

**GAME MACHINE, GAME SYSTEM AND
OPERATION METHOD OF ELECTRONIC DEVICE
FIELD OF THE INVENTION**

The present invention relates to an entertainment electronic
5 device, and more particularly to a game machine, a game
system and an operation method of an electronic device for
performing a slot game.

BACKGROUND OF THE INVENTION

A game system provides a game for players to use a game
10 machine set in a game center or an electronic device set in a private
home space to play the game, the management cost is low, and the
game system can be applied to various games such as slot machine,
poker game, SicBo (dices) and roulette, etc., which are widely
popular among players and operators.

15 Traditional game systems offer prizes, such as the scheme of
jackpot pool, in order to attract players to bet. The general practice is
to allocate a fixed proportion of a bet amount of the players' bets and
accumulate into the jackpot pool, and to provide the players with a
chance to obtain the jackpot in the jackpot pool during the game, and
20 the players will be attracted by the increasing jackpot in the jackpot
pool to continue betting.

However, the prize scheme of the existing slot machines is mostly
independent of the game content of the slot game. In other words, as
long as the player bets to start the rotation of rollers, there is a chance
25 to win a prize, and whether the player can win a prize has nothing to

do with the game content. Therefore, in the absence of sufficient connection between a chance of winning a prize and the content of a game, to increase a degree of the player being entertained during the game is limited. Moreover, a probability of each bet to win the prize is fixed, therefore the incentive for the player to continue to bet is easily lost.

SUMMARY OF THE INVENTION

The present invention not only allows a player to connect a probability of winning a prize with the content of a game, but also provides a mechanism for a chance of increasing a probability of winning a prize, and further provides the player with the right to freely select a prize category and increase a probability of winning a prize, in order to simultaneously increase a degree of the player being entertained during the game, and maintain the incentive for the player to continue betting.

In order to achieve the above objects, the present invention discloses at least the following embodiments.

The present invention provides a game machine. In one embodiment, the game machine includes an input interface, a game result generating unit, a display unit, and a control unit. The control unit is connected to the input interface, the game result generating unit and the display unit. The control unit can execute a plurality of commands of a slot game to control the operation of the game machine. The input interface provides a plurality of bet options, and the control unit detects a bet signal generated by the input interface.

The bet signal is associated with a player's selection of the bet options, and each of the bet options is respectively associated with a bet value of different level. The player can bet on one or more of the bet options in the input interface according to his or her preference and pay a corresponding bet value. The game result generating unit generates a game result, and generates a game screen corresponding to the game result, and finally the game screen is presented for the player to view via the display unit. The game screen includes a plurality of rollers and a plurality of game symbols, and the game symbols are arranged in an array on the rollers. Additionally, the control unit can be selectively further connected to a reward unit, and the reward unit comprises one or more prizes associated with the bet options. In this embodiment or other embodiments, the prizes can be, for example, but not limited to, accumulated independently and operated independently. When the control unit is connected to the reward unit, the control unit can determine whether one of the one or more prizes is provided as a rewarded prize for the player via the reward unit, so that at least a portion of a payout result paid to the player is associated with the rewarded prize, the game result and the bet signal.

20 The present invention provides a game system. In one embodiment, the game system includes at least one game machine as described above and a controller, wherein the controller is connected to the game machine to manage information provided by the game machine.

25 The present invention further provides another game system. In

one embodiment, the game system includes a game result generating unit, a bet unit, a reward unit, and a control unit. The control unit is connected to the game result generating unit, the bet unit and the reward unit, and the control unit is further connected to an electronic device of a player. The electronic device includes a display screen and an input interface. The control unit executes a plurality of commands of a slot game to control the operation of the game system. The bet unit provides a plurality of bet options via the input interface, each of the bet options is respectively associated with a bet value of different level and one or more prizes. The control unit receives a bet signal generated by the input interface, and the bet signal is associated with the player's selection of the bet options. The game result generating unit randomly generates a game result, and generates a game screen corresponding to the game result. The game screen includes a plurality of rollers and a plurality of game symbols, and the game symbols are arranged in an array on the rollers, and finally the game screen is presented to the player to view via the display unit. The reward unit has one or more prizes. The control unit can determine whether at least one of the one or more prizes is randomly provided as a rewarded prize for the player via the reward unit, so that at least a portion of a payout result paid to the player is associated with the rewarded prize, the game result and the bet signal.

The present invention further provides an operation method of an electronic device. In one embodiment, the electronic device is provided for a player to play a slot game. The electronic device

includes a control unit, an input interface, a game result generating unit and a display unit, and the control unit can be selectively connected to a reward unit. The operation method is as follows. Providing a plurality of bet options via the input interface; detecting
5 by the control unit whether the input interface generating a bet signal, and the bet signal being associated with the player's selection of the bet options; generating a game result and a game screen corresponding to the game result by the game result generating unit, the game screen having a plurality of rollers and a plurality of game
10 symbols, and the game symbols being arranged in an array on the rollers; finally, presenting the game screen by the display unit; when the control unit being connected to the reward unit, determining whether at least one of one or more prizes being provided as a rewarded prize for the player via the reward unit, so that at least a
15 portion of a payout result paid to the player being associated with the rewarded prize, the game result and the bet signal; the one or more prizes being associated with the bet options, and the different bet options being respectively associated with a bet value of different level.

20 Accordingly, the present invention discloses a game machine, a game system, and an operating method of an electronic device, since the one prize is or the prizes are associated with the bet options, or each of the bet options is respectively associated with the one prize or the prizes, thereby as long as the player is further allowed to make
25 bet selection from the bet options, there is a chance to change whether

the one prize is or the prizes are enabled or change whether the rollers are enabled, thereby providing the player with the right to freely select a prize category and increase a probability of winning a prize, in order to simultaneously increase a degree of the player being entertained during the game, and to maintain the incentive for the player to continue betting.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a functional block diagram of a game machine according to an embodiment of the present invention;

10 FIG. 2 is a perspective view of the game machine according to an embodiment of the present invention;

FIG. 3 is a schematic diagram of a game screen according to an embodiment of the present invention;

15 FIG. 4 is a schematic diagram of a prize board according to an embodiment of the present invention;

FIG. 5 is a flow chart of steps of a game according to an embodiment of the present invention;

FIG. 6 is a first schematic diagram of an input interface screen according to an embodiment of the present invention;

