250. The game starts in response to the player pushing one of buttons

250 or an alternate start mechanism such as a handle or touchscreen icon (not shown). Random number generator **240** responds to instructions from CPU **205** to provide a display of randomly selected indicia on reels **230**. In some embodiments, random generator **240** may be physically separate from gaming machine **100**; for example, it may be part of a central determination host system (not shown) which provides random game outcomes to CPU **205**. Thereafter, the player may or may not interact with the game through electromechanical or touchscreen buttons **250** to change the displayed indicia. Finally, CPU **205** under control of game program **220** compares the final display of indicia to a pay table. The set of possible game outcomes may include a subset of outcomes related to the triggering of a feature game. In the event the displayed outcome is a member of this subset, CPU **205**, under control of game program **220**, may cause feature game play to be presented on feature display **270**.

[0033] In one embodiment, reels **230** are electromechanical reels. Game program **220** includes reel spinning firmware to provide proper signals for driving multiple stepper motors (not shown), which, in turn, spin the reels **230**. Preferably, the motors are driven using a “full step” excitation sequence in which a single motor step is preformed by changing the excitation on one of the two-phase inputs in a specified sequence. The sequence determines whether the direction implemented is forward or reverse. The reel drive pulse trains go through three distinct stages: acceleration, steady state, and deceleration. During acceleration, reels **230** are driven with a pulse frequency that is less than the maximum “start/stop” frequency. Typically, if a motor is attempted to be started with a high frequency pulse, the motor loses synchronization and slips. Therefore, preferably the drive frequency is incrementally increased until the steady state drive frequency is reached. At steady state, reels **230** are driven for a specified number of steps at the maximum drive frequency before going to the deceleration phase. During deceleration, the process is reversed and the drive frequency decreased until the stopping frequency is reached. Preferably, this procedure helps to prevent reels **230** from slipping past the proper stop position on deceleration. Finally, at the stopping point, the motor excitation signals are held constant.

[0034] In one embodiment, the primary game reels are not used for the feature play; instead, a wheel or other feature display **270** is used to present the feature game outcomes. The feature display may be an electromechanical device, may present the feature on a video display or both.

[0035] Predetermined payout amounts for certain outcomes, including feature game outcomes, are stored as part of game program **220**. Such payout amounts are, in response to instructions from CPU **205**, provided to the player in the form of coins, credits or currency via payout mechanism **260**, which may be one or more of a credit meter, a coin hopper, a voucher printer, an electronic funds transfer protocol or any other payout means known or developed in the art.

[0036] In various embodiments of gaming machine **100**, game program **220** is stored in a memory device (not shown) connected to or mounted on the gaming motherboard. By way of example, but not by limitation, such memory devices include external memory devices, hard drives, CD-ROMs, DVDs, and flash memory cards. In an alternative embodiment, the game programs are stored in a remote storage device. In one embodiment, the remote storage device is housed in a remote server. The gaming machine may access the remote storage device via a network connection, includ-

ing but not limited to, a local area network connection, a TCP/IP connection, a wireless connection, or any other means for operatively networking components together. Optionally, other data including graphics, sound files and other media data for use with gaming machine **100** are stored in the same or a separate memory device (not shown). Some or all of game program **220** and its associated data may be loaded from one memory device into another, for example, from flash memory to random access memory (RAM).

[0037] An example game in accordance with one or more aspects of the invention is shown in FIGS. 3-5. Referring to FIG. 3, game **300** is implemented using five spinning reels **301-305**. Each of 30 pay line patterns (not shown) passes through one indicium on each of the five reels. For example, the first pay line **360** extends horizontally through the center position of each of the five reels **301-305**. The number of pay lines and their patterns are by way of example only and may vary. The player selects the number of played pay lines and the number of credits or coins wagered on each line using touch screen controls or gaming device control buttons. The player's selections are displayed on PAY LINES meter **310**, LINE BET meter **320** and TOTAL BET meter **330** located adjacent to the reels. WIN PAID meter **340** and CREDIT meter **350** provide the player with information about the amount paid by the last game played and the total number of credits available for play. The player may collect the balance of his credits by pressing a COLLECT button (not shown).

[0038] The player initiates game play by pressing a SPIN button (not shown). In some embodiments, the player may simultaneously select all pay lines at the maximum number of coins or credits allowed per line by pressing a MAX BET button. Buttons (see FIG. 1, **160**) on gaming machine **100** (FIG. 1) or touch screen buttons (not shown) may be used to perform the actions described here without deviating from the scope of the invention. Reels **301-305** are made to spin and stop in predetermined stop positions. A determination is then made whether the stop positions of the reels resulted in a winning game outcome.

