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54 **Improvements relating to amusement arcade machines for use in amusement and/or gaming or the like.**

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Description

This invention relates to machines for use in amusement and/or gaming or the like, referred to herein as amusement machines for simplicity. Such machines are commonly used in arcades, but it is to be pointed out that they can be used in social clubs, public houses and other locations providing entertainment for the public. These machines can also be used in fairgrounds and carnival parks.

The present machine is an attempt to direct attention away from the more traditional type of amusement machine which employs simply gambling techniques involving the insertion of a coin, an operation of the machine, and the payout in cash if the operation of the machine results in a win. The most popular of these machines comprises the so called fruit machine which has a plurality of drums or reels with symbols on the peripheries thereof. The reels spin when the machine is operated, and depending upon the combination of symbols displayed in a window through which the player can view the drums, so a winning line or not is displayed. These machines have additional functions such as "nudge" "hold" and "free re-spin" and so on, but essentially the operations involves the insertion of a coin, spinning of the discs resulting in the random display of a line of symbols, the objective being to achieve the display of a winning line of symbols. A whole range of cash winnings from 10p to £100 may be available.

In a change from the traditional type of amusement machine, CH 581358, discloses a gaming machine which comprises; a number disc with an illuminating device associated with each number, an indicator panel and a start and stop button. In operation, the start button is pressed so as to initiate the clockwise on/off illumination of the illuminating devices on the number disc, the stop button is pressed to select a number. This operation is performed three times, the resulting three numbers are added together and the resultant number is displayed on the indicator panel. If the indicated number matches a computer generated number then the player wins a cash prize.

There is some social concern that these machines as they involve simply gambling with cash, are undesirable, as frequently they are played, and sometimes played to excess, by young people who cannot afford to lose money on gambling.

The present invention concerns a machine which will provide amusement and entertainment and also prizes if appropriate, but will lessen or reduce the intrinsic gambling aspect of the more convenient machines.

Additionally, the machines of the present invention can be ganged so that they can be used by a

group of players, one per machine, the players playing against each other with the aim of reaching an objective before the other players.

The present invention is based on the well known game of bingo which is very popular and socially acceptable. Bingo comprises essentially the marking of a card containing a plurality of numbers in accordance with the random selection of numbers by a machine, or by drawing same, the objective being that the first person to mark off the numbers or numbers arranged in a certain way on the card wins the prize, which may be cash. The particular ways of achieving a win may comprise completing a line of numbers or completing the numbers at the four corners of the card. Completing all the numbers of the card is known as a full house. Typically a card will contain fifteen numbers out of the possible numbers 1 to 90, therefore it does take some time before a full house or a winning arrangement of numbers is achieved, thereby providing prolonged entertainment for the players and more "value for money".

A bingo type amusement machine is disclosed in GB 2137392 A, the machine has a main display matrix of numbers and a random display means comprising three multi-symbol means. In operation, three numbers are selected by the random display means and these are illuminated on the matrix and if they are in certain combinations such as rows, columns or diagonals, a prize is won.

In the present invention, the machine is provided with a matrix of numbers or symbols or the like displayed in front of the player, the matrix being for example a five by five matrix indicating the numbers 1 to 25, and the machine is operated by the player to operate random number symbol or the like display means, the random display means and the matrix being interlinked to provide an indication in relation to the matrix when a number or symbol or the like displayed by the random display means corresponds to that number or symbol or the like in the matrix, the objective being to achieve the indication of particular numbers or symbols or the like in the matrix for the winning of a prize.

Preferably, the matrix displays a plurality of numbers and the random display means displays numbers.

The random number display means may comprise a pair of rotatable drums with numbers on the respective peripheries. When the display matrix is a five by five, containing the numbers 11 to 55, each drum has only the numbers 1;2;3;4 and 5 so that in each operation of the machine following the spinning of the drums, a number in the display matrix will be displayed by the drums. When that number is displayed it may be arranged that the number in the display matrix will be illuminated or otherwise indicated, indicating that that number has

been displayed by the drums.

In a preferred arrangement, the player inserts a coin for which he has a plurality of operations of the machine, say seven, and his objective is to achieve the highest prize by the illumination of five of the numbers in the matrix in a line which may be horizontal or vertical, or may be a diagonal, or by illuminating each of the four corner numbers and as an alternative, he will be given a smaller prize for illuminating any one of the corner numbers, or other number combinations. The machine preferably is arranged to payout tokens depending upon the win achieved, and such tokens are exchangeable for gifts having different token ratings. The player may operate the machine repeatedly with the objective of achieving a higher accumulation of tokens than can be achieved by one operation of the machine, and it should be borne in mind that in this example, an operation of the machine comprises seven numerical displays of the drums, and in such seven displays the same numbers may be displayed twice or more by the random display means but of course the said number can only be illuminated once and display of the same number twice means a loss of a turn to the player.