20 FIG. 7 is a second schematic diagram of an input interface screen according to an embodiment of the present invention;

FIG. 8 is a first schematic diagram of another input interface screen according to an embodiment of the present invention;

25 FIG. 9 is a second schematic diagram of another input interface screen according to an embodiment of the present invention;

FIG. 10 is a schematic diagram of a screen of a way matching game applied with the present invention;

FIG. 11 is a schematic diagram of a screen of a line matching game applied with the present invention;

5 FIG. 12 is a first schematic diagram of a game screen according to another embodiment of the present invention;

FIG. 13 is a second schematic diagram of a game screen according to another embodiment of the present invention;

10 FIG. 14 is a third schematic diagram of a game screen according to another embodiment of the present invention;

FIG. 15 is a schematic diagram of a game screen according to still another embodiment of the present invention;

FIG. 16 is a schematic diagram of a game screen according to yet another embodiment of the present invention;

15 FIG. 17 is a functional block diagram of a game system according to an embodiment of the present invention;

FIG. 18 is a functional block diagram of the game system according to another embodiment of the present invention;

20 FIG. 19 is a functional block diagram of the game machine according to still another embodiment of the present invention;

FIG. 20 is a perspective view of the game machine according to still another embodiment of the present invention;

FIG. 21 is a system framework diagram of still another embodiment of the present invention applied to electronic devices;

25 and

FIG. 22 is an internal system framework diagram of still another embodiment of the present invention applied to an electronic device.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

5 The detailed description and technical content of the present invention will now be described with reference to the accompanying drawings as follows.

 Please refer to FIG. 1, FIG. 2 and FIG. 3, which are functional block diagram according to an embodiment, a perspective view of a
10 game machine according to an embodiment, and schematic diagram of a game screen according to an embodiment of the present invention. The figures show a game machine 10 comprising an input interface 11, a game result generating unit 12, a display unit 13, a control unit 14, and a storage unit 141; wherein the control unit 14 is
15 connected to the input interface 11, the game result generating unit 12, the storage unit 141 and the display unit 13.

 Please refer to FIG. 1 and FIG. 4, FIG. 4 is a schematic diagram of a prize board according to an embodiment of the present invention. The control unit 14 is further connected to a reward unit 15. In the
20 present embodiment, the reward unit 15 can be externally connected to the game machine 10 by wire or wirelessly. However, the present invention is not limited thereto; in other embodiments, the reward unit 15 can be built in the game machine 10.

 In this embodiment, the reward unit 15 comprises a plurality of
25 prizes 151, the prizes 151 can be classified into, for example, Mini

prize, Minor prize, Major prize, Maxi prize, and Grand prize based on an initial value from small to large. The prizes 151 have respective accumulative numerical values and are independent of each other, and thus have respective probabilities of winning the prizes 151, however the present invention is not limited thereto. In other embodiments, the reward unit 15 can also provide only one type of prize. For the sake of explaining conveniently, the following disclosure takes the reward unit 15 providing the plurality of prizes 151 as an example. The prizes 151 provided by the reward unit 15 can be displayed on a prize board 152. In one embodiment, the prize board 152 can be disposed independently of the game machine 10, while in another embodiment, the prize board 152 can be integrated with the game machine 10.

In present embodiment, the storage unit 141 can store data and program commands required for the operation of the game machine 10, and the storage unit 141 can also store an application program of a slot game, so that the control unit 14 can execute commands of the application program to set up one or more database. The one or more databases can include, for example, one or more sets of game schedules and a program library of command sets for implementing the slot game. The one or more databases can also include, for example, a video library, wherein the video library can include, for example, many types of patterns, such as game symbols, special symbols, roller patterns, background patterns, and other static or dynamic images, etc. By various of the match of the patterns and/or

the videos, not only the material of the game screen of the slot game can be provided, but also entertainment effects can be visually enhanced; however, the present invention is not limited thereto. In this embodiment or other embodiments, the one or more databases
5 can further include a sound effect library, and the sound effect library can include, for example, a plurality of sound effects or music. By controlling the sound volume and timing of playing the sound effects or music, the object of improving the entertainment effects is acoustically achieved; however, the present invention is not limited
10 thereto.

Therefore, the control unit 14 can control the game machine 10 to perform the slot game by executing the commands of the application program of the slot game. Please refer to FIG. 5, operation steps of the game machine 10 for performing the slot game
15 include: step S1: enabling the machine, step S2: detecting bets, step S3: starting the game, step S4: determining whether an additional reward being generated, and step S5: payout.

First, in step S1, when the game machine 10 is turned on, via the input interface 11 the control unit 14 can detect whether any physical
20 object (such as token, token ticket, certain forms of currency or card, etc.) is placed in the input interface 11 or attempts to approach or touch the input interface 11. Specifically, in this embodiment or other embodiments, the input interface 11 can include, for example, ticket machine, coin machine, card reader, scan identifier, sensor identifier,
25 or other devices with function of identification, counting, data

storage, or a combination thereof. Using the input interface 11 including a card reader as an example, when a player inserts his or her stored-value card into the card reader, the card reader identifies data of the stored-value card (for example, a stored amount, etc.) and
5 transmits the data to the control unit 14, and the control unit 14 stores the data in a register and sets the stored amount as a bet value balance, thereby presenting the bet value balance on the display unit 13.

In this embodiment or other embodiments, the input interface 11 can further include configurations that the player can choose from,
10 such as one option button or a plurality of option buttons, etc. The option button can be implemented as a physical button or a touch display formed by combining a touch panel with the display unit 13 or another display unit. Using the touch display to implement the option button as an example, the control unit 14 controls the touch
15 display to provide a plurality of or various types of options according to a command. For example, the touch display can provide a plurality of bet options 111 before or after displaying the bet value balance.

Therefore, when step S2 is performed, the player can select from the options provided by the input interface 11, and the control unit 14
20 also detects a bet signal generated by the input interface 11 according to the player's selection. Specifically, the input interface 11 can provide the plurality of bet options 111 as shown in FIG. 3, and the plurality of bet options 111 include point options and bet multipliers, and each of the plurality of bet options 111 is, for example, but not
25 limited to, respectively associated with a bet value of different level.

In more detail, the player can change an amount of the bet value by, for example, but not limited to, operating a level of the bet multiplier, the point option, a denomination, or any combination thereof, to cause the input interface 11 to generate a corresponding bet signal.