[0039] In accordance with one embodiment, part of an example pay table **400** is shown in FIG. 4. The pay table may be accessible through a HELP/PAYS or similar button. In alternate embodiments, the pay table may be presented on a second video or printed display attached to the gaming device (i.e. display **153** or “pay glass” **152**, FIG. 1). A winning combination, for example, could be three or more symbols adjacent to one another on an active pay line. For each winning combination, the game device awards the player the award in the pay table, adjusted as necessary based on the number of credits wagered on the pay line on which the win occurred. For example, three RED 7 symbols **410** adjacent to one another from left-to-right on an active pay line would pay 100 times the player's wager. In some embodiments, video representations of pay tables may factor in the amount of the player's wager and no additional award adjustment is required.

[0040] In various embodiments, winning combinations may be evaluated across adjacent reels from left-to-right, from right-to-left or both. Additional winning combinations may be awarded when certain indicia do not necessarily accumulate adjacently on a pay line, but rather, appear anywhere on the reels (i.e., “scatter pays”). In addition, “wild” indicia may be used to complete winning combinations. Some “wild” indicia may also cause completed winning combinations to be result in pay amounts in excess of the normal winning

combination by way of multiplication or addition, for example, a wild doubler symbol may be used.

[0041] Various primary game outcomes may be utilized to trigger the play of a feature game, including, but not limited to, awarding feature play when certain symbols appear on a pay line, when certain symbols are scattered, when no symbols of a certain type appear, when a certain winning combination occurs or, regardless of the visible symbols, at random or fixed intervals. The availability of the feature game may be restricted based on the size of the wager. In some embodiments, the feature game may be one of a set of primary games randomly selected for play following initiation of play by the player. For example, multiple primary games are disclosed in U.S. application Ser. No. 11/428,220, entitled "Multiple Primary Games Triggered by Random Number Generator," filed on Jun. 30, 2006, which is hereby incorporated by reference, in which a gaming machine has at least two distinct primary games. After receiving a wager, the gaming machine determines which primary game to activate. The selected primary game is activated and a game outcome is presented to the player on a game display. A payout may be awarded according to the game outcome. The availability of the game may be restricted based on the size of the wager.

[0042] Referring to FIG. 5, in accordance with one or more embodiments of the invention, display 500 presents an example screen from a game in which a tournament feature game allows the player to play a base game for free for a certain period of time, accumulating points, rather than credits, for winning base game outcomes. At the conclusion of tournament play, the player may be awarded one of five progressive values 510-550 based on the number of tournament points 560 acquired during play of the feature game. The tournament points are compared with predetermined ranges of points 581-585. The progressive award 510-550 corresponding to the range in which the achieved tournament points fall is awarded to the player. For example, if the player won between 2500 and 4999 points corresponding to range 583, say 3000 points, he would receive the \$56.00 progressive prize 530 associated with range on the tournament progressive pay table.

[0043] The player may also be awarded a non-progressive prize based on his bet level 570 prior to starting feature game play. In one or more embodiments, the amount of his progressive prize may be scaled according to bet level 570.

[0044] In accordance with one or more embodiments of the invention, the progressive prizes may be calculated by a progressive controller such as a controller manufactured by Mikohn, Inc. The progressive controller monitors wagering during base game play, calculates a current value for one or more progressive jackpot pools and transmits the current pool values to the gaming machine. In one or more embodiments, progressive awards are accumulated during regular play as a percentage, such as three percent, of the game play take. The prizes may be sized according to the preferences of the casino operator. The number of prizes may vary without deviating from the scope of the invention. The size of the prizes is dependent on the amount of play prior to initiating feature play and may come from the contributions of a single gaming machine or a number of linked gaming machines. In another aspect, the prizes may be set amounts established by the casino operator from non-coin-in funds, such as marketing funds.

[0045] In one or more embodiments, the prizes for tournament style play may be accumulated based on funding

mechanisms other than a percentage of wagers accumulated by the gaming machine. For example, an operator may initially fund the various award levels such as are shown in FIG. 5 with a pre-determined amount of money, such as \$1000 for first place, \$500 for second place, and \$100 for third place. Subsequently, the casino operator may determine to increase the amounts of one or more of the awards at pre-determined times which may be periodically or randomly selected with a range of times or periods. Once a winner has occurred at any level, the award levels may be rolled back to the initial funding level. In one or more embodiments, only the winning award level is rolled back to the initial funding level.