It is preferred that at any time the player can hold either drum from spinning should he desire to retain the numeral displayed by that drum for the next spin of the drum. Thus, if the player requires the number 18 to complete a line, and at one spin of the drum the number 15 is displayed, he can hold the numeral 1 on the first drum, and spin only the second drum at the next spin operation.

Additionally, each drum may be associated with a "skill spin" feature by which the player can judge when to stop each reel in an attempt to stop each reel in a position displaying a required number.

The machine may be handle or push-button operated, and it is preferably constructed so as to have a top portion with the matrix of numbers, an intermediate glass display case portion displaying the prizes which can be won and the number of tokens required to win same, and the lower portion comprising the operating handle, the machine mechanism and the display windows for the drums.

In an arrangement where a plurality of machines are ganged so as to operate together, and so that players play against each other, the ganging will be such that as soon as one of the players achieves a particular result, say the illumination of a line of numbers, all other machines will automatically stop, and the person with the winning line will be the winner. In this arrangement, there is no limit on the number of spins of the drums, the objective being that once the game with all the players has started, the spinning of the drums takes place until a winning conclusion is reached.

Conventional mechanical, electrical and electronic mechanisms are used for the operation of the machines, and such mechanisms are not described herein in detail as it is well within the knowledge of persons skilled in the art to provide the operating mechanism for a machine or gang of machines in accordance with the present invention.

It is also to be mentioned that the machines of the invention can be used for providing cash payout instead of tokens, but it is felt that the embodiment comprising the payout of tokens which are exchanged for prizes which are on display adds to the appeal of the machine.

Simply by way of example, a machine according to the invention is illustrated diagrammatically in the accompanying drawings wherein:-

Figure 1 is a perspective view of the machine;
Figure 2 is a side view of the machine, showing how a seat may be used therewith; and
Figure 3 is a block diagram showing logic control circuitry of the machine.

Referring to the drawings, the machine illustrated comprises a casing 10 which is tapered upwardly and rearwardly as indicated by reference 12 and leads to a rear display panel 14 which carries a matrix of numbers (11 to 55 in this example) indicated by reference numeral 15. The machine is operated by means of a handle 16, and the case embodies a display area 17 closed by a transparent sheet, and in which prizes which can be won by operation of the machine are displayed.

To the front and top of the casing 10 is provided a random number display assembly of which the handle 16 is the operating means. This assembly, which is referenced 21 can as shown in Fig. 2 be inserted into position from the rear of the casing 10, and it is provided with a display window 19 through which a pair of spin reels 22 and 24 arranged side by side can be viewed. It also has a coin insertion slot 20 for the receipt in one embodiment of a single denomination coin, typically 10p to provide one play of the machine, or in an alternative embodiment for the receipt of different denomination coins for example 10p, 20p, 50p and 100p to give 1, 2, 5 or 10 plays accordingly. The unit 21 has three buttons 26, 28 and 30 as indicated for controlling the operation of the spin discs as will be explained hereinafter.

In the front of the casing 10 there is a reject coin tray 32 in which a reject coin may be caught. The unit 21 has an instruction panel 33 providing instructions for the play of the machine, and also indicating the number of tokens to be won when particular arrangements of members are illuminated.

Under the matrix 15 in the rear panel 14 is a row of display panels 56 displaying the numerals 1 to 7 in this example, because for each play of the machine the player can operate the handle seven

times. The respective areas 56 are illuminated in turn as the player proceeds through the seven operations of the handle 16 so that he will be aware of the number of operations which remain during any particular play.

Further display areas 34 on the unit 21 and 38 at the top of the display panel 15 provide indications of:

- a) The number of plays remaining when the machine is capable of accepting coins to give multi plays
- b) When there is a coin error
- c) When the hopper which dispenses winning tokens is empty and
- d) When there has been an overpayment of tokens.

It might be noted at this time that in the event of any of events b), c) and d), the machine automatically stops and gives an audible warning that attention is required.

The tokens which are dispensed by the machine are dispensed through a slot 40 at the bottom front end of the panel 14.

The machine is mains power driven through a suitable transformer which is housed in a casing 42 to the rear of panel 14 as shown in Fig. 2, and casing 14 also houses a tokens dispensing hopper.

Tokens dispensed from slot 40 run down the transparent panel enclosing a case 17, and impact on a stop bar 42, which bar also has a curved channel for receiving the coins edge on. The channel is associated with a scale so that the user will be able to tell at a glance the number of tokens which he has in the channel.