5 In an example illustrated in FIGS. 6 and 7, the player can change the bet value by operating a level and a combination of the point options and the bet multipliers. Alternatively, each of the plurality of bet options 111 provided by the input interface 11 can also directly designate the bet value for the player to select conveniently. In this
10 way, the control unit 14 can retrieve the player's selection and temporarily store the record according to the bet signal to be provided or using in subsequent process of the game.

On the other hand, the input interface 11 can further include a configuration for the player to start the game, such as a start button
15 that can initiate rotation of the rollers. The start button can be implemented as a physical button or a touch display formed by combining a touch panel with the display unit 13 or another display unit. In this way, using the touch display to implement the start button as an example, when the player presses the start button displayed on
20 the touch display, the touch display generates a start signal correspondingly, so that the control unit 14 can retrieve that the player wants to start rotation of the rollers by detecting the occurrence of the start signal, that is, step S3.

Therefore, in step S3, when the control unit 14 retrieves the bet
25 value selected by the player and receives the start signal also, the

control unit 14 can control the game result generating unit 12 to generate a game result according to a command, and generate a game screen 121 (as shown in FIG. 3) corresponding to the game result, then the game screen 121 is presented by display unit 13. In detail,
5 the slot game can include, for example, but not limited to, a plurality of rollers and a plurality of game symbols, and at least some of the rollers and game symbols are selected to constitute the game screen 121.

As shown in FIG. 3, the game screen 121 can include a plurality
10 of rollers 122 and a plurality of game symbols 123 (such as ingot, coin, fish, gourd, tree drawn in the figure). In one example, each of the rollers 122 comprises M positions in which the patterns can be placed, and there is a total of N rollers 122, so that all of the rollers 122 can form M x N arrays and provide M x N pattern display
15 positions, for example, 3x5, 4x5 pattern display positions. In another example, there is only one pattern display position on each of the rollers 122, so if M x N pattern display positions are to be provided, the game screen 121 will have M x N rollers 122. However, the present invention is not limited to the above examples. In other
20 embodiments of the present invention, an arrangement form of the rollers and a quantity of the rollers to form the game screen can be designed according to a required return to player, for example, at least two adjacent rollers 122 are vertically offset from each other, or at least two adjacent rollers 122 are overlapped in front and rear, etc.
25 For convenience of description, the embodiment of the present

invention provides fifteen pattern display positions by using five rollers 122 as an illustrative example.

On the other hand, the game result is randomly generated, for example, using a random number generator to generate a random
5 number regarding the patterns and the pattern display positions, a random number regarding a roller belt stop position, or a random number regarding a roller belt section. Wherein the so-called pattern display position refers to a certain position on the displayed roller at which the pattern will be placed; the so-called roller belt stop position
10 refers to a certain position of the roller belt forming the roller will be set as a reference point for rotation of the roller to stop; and the so-called roller belt section refers to a certain section of the roller belt will be displayed to the player. In the example where the random number is about the patterns and the pattern display positions, the
15 game result generating unit 12 can, for example, select the corresponding patterns from the database according to the random number, and then respectively place the patterns at a plurality of positions on the displayed rollers. In the example where the random number is about the roller belt stop position, the patterns are pre-set
20 on the roller belt, and the game result generating unit 12 can, for example, specify one of the positions on the roller belt according to the random number, and expand to select the other positions start from the predetermined position on the roller belt according to a size of the roller (i.e. a quantity of the pattern display positions on one
25 of the rollers) to be displayed, so that a last selected quantity of the

positions matches the size of the roller. In the example where the random number is about the roller belt section, the patterns are pre-set on the roller belt, and the game result generating unit 12 can, for example, directly select the continuous positions on the roller belt for displaying according to the random number. However, the present invention is not limited to the examples listed above. The random number generator can be built in the game result generating unit 12, or can be built in the control unit 14, or can even be independent of the game result generating unit 12 and the control unit 14.

10 In practice, in one embodiment, the game result generating unit 12 can include an image processing unit, and the image processing unit can obtain, for example, but not limited to, the data for composing the game screen 121 from the storage unit 141 according to a random number generated by the random number generator, after
15 the data is processed, the symbols corresponding to the random number are displayed on the plurality of rollers 122 on the screen. After the game result is generated, on the game screen 121 in one embodiment as shown in FIG. 3, the game symbols 123 arranged in arrays are presented on the plurality of rollers 122.

20 Next, the game machine 10 proceeds to step S4. The control unit 14 decides whether to provide at least one of the one or more prizes 151 as a rewarded prize via the reward unit 15 (i.e. a rewarded prize is generated) for the player. The control unit 14 randomly determines whether the prize 151 is provided. In this embodiment or other
25 embodiments, the control unit 14 can be used with, for example, but

not limited to, one or more random number generators to determine whether the player wins the prize 151, and the random number generator can be built in the control unit 14 , and can also be independent of the control unit 14. For convenience of explanation, 5 the random number generator being built in the control unit 14 is exemplified as follows. The control unit 14 can determine whether the player wins the prize 151, for example, but not limited to, according to a prize random number generated in a round of game with a probability of additional prize generated corresponding to the 10 bet value, or according to a threshold value randomly generated about a reward accumulative amount in the round of game, or according to symbol types of the game symbols 123 appearing in the game result of the round of game, or according to an occurrence frequency of the certain game symbols 123 appearing in the game 15 result of the round of game, or according to any combination of the aforementioned bases.

In the example of using a prize random number with a probability of additional prize as the basis for determination, the control unit 14 calculates and generates a corresponding probability of additional 20 prize as well as randomly generates a corresponding prize random number according to the bet value corresponding to the bet signal and a preset criterion. Different bet signals have a corresponding probability of additional prize as well as one or more corresponding prize random numbers. The probability of additional prize and the 25 bet value of the bet signal can be, for example, positively correlated,

such as the probability of additional prize can increase in proportion to the bet value, or exponentially or according to other relationships, so that the higher the bet value of the bet signal, the higher the corresponding probability of additional prize. The relationship

5 between a quantity of the prize random number and the bet value of the bet signal can also be, for example but not limited to, a positive correlation. Then, the control unit 14 determines whether a prize trigger condition corresponding to the prize 151 is met according to the probability of additional prize and the prize random number. The

10 higher the probability of additional prize, the easier the prize trigger condition is to be met. The higher the bet value selected by the player, the higher a chance to win the prize 151, or to win more than one of the prizes 151, or both. Assuming that the probability of additional prize is 1%, it indicates that the player has a one percent of chance to

15 win, and the prize random number randomly generated by the control unit 14 can be any numerical value from 1 to 100. In this example, assuming that the prize trigger condition is “3”, it indicates that when the prize random number is also “3”, the player wins the prize 151. On the contrary, if the prize random number is not “3”, it indicates

20 that the player does not win the prize 151. However, the present invention is not limited to the examples listed above.