[0046] In one or more embodiments, the prizes for tournament style play may be set amounts, i.e. non-progressive. In one or more embodiments, the algorithms to determine the amounts may be determined by a statistical percentage based on an average take of a gaming machine and the likelihood of the win over a period. In the case, where one or more gaming machines are networked, a common award table may be utilized where the award algorithms are determined based on an average take (total wagers) of all the networked gaming machines and the likelihood of a win of an award over a period. Each award may be calculated in a similar manner based on the likelihood of a winning threshold of points being achieved during a game play session.

[0047] A logical flow diagram generally depicting the steps associated with a method 600 for carrying out a game having a perceived skill component, in accordance with one aspect of the invention, is presented in FIG. 6. The order of actions as shown in FIG. 6 is only illustrative, and should not be considered limiting. For example, the order of the actions may be changed, additional steps may be added or some steps may be removed without deviating from the scope and spirit of the invention.

[0048] First at block 610, primary game play is initiated. The player places a wager and starts the game, whereby each reel then spins or displays a representation of a slot machine reel spin before stopping with particular indicia displayed to the player. A win occurs if a series of indicia (BAR, BAR, BAR, for example) appears on one or more pay lines or scattered, as described above. The player is paid for any winning symbol combinations at block 620. At block 630, the indicia on the reels are examined to determine the existence of a combination predetermined to be a feature game trigger. For example, a BONUS symbol appearing scattered on the first, third and fifth reels may be considered a feature game trigger. If the displayed indicia do not correspond to a feature game trigger, processing resumes at block 610 with play of another iteration of the primary game. Otherwise, the feature game is played at blocks 640-660.

[0049] At block 640, the player plays a tournament game. For the purposes of this disclosure, a tournament game is defined as playing the base game for free for a certain period of time and accumulating points, rather than credits, for winning base game outcomes. In one or more embodiments, the number of points associated with each base game outcome is based on one or more tournament point pay tables determined by the size of the player's wager when the feature was triggered or some other variable aspect. In other embodiments, the number of points for each base game outcome is fixed.

[0050] At block 650, a determination is made whether any tournament game spins remain to be performed. For example, at the start of the feature game, it may have been determined that five reel spins would be performed. It will be appreciated

that the number of reel spins may vary based on the rules of a particular embodiment, including, for example, a number of spins randomly selected during game play. If all free reel spins have been performed, the feature game is complete. The player is paid a progressive prize according to the number of tournament points he has achieved during tournament play according to a pay table such as the example pay table shown and described with respect to FIG. 5. If all reel spins have not yet been performed, processing returns to block 640 for another tournament game play.

[0051] Referring to FIG. 7, in accordance with one aspect of the invention, gaming system 700 includes server 710, gaming machines 750, and network 740 connecting gaming machines 750 to server 710. Additionally, gaming display computer 730 is shown connected to network 740. Server 710 may be selected from a variety of conventionally available servers. The type of server used is generally determined by the platform and software requirements of the gaming system. Examples of suitable servers are an IBM RS6000-based server, an IBMAS/400-based server or a Microsoft Windows-based server, but it should be appreciated that any suitable server may be used. It may also be appreciated that server 710 may be configured as a single “logical” server that comprises multiple physical servers. Gaming machines 750 operate similar to conventional peripheral networked terminals. Gaming machines 750 have a player interface such as a display, a card reader, and selection buttons through which gaming machines 750 interact with a player playing a wagering game having a point-based award in accordance with various embodiments of the invention. The player interface is used for making choices such as the amount of a bet or the number of lines to bet. Gaming machines 750 also provide information to server 710 concerning activity on gaming machines 750 and provide a communication portal for players with server 710. For example, the player interface may be used for selecting different server-related menu options such as, but not limited to, transferring a specified number of credits from a player account onto the credit meter of the gaming machine, or for transferring credits from the gaming machine to a central player account.

[0052] In various embodiments, any of the gaming machines 750 may be a mechanical reel spinning slot machine, video slot machine, video poker machine, keno machine, video blackjack machine, or a gaming machine offering one or more of the above described primary games including a point-based award. Alternately, gaming machines 750 may provide a point-based award as one of a set of multiple primary games selected for play by a random number generator. Networking components (not shown) facilitate communications across network 740 between the system server 710 and game management units 720 and/or gaming display control computers 730 that control displays for carousels of gaming machines. Game management units (GMU's) 720 connect gaming machines to networking components and may be installed in the gaming machine cabinet or external to the gaming machine. The function of the GMU is similar to the function of a network interface card connected to a desktop personal computer (PC) and it may contain tracking software which provides notification to the casino of certain events on a gaming machine 750, including wins. Depending upon the casino management system, payouts on large wins at gaming machines 750 may be made directly to a player account managed by the host computer; in

which case, the player is notified by way of the GMU at gaming machine 750 that the player's account has been credited.