Fig. 3 indicates diagrammatically the control circuitry for the machine and it will be seen that the control circuitry is based upon a large printed circuit board type L7B Mark 3 and indicated by reference numeral 46. The transformer is indicated by numeral 48, whilst various logic units 52, 54, 56, 58 and 60 of the play console unit 21 are indicated and also indicated are logic circuits 62 for the hopper and are various meters of the machine, namely a meter for metering the number of coins inserted through slot 20, and also the number of tokens dispensed, and the logic circuit 64 for the various lamps and indicators of the machine.

Fig. 2 indicates furthermore that the machine may be used in conjunction with a seat 66 so that the player can be comfortable whilst playing the machine.

When the machine is non-operational, transformer 48 still feeds the control board 46, and certain lamps are illuminated by the logic circuit 64 to cause a sequence of illumination of the various numbers in the display matrix 15, and certain lights also flash in the console 21. This is simply to catch the eye of passers by. The machine may also be

arranged to emit some sounds or music at this time.

When a coin is inserted in the slot 20 and is accepted setting the machine ready for play, all numbers of the display panel 15 are extinguished except the central number 33 which remains illuminated and is in fact given free to the player. A light behind area 1 of areas 36 flashes indicating that the player is on first actuation of handle 16. At the same time, lights flash in respect of buttons 26 and 28 indicating that either of the numbers displayed by the respective reels 22 and 24 may be held if desired.

Assuming that the player does not wish to hold either reel 22 or 24, he pulls handle 16 thereby to cause spinning of the reels in conventional fashion. When the reels stop, the number displayed thereby is illuminated in the display matrix 15, and the actuation area 36 indicating actuation number 2 is illuminated, indicating to the player that he has already used one actuation of the seven actuations within each play.

At this time, the player may decide to hold one or other of the two reels 22 or 24 by actuation of the button 26 or 28. This will depend entirely upon whether it is tactically better to try for a horizontal line or a vertical line or the four corners, as these will in fact be in this example winning combinations. Assume for example that in the first pull of the handle 16 the number 12 is displayed by the random display reels 22 and 24. The number 12 will be illuminated in the display matrix. If the player wishes to try for the illumination of the top line of numbers in the display matrix, he would clearly hold reel 22 displaying the numeral 1 and spin only the second reel 24. If he does this, and numeral 2 once more appears on reel 24, then he has made more progress, but if the numeral 3 is displayed, then numerals 12 and 13 will be illuminated and he will continue playing using all seven actuations of the handle 16 in an effort to achieve illumination of numerals 11, 12, 13, 14 and 15. All numbers which are illuminated in one play of the machine remain illuminated until the end of such play.

The particular set out of the numerals on the board, i.e. selecting numerals 11 to 55, and using two reels with only numerals 1 to 5 thereon combined with the fact that seven pulls of the handle 16 are allowed for each player of the machine gives a good probability combination giving a reasonable chance of winning coupled with maintaining good excitement in the play of the machine.

It would be understood that the player can hold any reel at any particular time during a play of the machine.

With repeated plays, the player can accumulate large numbers of tokens which he can ex-

change for prizes displayed in the case 17. Trials with the machine described have shown it to be extremely successful.

The machine can be enhanced further by providing that buttons 26 or 28 are either hold buttons or skill stop buttons. This may require the actuation of a switch inside the machine to turn the buttons 26, 28 into skill stop buttons. When button 26 or 28 is a skill stop button, the player uses that button to stop the spinning of the reels and therefore he has some control over what number is displayed by each reel following each actuation of the handle 16. The machine may be set so that prior to each actuation of the handle 16 depression of the button 26 or 28 causes holding of the associated reel, but after the actuation of the handle 16, the button becomes a skill stop button which is operated as described above.

A typical pay out structure for the machine described may be as follows.

1. Illumination of the numbers of any horizontal or vertical or diagonal line equals ten tokens.
2. Illumination of one corner number equals pay out three tokens.
3. Illumination of two corner numbers equals pay out six tokens.
4. Illumination of three corner numbers equals pay out eight tokens.
5. Illumination of all four corner numbers equals pay out ten tokens.

Following pay out of tokens or at the end of a play if there is no pay out, the illumination of all numbers in the display matrix except number 33 will be cancelled.

After completion of play of the machine, the console circuit returns the machine to the lighting sequence and sound mode described herein for attracting the attention of passers by.

Although the number arrangement and spinning reel arrangement described herein provide a particularly advantageous machine, it should be mentioned that instead of using numbers, symbols or other means can be used. Additionally, it is not necessary to use spinning reels as a random number generating means, as other arrangements can be used.

In a modified arrangement, plurality of the machines are ganged as explained herein for play simultaneously and respectively by a plurality of players, the objective being that the players play against each other and the first player to achieve a particular combination of display numbers, say a line of numbers is the winner and will receive a prize or a plurality of tokens.