In the example of using a threshold value about a reward accumulative amount as the basis for determination, the control unit 14 is preset with a threshold value range, and a numerical value is

25 randomly selected from the threshold value range as a threshold

value of the round of game according to a preset criterion when performing the round of game. Then, whether the player is given the prize 151 is determined according to whether a value of the current reward accumulative amount (for example, an accumulative value of
5 the prize 151) reaches this threshold value.

In the example of using symbol types of the game symbols 123 as the basis for determination, the control unit 14 can predefine one or more types of the game symbols 123 as special symbols, such as, but not limited to, coin symbol, star symbol, moon symbol, sun
10 symbol, gold ingot symbol, or any combination of the mentioned symbols. When the game result shows a special symbol, the control unit 14 further determines whether the player wins the prize 151. The different special symbols can be, for example, but not limited to, corresponding to different probability setting criteria, or
15 corresponding to a same probability setting criterion, or corresponding to a same threshold value selection criterion, or corresponding to different threshold value selection criteria, or corresponding to any combination of the mentioned criteria, so that a manner in which the control unit 14 determines whether the player
20 wins the prize 151 can be implemented, for example, but not limited to, by a probability or a threshold value corresponding to a special symbol and with reference to the examples listed above.

In the example of using an occurrence frequency of the certain game symbols 123 as the basis for determination, in addition to
25 predefining one or more types of the game symbols 123 as the special

symbols, the control unit 14 can further determine whether the player wins the prize 151 according to a quantity of a single type of the special symbols appearing in the game result of the round of game, or according to a quantity of all the special symbols appearing in the game result of the round of game, or according to a combination thereof. In detail, the control unit 14 can preset or randomly generate a quantity threshold value, only when a quantity of the special symbols reaches the quantity threshold value, the control unit 14 further determines whether the player wins the prize 151 and/or further increases a probability of the player winning the prize 151. A manner in which the control unit 14 determines whether the player wins the prize 151 can be implemented by, for example, but not limited to, referring to the examples listed above. Further, in the present embodiment, some or all of the prizes 151 are associated with some or all of the bet options 111. For example, when the reward unit 15 has the prize 151, the player can bet on any one of the bet options 111 to enable the prize 151, causing the prize 151 to be in a state that can be used as the rewarded prize. Alternatively, when the reward unit 15 has the prize 151, the player can bet on one or more than one of the bet options 111 so that the bet value is greater than a corresponding threshold value to enable the prize 151. Alternatively, when the reward unit 15 has the prizes 151, the prizes 151 are associated with the bet options 111 in a manner that betting on the different bet options 111 can cause the different prizes 151 or different quantities of the prizes 151 to be enabled among the prizes

151. A range of the prizes 151 being selected by the reward unit 15 as the rewarded prizes is limited only to the enabled prizes 151.

The so-called different prizes 151 are enabled from the prizes 151 refers to selecting and enabling one specified or random prize 151 among the prizes 151. The so-called different quantities of the prizes 151 are enabled from the prizes 151 refers to if an enabled quantity is n , n prizes 151 are enabled after being randomly selected or specified from the prizes 151.

Finally, the game machine 10 proceeds to step S5 to let the player obtain a payout result. Specifically, the control unit 14 determines the payout result for this round of game, and at least a portion of the payout result paid to the player will be associated with the rewarded prize, the game result, and the bet signal. That is, a numerical value of the payout result that the game machine 10 pays to the player is determined according to whether the player obtains the rewarded prize, whether a point winning condition appears in the game result, and a size of the bet value. When the player obtains the payout result, in one embodiment of the game machine 10, but is not limited thereto, the payout result is accumulated into the bet value balance, and an accumulated balance is presented on the display unit 13 so that the player can proceed to step S2 again to start a new round of game.

In addition, as shown in FIG. 1 and FIG. 10, the slot game of the present invention includes at least one special symbol 16, such as but not limited to multiplier symbol, wild symbol, reward game symbol, reward event symbol, point (score) symbol, lottery symbol, other

symbols that can potentially increase the payout result, or any combination thereof. In this embodiment or other embodiments, the special symbol 16 can appear in the game result in different manners, such as jumping out or flipping out at the one or more pattern display positions on the one or more rollers 122 that have stopped rotating; or stopping at the one or more pattern display positions by rolling the one or more rollers 122; or appearing by rotating one extra roller or a plurality of extra rollers (or an additional prize roller). Alternatively, the special symbol 16 and the game symbol 123 can be simultaneously arranged side by side or overlapped with each other at the same pattern display position of the same roller 122. Alternatively, the special symbol 16 and the game symbol 123 can appear respectively at two corresponding pattern display positions on the two rollers 122 overlapping with each other, so that the special symbol 16 is superimposed on the game symbol 123 visually (as shown in FIG. 10). Alternatively, the special symbol 16 can also be presented as the game symbol 123 on the roller 122; however, the present invention is not limited thereto.

In this situation, the control unit 14 can determine whether the special symbol 16 appears on the rollers 122 or the additional rollers in the game result. When the special symbol 16 appears on the roller 122 or the additional roller, the control unit 14 can adjust the payout result according to the appeared special symbol 16. For example, when one multiplier symbol appears, the control unit 14 can, for example but not limited to, multiply a value of the multiplier symbol

by the payout result corresponding to a symbol combination appeared in the game result that meets a point winning condition; or multiply a sum value of the multiplier symbols by the payout result corresponding to a symbol combination appeared in the game result

5 that meets a point winning condition, so that the payout result finally paid to the player has a chance to obtain the effect of increase. In another example, when one wild symbol appears, the control unit 14 can use, for example, but not limited to, the wild symbol as certain types of the game symbol 123 to increase a quantity of a symbol

10 combination appeared in the game result that meets a point winning condition, so that the payout result finally paid to the player has a chance to obtain the effect of increase. In another example, when the reward game symbols that meet a predetermined quantity appear, the control unit 14 can provide, for example, but not limited to, the player

15 with a reward game, allowing the player to obtain one or more free game sessions, so that the payout result finally paid to the player has a chance to obtain the effect of increase. In another example, when one reward event symbol appears, the control unit 14 can, for example, but not limited to, give the player a free reward event of the

20 reward event symbol, so that the payout result finally paid to the player has a chance to obtain the effect of increase. In another example, when one point symbol appears, the control unit 14 can add, for example but not limited to, a numerical value of the point symbol to the payout result corresponding to a symbol combination appeared

25 in the game result that meets a point winning condition, so that the

payout result finally paid to the player has a chance to obtain the effect of increase. In another example, when one lottery symbol appears, the control unit 14 can, for example, but not limited to, execute a lottery program, or additionally determine whether the prize trigger condition is met, that is, the above-described procedure for randomly generating the prizes 151, so that the payout result finally paid to the player has a chance to obtain the effect of increase. However, the present invention is not limited to the above listed exemplified embodiments.