[0053] Some GMU's have much greater capability and can perform such tasks as presenting and playing a game having a point-based award using a display 725 operatively connected to GMU 720. In one embodiment, GMU 720 is a separate component located outside the gaming machine. Alternatively, in another embodiment, the GMU 720 is located within the gaming machine. Optionally, in an alternative embodiment, one or more gaming machines 750 connect directly to the network and are not connected to a GMU 720. Displays related to games offering a point-based award on gaming machines 750 or GMU displays 725 may also be presented on gaming display 735 by gaming display control computer 730. An example of a display control computer is disclosed in U.S. application Ser. No. 11/463,793, entitled “Reconfigurable Gaming Display and System,” filed on Aug. 10, 2006, which is hereby incorporated by reference in its entirety.

[0054] A gaming system of the type described above also allows a plurality of games in accordance with the various embodiments of the invention to be linked under the control of server 710 for cooperative or competitive play in a particular area, carousel, casino or between casinos located in geographically separate areas.

[0055] One will appreciate that a gaming system may also comprise other types of components, and the above illustrations are meant only as examples and not as limitations to the types of components or games having a point-based award. Additionally, it may further be appreciated that each of the games could be operated on a remote host computer such that a player initiates play with the host computer over a network via the player interface and gaming machine 750 operates the respective gaming and video displays in conjunction with the game whose play is controlled by the remote computer.

[0056] The various embodiments described above are provided by way of illustration only and should not be construed to limit the claimed invention. For example, a game in accordance with one or more aspects of the invention may be one of a set of primary games randomly selected for play following initiation of play by the player. For example, U.S. application Ser. No. 11/428,220, entitled “Multiple Primary Games Triggered by Random Number Generator,” filed on Jun. 30, 2006, hereby incorporated in by reference its entirety, discloses a gaming machine including at least two distinct primary games. After receiving a wager, the gaming machine determines which primary game to activate. The selected primary game is activated and a game outcome is presented to the player on a game display. A payout may be awarded according to the game outcome. The availability of one or more of the games may be restricted based on the size of the wager. In another embodiment, a game in accordance with one or more aspects of the invention may be associated with a table game such a poker or blackjack. For example, a player may receive a chance to win a number of reel spins on a slot machine located adjacent the table, the opportunity based on cards or hands received during play of the table game. Each reel spin provides an opportunity to win a prize according to the final points earned by way of the reel spins as described above.

[0057] Those skilled in the art will readily recognize various modifications and changes that may be made to the claimed invention without following the example embodiments and applications illustrated and described herein, and

without departing from the true spirit and scope of the claimed invention, which is set forth in the following claims.

What is claimed:

- 1. A gaming machine comprising:
a processor operatively coupled to a set of player-operable controls;
a first game and a second game operable by the processor in accordance with the player-operable controls, each game having a set of possible outcomes, one or more of the set of second game outcomes determined upon a triggering event associated with the first game;
an accumulator operable by the processor to accumulate points associated with the determined second game outcomes, one or more awards payable according to the number of accumulated points at the conclusion of the second game.
- 2. The gaming machine of claim 1 further comprising a wager input mechanism operatively coupled to the processor, wherein play of the second game is restricted by an amount of a wager placed by way of the wager input mechanism.
- 3. The gaming machine of claim 1 further comprising a wager input mechanism operatively coupled to the processor, wherein the award paid by the payout mechanism is scaled according to the amount of a wager placed by way of the wager input mechanism.
- 4. The gaming machine of claim 1 wherein one or more of the awards comprises a progressive award.

5. The gaming machine of claim 1 further comprising a video display operatively coupled to the processor.

6. The gaming machine of claim 1 wherein the display is a wide-screen display.

7. The gaming machine of claim 4 further comprising a touch screen attached to the display.

8. A method of operating a gaming machine including a first game and a second game played by a player, the method including the steps of:

- accepting a wager from a wager-input mechanism;
- initiating play of the first game according to the wager;
- upon a triggering event, initiating play of a second game;
- determining one or more second game outcomes;
- incrementing an accumulator by one or more points associated with each of the determined second game outcomes; and
- selecting one of a set of progressive awards based on the value of the accumulator; and
- paying the selected award to the player.

9. The method of claim 8 wherein the triggering event comprises a predefined one of a set of possible first game outcomes.

10. The method of claim 8 further comprising the step of restricting play of the second game based on the amount of the wager.

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