Claims

1. An amusement machine which requires to be

operated a plurality of times to achieve a pre-determined combination of results to achieve a win thereon, comprising, random display means comprising:

(i) a first multi-symbol means (22) defining a first set of symbols and which when the machine is operated displays the symbols of the first set of symbols in sequence in a display region (19) and eventually stops displaying one symbol of the first set of symbols in said region (19); and

(ii) Second multi-symbol means (24) defining a second set of symbols and which when the machine is operated displays the symbols of the second set of symbols in sequence in said display region (19) and eventually stops displaying one symbol of the second set of symbols in said region (19), a fixed display means (15) comprising a plurality of display areas, means connecting the random display means and fixed display means (15) so that areas of the fixed display means (15) can be indicated to distinguish them from the others, remain so distinguished for the plurality of operations of the machine, and control means (26, 28, 30) enabling a player to exercise control over the multi-symbol means characterised in that at each operation of the machine the said display regions (19) display a two-symbol combination, that each area of the fixed display means (15) contains uniquely one of the possible two-symbol combinations which can be displayed by said random display means and that the control means enable the player to exercise control over one of the first and second multi-symbol means independently of the other to exercise control upon the two-symbol combination which is displayed at the end of each operation of the machine.

2. A machine according to Claim 1, characterised in that the machine is coin operated and upon the insertion of the coin for one or more plays of the machine all previous indications of symbols in the fixed display means (15) are removed except for one free indication.

3. A machine according to Claim 2, characterised in that the fixed display means (15) displays numbers 11 to 15, 21 to 25, 31 to 35, 41 to 45, and 51 to 55 in a matrix of five rows by five columns and the random display means (22, 24) is for displaying the same numbers by having two side by side rotatable reels (22, 24) having the numerals 1 to 5 on the peripheries thereof, and forming the first and second dis-

play means, the free indication being in respect of numeral 33 which is in the centre of the fixed matrix.

4. A machine according to Claim 3, characterised in that the control means comprises a control button (26, 28) for each reel, pressing of which causes such reel to be held from spinning at the next actuation of the machine. 5
5. A machine according to any preceding claim, characterised in that at each play of the machine, the player can actuate the machine seven times. 10
6. A machine according to any preceding claim, characterised in that the indication of a winning combination in the fixed display means results in the dispensing of tokens from a token dispensing slot (32) in the machine. 15
7. A machine according to any preceding claim, characterised in that said control means comprises a skill stop button (30) by which the player can choose when to stop the random display means in an effort to achieve display of symbols. 20
8. A machine according to any preceding claim, characterised in that the machine contains a display case containing gifts which can be won by play of the machine. 25
9. A plurality of machines each according to any preceding claim characterised in that they are ganged together for play simultaneously by a plurality of players so that each player competes against the others. 30

Patentansprüche 40

1. Unterhaltungsspielautomat, welcher mehrere Male bedient werden muß, um eine bestimmte Ergebniskombination zur Erzielung eines Gewinns zu erreichen, mit 45
 - einer Zufallsanzeigeeinrichtung, die folgende Merkmale aufweist:
 - (a) Eine erste Mehrfachsymbolanzeige (22), welche eine erste Symbolgruppe definiert und bei Bedienung des Automaten die Symbole der ersten Symbolgruppe nacheinander auf einem Anzeigefeld (19) anzeigt sowie gegebenenfalls die Anzeige eines Symbols der ersten Symbolgruppe auf dem Anzeigefeld (19) anhält, und 50
 - (b) eine zweite Mehrfachsymbolanzeige (24), welche eine zweite Symbolgruppe 55

definiert und bei Bedienung des Automaten die Symbole der zweiten Symbolgruppe nacheinander auf dem Anzeigefeld (19) anzeigt sowie gegebenenfalls die Anzeige eines Symbols der zweiten Symbolgruppe auf dem Anzeigefeld (19) anhält;

- einer Festanzeigeeinrichtung (15) mit einer Vielzahl von Anzeigebereichen;
- einer Einrichtung zum Verbinden der Zufallsanzeigeeinrichtung mit der Festanzeigeeinrichtung (15) derart, daß Anzeigebereiche der Festanzeigeeinrichtung (15) im Sinne einer Unterscheidung von den übrigen Anzeigebereichen angegeben werden können sowie in dieser Unterscheidung während der mehrmaligen Bedienung des Automaten verbleiben, und
- einer Steuereinrichtung (26, 28, 30) für einen Spieler, damit dieser die Kontrolle über die Mehrfachsymbolanzeigen (22, 24) ausüben kann,

dadurch gekennzeichnet, daß

- bei jedem Bedienvorgang des Automaten die Anzeigefelder (19) eine Kombination aus zwei Symbolen wiedergeben,
- jeder Wiedergabebereich der Festanzeigeeinrichtung (15) nur eine der möglichen Doppelkombinationen enthält, welche mittels der Zufallsanzeigeeinrichtung wiedergegeben werden kann, und
- die Steuereinrichtung (26, 28, 30) dem Spieler die Ausübung der Kontrolle über eine der beiden Mehrfachsymbolanzeigen (22, 24) unabhängig von der jeweils anderen Mehrfachsymbolanzeige gestattet, um die Kontrolle über diejenige Doppelsymbolkombination auszuüben, welche am Ende jedes Bedienvorgangs des Automaten angezeigt wird.