10 With the above-enumerated examples of randomly determining whether the prizes 151 are given to the player, the game machine 10 can not only allow the player to be more entertained when operating the game machine 10 by associating the game content with the prizes 151, but also can realize the mechanism of selecting freely and enhance the player's participation and control of the game content by providing the player with different options. The game machine 10 can further allow the player to have higher expectation for the prizes 151 and even can obtain a higher probability of winning the prizes 151 through the mechanism of randomly providing the player with the prizes 151 by the game machine 10, thereby achieving an object of maintaining the incentive for the player to continue betting. Thus usage rate and output rate of the game machine 10 can be greatly improved. Moreover, by randomly generating the game result and randomly providing the player with the prizes 151, the fairness of the game machine 10 can be improved to meet the demands of

international standard certifications (such as certification of the Gaming Laboratories International (GLI)), and the value of the game machine 10 can be enhanced.

In the following, different examples will be enumerated to
5 illustrate how the present invention implements the mechanism of the player selecting freely, but the present invention is not limited thereto.

In one example, the bet options 111 include a mandatory bet option 1111 and one or more optional bet options 1112. As shown in FIGS. 1, 6, and 7, the input interface 11 provides a plurality of
10 optional bet options 1112 for the player to bet. The mandatory bet option 1111 and the optional bet options 1112 correspond to the point options (18, +10, +10, +20 and +30) respectively. In more detail, in the embodiments shown in FIG. 6 and FIG. 7, the mandatory bet option 1111 can correspond to the point option 18, and the optional
15 bet options 1112 can correspond to the point option +10, the point option +10, the point option +20 and the point option +30. The input interface 11 generates a mandatory bet signal and a plurality of optional bet signals according to the respective bet values of the mandatory bet option 1111 and the optional bet options 1112 selected
20 by the player, thereby forming the bet signal provided for the control unit 14. In addition, the bet options 111 can further include the bet multipliers (1X, 2X, 3X, 5X, 10X) (i.e. other types of mandatory bet options), so that the mandatory bet option 1111 and/or the optional bet options 1112 can be further matched with one of the bet
25 multipliers to achieve a multiplier effect on the bet value.

In another example, the mandatory bet option 1111 and the optional bet options 1112 can further correspond to the plurality of prizes 151. In more detail, one of the plurality of prizes 151 of the reward unit 15 can be a base prize, the base prize corresponds to the mandatory bet option 1111, and the remainder of the plurality of prizes 151 correspond to the optional bet options 1112, respectively. When the mandatory bet signal is generated, the control unit 14 notifies the reward unit 15 to enable the basic prize. In other words, as long as the player has bet on the mandatory bet option 1111, there is a chance to make the basic prize as the rewarded prize.

In practical implementation, as shown in the embodiments in FIG. 6 and FIG. 7, the mandatory bet option 1111 is the point option 18, and the optional bet options 1112 include the point option +10, the point option +10, the point option +20 and the point option +30. The point option 18 of the mandatory bet option 1111 corresponds to the base prize, i.e. the Mini prize, while the point option +10, the point option +10, the point option +20 and the point option +30 of the optional bet options 1112 respectively correspond to the Minor prize, the Major prize, the Maxi prize and the Grand prize of the prizes 151. Further, the bet option 111 comprises the bet multipliers of 1X, 2X, 3X, 5X, 10X provided for selection, and the bet value of the mandatory bet option 1111 can be increase by directly multiplying the selected bet multiplier. As shown in FIG. 6, the player bets on the mandatory bet option 1111 and selects the bet multiplier "1X" (indicated by a thick frame), so total bet points (i.e. the bet value) are

18 (18x1).

Please refer to FIG. 7 again, in the drawing shown in FIG. 7, in addition to betting on the mandatory bet option 1111 and selecting the bet multiplier "1X", the player also bets on two of the optional
 5 bet options 1112 (indicated by thick frames in FIG. 7), which are "the point option +10" and "the point option +30", and total bet points are fifty-eight (i.e. (eighteen plus ten plus thirty) multiply by one). In this case, the prize 151 corresponding to the point option 18 of the mandatory bet option 1111, that is, the "Mini prize" will be enabled;
 10 and the prizes 151 corresponding to the point option "+10" and the point option "+30" of the optional bet options 1112, namely the "Major prize" and the "Grand prize" will also be enabled.

In fact, as shown in FIG. 2 and FIG. 3, in the case where the input interface 11 is integrated with the display unit 13, the player can
 15 switch between selecting bet or not selecting bet by touching the screen. The input interface 11 of this embodiment or other embodiments can include, for example, a first input interface 11A and a second input interface 11B. The plurality of bet options 111 include a first mandatory bet option, at least one first optional bet
 20 option, a second mandatory bet option, and at least one second optional bet option. The player can bet on the first mandatory bet option and the at least one first optional bet options by touching the first input interface 11A integrated with the display unit 13. Another display unit is disposed on an operation platform 101 of the game
 25 machine 10, so that the player can also bet on the second mandatory

bet option and the at least one second optional bet options by touching the second input interface 11B integrated with the display unit. In other implementations, the input interface 11 can be integrated only with the display unit 13; or can be disposed on the operation platform 101 simply in the form of a small touch screen; or can be disposed on the operation platform 101 by means of buttons; or in any combination of the foregoing various embodiments. As shown in FIG. 2, the input interface 11 is integrated with the display unit 13 while being disposed on the operation platform 101 in the form of a small touch screen. In addition, the input interface 11 can also be integrated with the display unit 13 while being disposed on the operation platform 101 by means of buttons.