2. Unterhaltungsspielautomat nach Anspruch 1, **dadurch gekennzeichnet**, daß der Automat münzbetätigt ist und daß beim Einwurf der Münze für ein oder mehrere Spiele des Automaten alle vorhergehenden Angaben über Symbole in der Festanzeigeeinrichtung (15) bis auf eine freie Angabe gelöscht werden.
3. Unterhaltungsspielautomat nach Anspruch 2, **dadurch gekennzeichnet**, daß die Festanzeigeeinrichtung (15) die Zahlen 11 bis 15, 21 bis 25, 31 bis 35, 41 bis 45 und 51 bis 55 in einer Matrix aus fünf Zeilen und fünf Spalten wiedergibt, und daß die Zufallsanzeigeeinrichtung (22, 24) zur Anzeige derselben Zahlen mit Hilfe zweier nebeneinander rotierender, die erste und zweite Mehrfachsymbolanzeige bildender

- Räder (22, 24) mit auf ihrer Umfangsfläche aufgetragenen Zahlen 1 bis 5 vorgesehen sind, wobei die freie Angabe bezüglich der Zahl 33 besteht, die im Zentrum der festen Matrix vorhanden ist. 5
4. Unterhaltungsspielautomat nach Anspruch 3, **dadurch gekennzeichnet**, daß die Steuereinrichtung einen Steuerknopf (26, 28) für jedes Rad (22, 24) aufweist, durch dessen Drücken das betreffende Rad davon abgehalten wird, sich bei der nächsten Betätigung des Automaten in schnelle Drehbewegung zu versetzen. 10
5. Unterhaltungsspielautomat nach einem der vorhergehenden Ansprüche, **dadurch gekennzeichnet**, daß bei jedem Spiel des Automaten der Spieler sieben Mal den Automaten betätigen kann. 15
6. Unterhaltungsspielautomat nach einem der vorhergehenden Ansprüche, **dadurch gekennzeichnet**, daß die Angabe einer Gewinnkombination auf der Festanzeigeeinrichtung (15) eine Zuteilung von Spielmarken aus einem Spielmarken-Zuteilungsschlitz (32) im Automaten bewirkt. 20
7. Unterhaltungsspielautomat nach einem der vorhergehenden Ansprüche, **dadurch gekennzeichnet**, daß die Steuereinrichtung einen Geschicklichkeits-Arretierknopf (30) aufweist, mittels welchem der Spieler wählen kann, wann er die Zufallsanzeigeeinrichtung für die Erzielung einer Symbolanzeige anhält. 25
8. Unterhaltungsspielautomat nach einem der vorhergehenden Ansprüche, **dadurch gekennzeichnet**, daß der Automat ein Anzeigegehäuse mit Geschenken aufweist, die beim Spielen des Automaten gewonnen werden können. 30
9. Anordnung von mehreren Unterhaltungsspielautomaten nach einem der vorhergehenden Ansprüche, **dadurch gekennzeichnet**, daß die Automaten zum gleichzeitigen Spielen durch eine Vielzahl von Spielern in der Weise zusammengeschlossen sind, daß jeder Spieler gegen die anderen Spieler kämpft. 35

Revendications

1. Machine de jeu qu'il faut faire fonctionner plusieurs fois pour avoir une combinaison prédéterminée de résultats pour en obtenir un gain, comprenant une moyen d'affichage aléatoire comprenant: 55
- (i) un premier moyen multi-symboles (22)

définissant un premier jeu de symboles et qui, quand on fait fonctionner la machine, affiche, en séquence, les symboles du premier jeu de symboles dans une région d'affichage (19) et éventuellement arrête d'afficher un symbole du premier jeu de symboles dans ladite région (19), et

(ii) un second moyen multi-symboles (24) définissant un second jeu de symboles et qui, quand on fait fonctionner la machine, affiche les symboles du second jeu de symboles dans ladite région (19), un moyen d'affichage fixe (15) comprenant une pluralité de zones d'affichage, un moyen reliant le moyen d'affichage aléatoire et le moyen d'affichage fixe (15) de façon que les zones du moyen d'affichage fixe (15) puisse être indiquées pour les distinguer d'autres, restent ainsi distinguées pour la pluralité de fonctionnements de la machine, et un moyen de commande (26, 28, 30) permettant à un joueur d'exercer la commande sur le moyen multi-symboles, caractérisée en ce qu'à chaque fonctionnement de la machine lesdites régions d'affichage (19) affichent une combinaison à deux symboles, en ce que chaque zone du moyen d'affichage fixe (15) contient uniquement une des combinaisons possibles de deux symboles qui peut être affichée par ledit moyen d'affichage aléatoire et en ce que le moyen de commande permet au joueur d'exercer la commande sur un des premier et second moyens multi-symboles indépendamment de l'autre pour exercer la commande sur la combinaison de deux symboles qui est affichée à la fin de chaque fonctionnement de la machine.

2. Machine suivant la revendication 1, caractérisée en ce qu'on fait fonctionner la machine avec une pièce et, en insérant la pièce pour un ou plusieurs jeux de la machine, on supprime toutes les indications antérieures de symboles dans le moyen d'affichage fixe (15) sauf une indication libre.

3. Machine suivant la revendication 2, caractérisée en ce que le moyen d'affichage fixe (15) affiche des nombres 11 à 15, 21 à 25, 31 à 35, 41 à 45, et 51 à 55 dans une matrice de cinq rangées par cinq colonnes, et le moyen d'affichage aléatoire (22, 24) est destiné à l'affichage de des mêmes nombres en ayant deux roues (22, 24) qui peuvent tourner côte à côte avec, à leurs périphéries, les chiffres 1 à 5, et formant les premier et second moyens d'affichage, l'indication libre étant par rapport au

nombre 33 qui est au centre de la matrice fixe.

4. Machine suivant la revendication 3, caractérisée en ce que le moyen de commande comprend, pour chaque roue, un bouton de commande (26, 28) dont la pression entraîne que cette roue est empêchée de tourner au nouveau fonctionnement de la machine. 5

5. Machine suivant l'une des revendications précédentes, caractérisée en ce qu'à chaque jeu de la machine, le joueur peut la faire fonctionner sept fois. 10

6. Machine suivant l'une des revendications précédentes, caractérisée en ce que l'indication d'une combinaison gagnante dans le moyen d'affichage fixe entraîne la distribution de jetons dans une fente de distribution (32) de la machine. 15
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7. Machine suivant l'une des revendications précédentes, caractérisée en ce que ledit moyen de commande comprend un bouton d'arrêt d'adresse (30) par lequel le joueur peut choisir quand arrêter le moyen aléatoire d'affichage dans le but d'obtenir l'affichage de symboles. 25

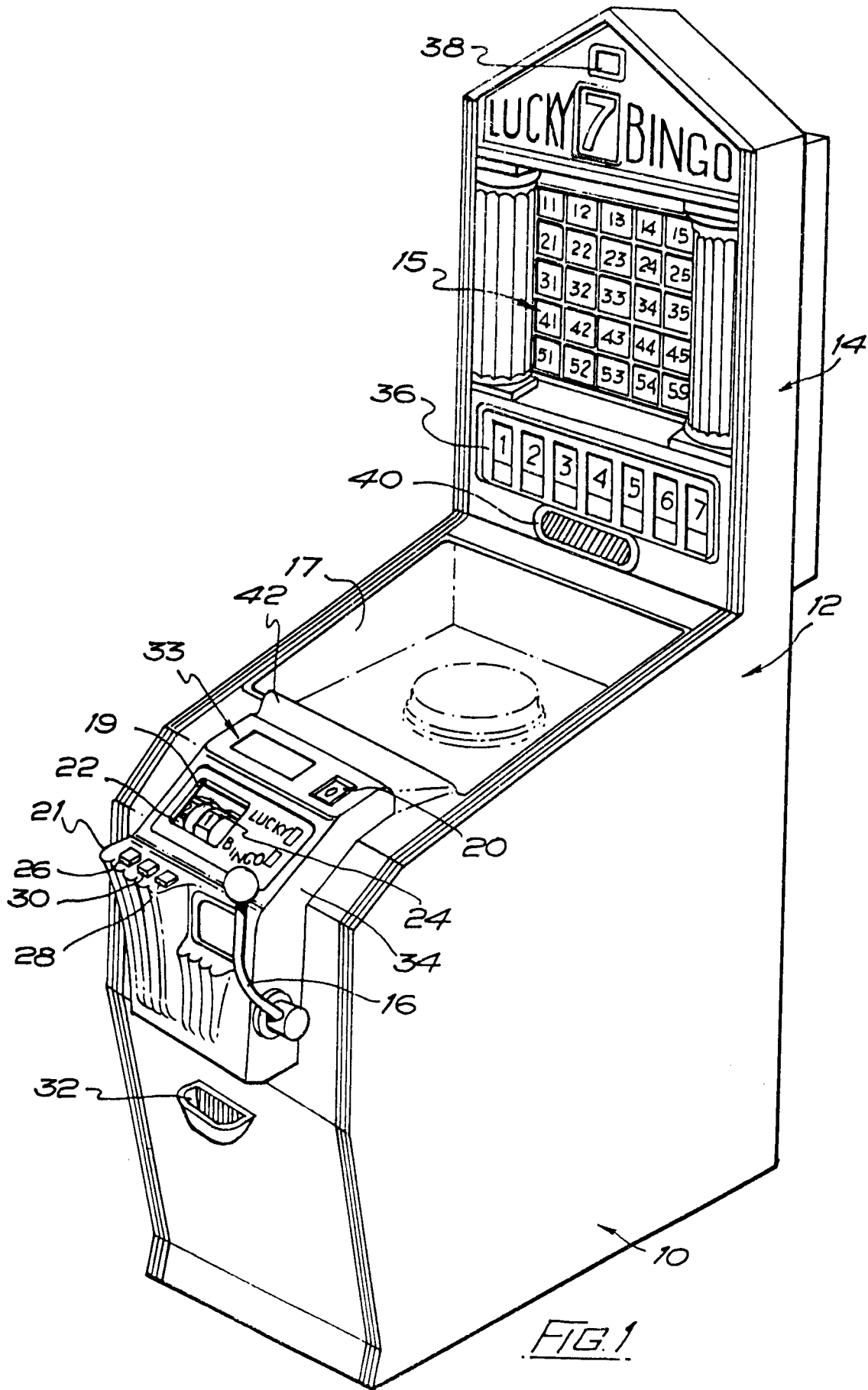
8. Machine suivant l'une des revendications précédentes, caractérisée en ce que la machine contient une case d'affichage contenant des cadeaux qui peuvent être gagnés en jouant avec la machine. 30