Please refer to FIG. 8 and FIG. 9 for another example, which is an embodiment without the basic prize, wherein the prizes 151 only correspond one-to-one with the optional bet options 1112 of the bet options 111, and the mandatory bet option 1111 does not correspond to any of the prizes 151. The optional bet options 1112 include three point options +10 and two point options +20, and respectively correspond to Mini prize, Minor prize, Major prize, Maxi prize and Grand prize of the prizes 151. As shown in FIG. 8, if the player only bets on the mandatory bet option 1111, since the mandatory bet option 1111 does not correspond to the prizes 151, none of the prizes 151 will be enabled. As shown in FIG. 9, if the player bets on three of the optional bet options 1112 (indicated by thick frames in FIG. 9) in addition to betting on the mandatory bet option 1111, the player's

total bet amount is 58, that is, the point option "+10", the point option "+10" and the point option "+20" can enable the three corresponding of the prizes 151 (Mini prize, Major prize and Grand prize), and the enabled prizes 151 (Mini prize, Major prize and Grand prize) are presented in a state that may be triggered to win.

It should be explained that the foregoing drawings and descriptions are directed to the mandatory bet option 1111 and the optional bet options 1112. In other implementations, only one mandatory bet option 1111 and one optional bet option 1112 are provided, and the one optional bet option 1112 corresponds to one prize 151. For details of the implementation, please refer to the above description of the related embodiments, and the details are not described herein again.

Please refer to FIG. 10 for another example, which is a schematic diagram of a screen of a way matching game applied with the present invention. The rollers 122 include a first way roller 122A, a second way roller 122B, and a third way roller 122C, which respectively correspond to the prizes 151 (JP1, JP2, and JP3). Wherein, the mandatory bet option 1111 (the point option 8) corresponds to the prize 151 (JP1) and the first way roller 122A, the optional bet option 1112 (the point option +10) corresponds to the prize 151 (JP2) and the second way roller 122B, and the optional bet option 1112 (the point option +20) corresponds to prize 151 (JP3) and third way roller 122C. The prize 151 (JP2) can be directly placed above the second way roller 122B, and special visual effect can be designed for the

second way roller 122B together with the prize 151 (JP2), such as an entire black frame shown in the figure. Similarly, the first way roller 122A and the third way roller 122C can also be designed with special visual effect. In other implementations, the roller 122 corresponding to the optional bet option 1112 selected by the player can also be highlighted by using different background colors, adding animations, or the like.

The player who wishes to win the prize 151 (JP2) and the prize 151 (JP3) must bet on the optional bet option 1112 (bet +10) and the optional bet option 1112 (bet +20). Therefore, when the prize 151 (JP2) and the prize 151 (JP3) accumulate to a considerable numerical value, the player can be attracted to bet to increase an amount of bets to meet the demand for increasing turnover. However, the present invention is not limited to the above-described examples related to a quantity of the rollers, a quantity of the prizes, a quantity of the bet options, display positional relationship between the rollers and the prizes, corresponding relationship between the rollers and the prizes, corresponding relationship between the bet options and the prizes, and manners in which visual effects are enhanced. Those ordinarily skilled in the art can combine more or better embodiments with reference to the contents described in the specification without departing from the spirit of the present invention.

In another example, as shown in FIGS. 1 and 10, the different bet options 111 can correspond to different quantities or types of the at least one special symbol 16. That is, the player can have the rollers

122 presented with different quantities or types of the at least one
special symbol 16 by selecting to bet on the different bet options 111,
thereby correspondingly adjusting the payout result. In this example
or other examples, the special symbol 16 with a higher value (a
5 higher payout value or with a higher adjustment effect) or higher
quantity is enabled when the player selects the bet option 111 with a
larger bet numerical value. There are no certain rules regarding
probability of appearance, types of appearance, and effects of the
special symbol 16, and they can be adjusted freely according to habits,
10 demands of operators, preferences of local players, regulations and
so on. The following description is only one of implementation
modes, but the present invention is not limited thereto.

In another example, as shown in FIG. 11, which is a schematic
diagram of a screen of a line matching game applied with the present
15 invention. The screen has LINE 1, LINE 5, LINE 10, LINE 15, LINE
20, of which LINE 1 is the mandatory bet option 1111, LINE 5, LINE
10, LINE 15, LINE 20 are the optional bet options 1112 and
respectively correspond to the prizes 151 (JP1, JP2, JP3 and JP4). If
the player only bets on the mandatory bet option 1111, since there is
20 no corresponding prize 151, none of the prizes 151 will be enabled.
If the player wants to enable the prize 151 (JP3), the player must bet
on the optional bet option 1112 (LINE 15) to enable the prize 151
(JP3). When the player bets on the optional bet options 1112, each of
the betted optional bet options 1112 will be calculated and judgment
25 will be triggered, so the player may be able to win several of the

prizes 151 at the same time in the case of betting on the optional bet options 1112. However, the present invention is not limited to the above-described examples of corresponding relationship between the bet options and the prizes.

5 Please refer to FIG. 1 and FIG. 12, which show another implementation of the plurality of prizes 151 being associated with the plurality of bet options 111, and the game result can correspond to the bet signal. The detailed method is that the different bet options 111 to be betted corresponds to different quantities of the rollers 122
10 or the different rollers 122 among the rollers 122. The so-called enabling different quantities of the rollers 122 among the rollers 122 can be, for example, but not limited to, if an enabled quantity is n, then n of the rollers 122 are designated or randomly selected to be enabled among the rollers 122. The so-called enabling the different
15 rollers 122 among the rollers 122 can be, for example, but not limited to, one of the rollers 122 is designated or randomly selected to be enabled among the rollers 122.

 The larger a quantity of the rollers 122 is enabled, the game result can be changed, for example, based on changing a quantity of the
20 rollers 122 enabled. Alternatively, when a quantity of the rollers 122 enabled is increased, the control unit 14 has more chances or higher probability to determine whether to allow the prizes 151 to become the rewarded prizes, and thus the bet options 111 are associated with a probability of winning the prizes 151.