9. Une pluralité de machines suivant l'une des revendications précédentes, caractérisées en ce qu'elles sont groupées ensemble pour qu'une pluralité de joueurs puisse jouer simultanément, de sorte que chaque joueur joue contre les autres. 35
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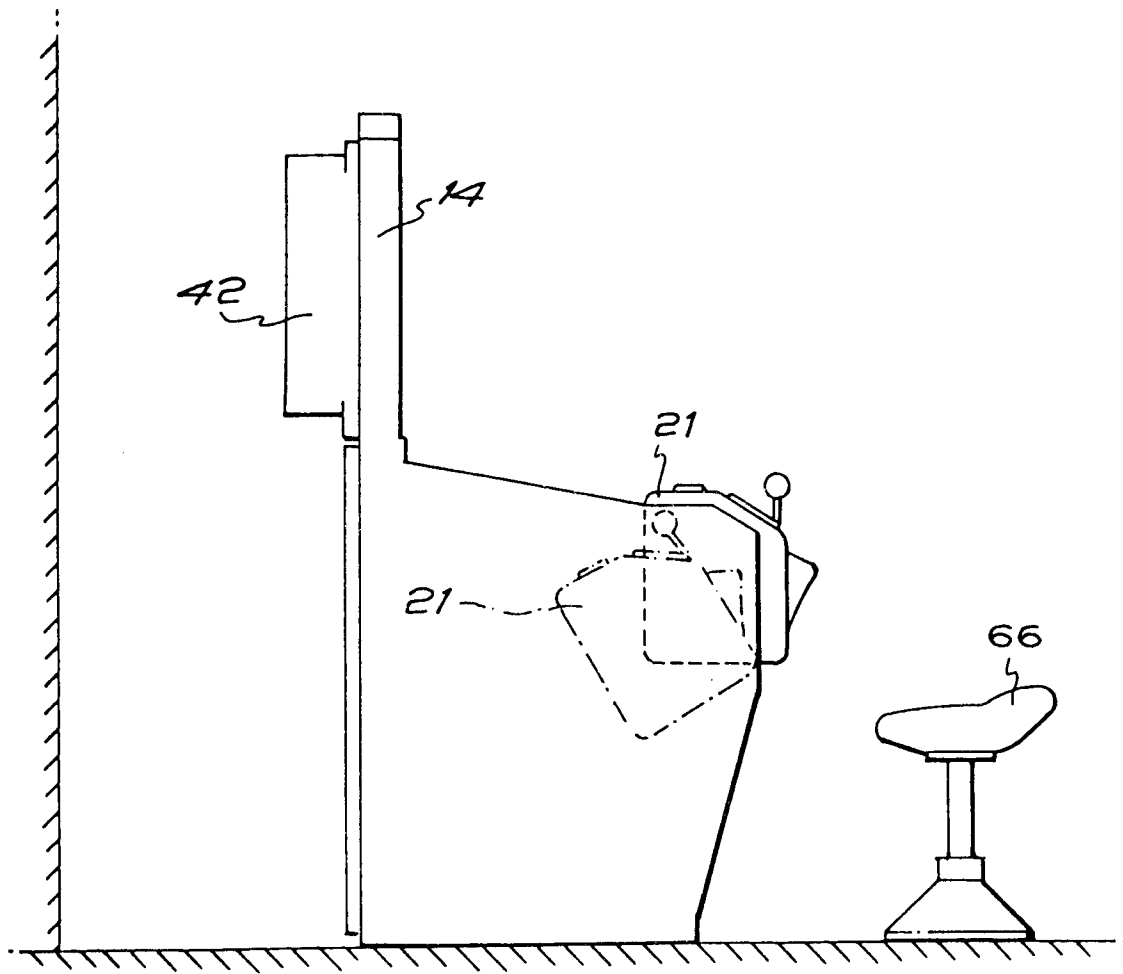


FIG. 2

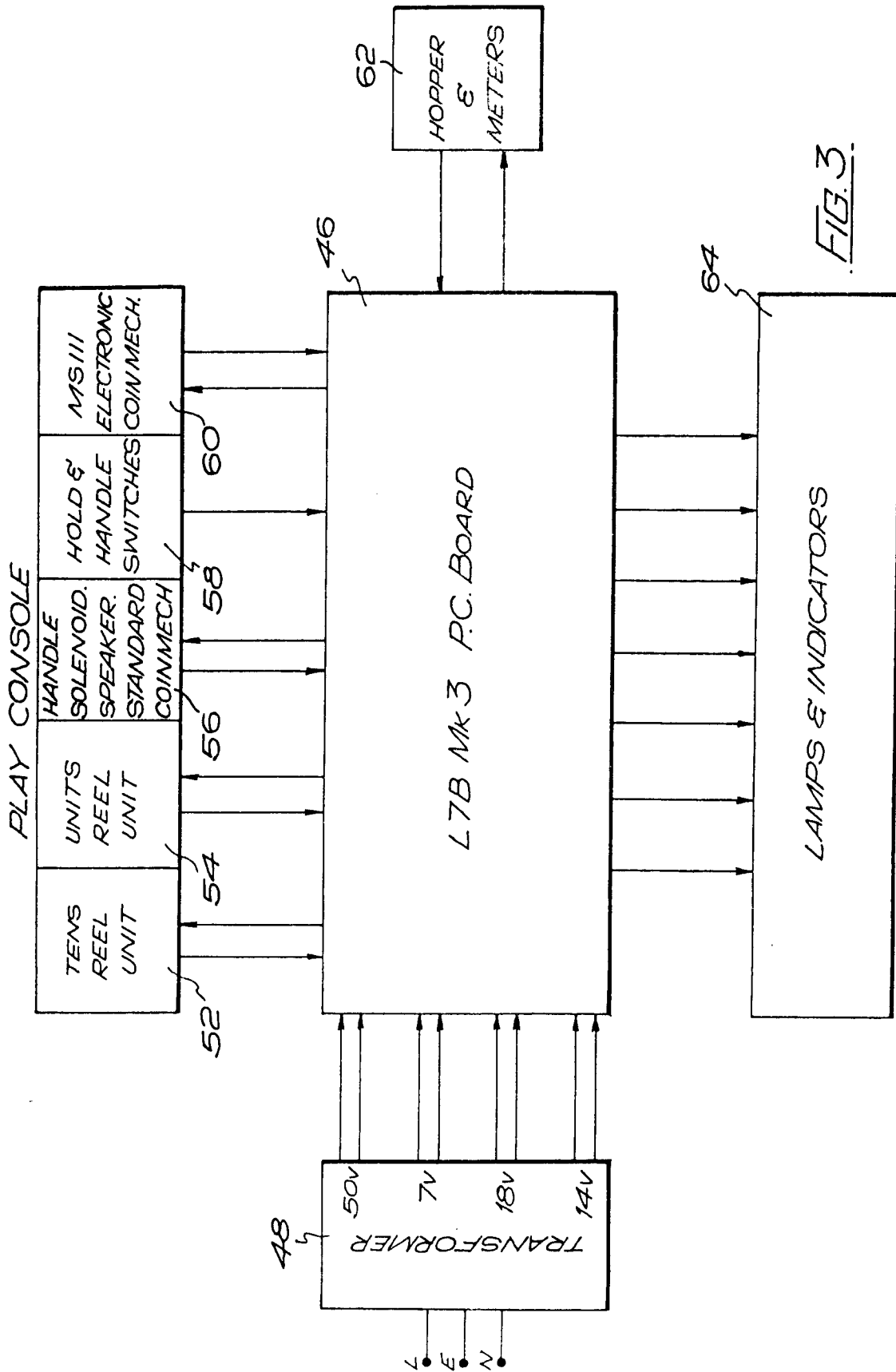


FIG. 3.