25 The actual practice is shown in FIG. 12. The bet options 111 can

be divided into the point options "8, 18, 38, 68 and 88" (or called the first mandatory bet option) and the bet multipliers "1X, 2X, 3X, 6X, 10X" (or called the second mandatory bet option). When the player bets on the point option "8" and selects the bet multiplier "1X", one
5 set of the roller 122 is enabled (indicated by a thick frame). Please refer to FIG. 13, when the player bets on the point option "18" and selects the bet multiplier "1X", two sets of the rollers 122 are enabled (indicated by a thick frame). Similarly, the player can select the point options "38", "68" and "88" to correspondingly enable three sets of
10 the rollers 122, four sets of the rollers 122 and five sets of the rollers 122. In practice, for example, but not limited to, when one set of the roller 122 is enabled, the player can select any one of the five sets of the rollers 122. When two sets of the rollers 122 are enabled, the player can select any two of the five sets of the rollers 122, and so on,
15 thus the player is free to select which one of the rollers 122 to be enabled.

In another example, the game machine 10 not only has a mechanism for enabling the rollers 122, but the slot game can also further include the at least one special symbol 16. Types and ways of
20 appearance of the special symbol 16 can be referred to the above embodiments, and corresponding relationship between types and quantities of the special symbol 16 and the bet options 111 can also be referred to the above embodiments. Rules of appearance of the special symbol 16 can be associated with the bet options 111.
25 Specifically, the special symbol 16 may only appear on the enabled

rollers 122, or only the special symbols 16 appearing on the enabled rollers 122 will be included in one of factors of consideration of whether winning the prizes 151 or whether adjusting the payout result, and therefore can increase the incentive for the player to bet.

5 In one example, assume that the special symbol 16 is a lottery symbol with a numerical value, and numerical values appearing on the different rollers 122 corresponding to the different bet signals can be different. Such as shown in FIG. 13, the special symbol 16 comprises the numerical value "18", and such as shown in FIG. 14,
10 the special symbol 16 comprises the numerical value "8". In another example, the control unit 14 can further, for example, but not limited to, change a probability of whether generating the rewarded prize 151 according to a size of the numerical value. Generally speaking, when the player obtains the special symbol 16 with a larger numerical value,
15 the larger the numerical value represents a higher probability of generating the reward prize 151. In another example, the special symbol 16 which is also the lottery symbol comprising a numerical value can, for example, but not limited to, have different sizes of numerical values or quantities depending on the different bet signals,
20 and have a chance to increase the payout result and a probability of winning. For example, but not limited to, the higher the bet value of the bet signal, the higher the numerical value comprised with the lottery symbol, or the greater a quantity of the lottery symbols with a numerical value. Alternatively, for example, but not limited to, the
25 numerical value of the lottery symbol with a numerical value is a

candidate numerical value randomly selected from a candidate numerical value set. The higher the bet value of the bet signal, the greater a quantity of the candidate numerical values that can be randomly selected from the candidate numerical value set, or the
5 larger the candidate numerical values that can be randomly selected from the candidate numerical value set. If the bet signal corresponds to the point option "8" and the bet multiplier "1X", the bet value is 8, and "8" may be the only candidate numerical value that can be randomly selected from the candidate numerical value set. If the bet
10 signal corresponds to the point option "28" and the bet multiplier "1X", the bet value is 28, a quantity of the candidate numerical values that can be randomly selected from the candidate numerical value set may be increased to three, namely "8", "18" and "28". Alternatively, only when the bet value is larger than a predetermined threshold
15 value, the special symbol 16 will have different sizes of numerical values or quantities depending on the different bet signals. However, the present invention is not limited to the above listed examples, and more or better embodiments can be combined or derived from the above examples by those ordinarily skilled in the art without
20 departing from the spirit of the present invention.

Please refer to FIG. 15 and FIG. 16, the slot game can further include one or more additional prize symbols 17 and one or more additional prize rollers 18, and the control unit 14 further determines, in the game result, whether at least one additional prize symbol 17 of
25 the one or more additional prize symbols 17 appear on the one or

more additional prize rollers 18; and adjusts the payout result according to the at least one additional prize symbol 17 appearing on the at least one additional prize rollers 18.

As shown in FIG. 15, the additional prize roller 18 is displayed
5 by overlapping with the roller 122. For example, in the figure, the additional prize roller 18 is not visible in normal state, and only when the additional prize roller 18 is rolled, effect of multi-layer overlapping roller rotation can be visually observed. The additional prize roller 18 is overlaid or superimposed on the roller 122 only
10 when the roller 122 stops rotating. When the additional prize symbol 17 is presented on the one or more additional prize rollers 18, the additional prize symbol 17 is directly overlaid on the game symbol 123 at a same position or is located around the game symbol 123. If the additional prize symbol 17 can directly provide a multiplier value,
15 the payout result is directly adjusted according to the multiplier value. As shown in FIG. 15, the multiplier value is 150%.

Another implementation is presented in FIG. 16, in the present embodiment, the additional prize rollers 18 are disposed one-to-one adjacent to the rollers 122 correspondingly, such as disposing above
20 the rollers 122. In this way, the game symbols 123 and the multiplier value (150%) can be entirely and clearly displayed.

In order to attract players to bet on the different bet options 111, the different bet options 111 correspond to different quantities of the additional prize rollers 18 or the different additional prize rollers 18,
25 or correspond to different quantities or different types of the

additional prize symbols 17. With the design of different quantities or different types of the additional prize symbols 17 appeared on the different additional prize rollers 18, the player tends to bet on all of the bet options 111 to increase the bet value. Further, the additional prize symbols 17 only have a chance to appear on the enabled additional prize rollers 18, or the additional prize symbols 17 can also appear on the disabled additional prize rollers 18, but only the additional prize symbols 17 appearing on the enabled additional prize rollers 18 will be included in one of factors of consideration for adjusting the payout result. However, the present invention is not limited to the above examples.

In addition, the slot game of the present invention further includes more of the game symbols 123, that is, other types of the game symbols 123 are included in addition to the game symbols 123 displayed on the rollers 122. The different game symbols 123 have the payout values with different numerical values or different game effects, respectively. Further, the different bet options 111 are respectively associated with at least one of the game symbols 123. That is, the different bet options 111 will enable the different game symbols 123. The control unit 14 further enables or upgrades the associated at least one game symbol 123 according to the bet signal. Furthermore, the at least one game symbol 123 that is enabled or upgraded can appear, for example but not limited to, only on at least one of the rollers 122 corresponding to the bet signal. In more detail, when the betted point option is small, the game symbols 123 of lower

payout values can be enabled. When the betted point option is large, the game symbols 123 of relatively higher payout values can be enabled. For example, when the payout values of the different game symbols 123 are sorted from low to high as follows: 9, 10, J, Q, K, A, pineapple, watermelon, etc.. The implementation modes are, for example, but not limited to, as follows: when the player bets on the point option "8", 9, 10, J, Q, K, A, pineapple, watermelon, etc. are enable. When betting on the point option "18", only 10, J, Q, K, A, pineapple, watermelon, etc. are enabled. When betting on the point option "38", only J, Q, K, A, pineapple, watermelon, etc. are enabled. When betting on the point option "68", only K, A, pineapple, watermelon, etc. are enabled. When betting on the point option "88", only pineapple, watermelon, etc. are enabled. Alternatively, when the point option "8" is selected, the payout value of the certain game symbol 123 is P, and when the point option "18" is selected, the payout value of the same game symbol 123 becomes P+, wherein P+ is greater than P, which is called "upgrade".

Please refer to FIG. 17, which is a functional block diagram of a game system according to an embodiment of the present invention. A game system 20 includes a game result generating unit 21, a bet unit 22, a reward unit 23, and a control unit 24. Wherein the reward unit 23 comprises one or more prizes 231. The control unit 24 is connected with the game result generating unit 21, the bet unit 22, and the reward unit 23, and the control unit 24 is further connected to an electronic device 25 of a player. Wherein the electronic device

25 includes a display screen 251 and an input interface 252. The control unit 24 executes a plurality of commands of a slot game to control the game system 20 to perform the following steps: providing a plurality of bet options by the input interface 252 via the bet unit
5 22; receiving a bet signal generated by the input interface 252 via the control unit 24; randomly generating a game result and generating a game screen corresponding to the game result via the game result generating unit 21; transmitting the game screen to the display screen 251 for display; and randomly determining by the control unit 24
10 whether providing a rewarded prize for the player via the reward unit 23, so that at least a portion of a payout result paid to the player being associated with the rewarded prize, the game result and the bet signal. In this embodiment or other embodiments, details, operations, and various implementations about internal components of the game
15 system 20 can be referred to the related implementation of the game machine 10, and thus are not described herein again.

Similar to the framework of the present embodiment, the game system 20 can also be connected to a plurality of electronic devices
25 in a wire or wireless manner for a plurality of players to play a multiplayer game online together. The electronic devices 25 include any electronic device that can be used for remote connection, such as personal computer, tablet, mobile phone, and the like.

Please refer to FIG. 18, the present invention can also provide a game system 30. The game system 30 includes at least one game
25 machine 10 as described above and a controller 31. The controller 31

is connected to the at least one game machine 10 to manage information provided by the at least one game machine 10. The controller 31 can manage the at least one game machine 10 to form a central system management framework, such as member
5 management system, game center management system, prize server, or other applications requiring information management.

Please refer to FIG. 19, which is a functional block diagram of another game machine 40. The game machine 40 includes a point unit 41, a game result generating unit 42, an operation interface 43, a
10 jackpot pool unit 44, a display unit 45, a payout unit 46, and a control unit 47. Wherein the point unit 41, the game result generating unit 42, the operation interface 43, the display unit 45, the payout unit 46, and the control unit 47 can be integrally disposed in the game machine 40.

15 Under this type of framework, it can be a multiplayer online jackpot game or a stand-alone jackpot game. The multiplayer online jackpot game has a jackpot value accumulated by a plurality of machines, and the jackpot pool unit 44 is disposed independently and in a jackpot server 400 connected to the game machine 40. That is,
20 as shown in the embodiment of FIG. 19, the jackpot server 400 can be provided for connection with other game machines.

Please refer to FIG. 20. In the case of a stand-alone jackpot game, the jackpot value is accumulated only by a single game machine. The jackpot pool unit 44 can be directly disposed in the game machine 40,
25 and in one embodiment, the jackpot pool unit 44 is disposed above

the game machine 40.

In the present embodiment, the operation interface 43 is one of the modes for specifically implementing the input interface of the present invention. The operation interface 43 is provided for the
5 player to operate to bet on a mandatory bet option 431 and one or more optional bet options 432. The operation interface 43 correspondingly generates a mandatory bet signal and one or more optional bet signals according to bet amounts of the mandatory bet option 431 and the one or more optional bet options 432. In FIG. 19,
10 only one optional bet option 432 is depicted for indication.

In this embodiment, the control unit 47 is further connected to the point unit 41. The point unit 41 can, for example, but not limited to, read any one of a physical object (e.g., a ticket) or an account data, and generate a point signal based on a point stored in the physical
15 object or the account data. The ticket is paper, ticket card, magnetic card, NFC, RFID or other media that can record data, or even can log in by scanning a barcode on a mobile phone. The account data can be recorded in the memory of the aforementioned ticket or a web server.

20 After receiving the point signal generated by the point unit 41, the control unit 47 enables the operation interface 43 for the player to operate. The operation interface 43 generates a mandatory bet signal and an optional bet signal according to the player's operation, and modifies the point signal to deduct the part used for betting.

25 After the point unit 41 generates the point signal and transmits

the point signal to the control unit 47, the control unit 47 can notify the display unit 45 to display a point value corresponding to the point signal, that is, display a bet value balance, or the points that are current owned. The player's bet status is displayed on the game
5 screen based on the mandatory bet signal and the optional bet signal.

The jackpot pool unit 44 has a database 441. The jackpot pool unit 44 is one of the modes for specifically implementing the reward unit of the present invention. The database 441 stores a plurality of jackpot values, such as Mini prize, Minor prize, Major prize, Maxi
10 prize, and Grand prize. The jackpot values are accumulated from an initial value.

The control unit 47 notifies the jackpot pool unit 44 to obtain the bet amounts of the mandatory bet signal and the optional bet signal, and causes the jackpot pool unit 44 to allocate a certain proportion of
15 the bet amounts of the mandatory bet signal and the optional bet signal as an allocation value. The control unit 47 notifies the jackpot pool unit 44 to cause the database 441 to accumulate the allocation value to increase a numerical value of the jackpot value. And the database 441 increases the enabled jackpot value with an allocate
20 proportion of the allocation value; or with an allocate proportion of the allocation value, the database 441 can also increase the enabled jackpot value and the correspondingly disabled jackpot value with no bet. It should be explained that the allocate proportions received by
25 correspondingly disabled jackpot value with no bet still increases

with an allocate proportion of the allocation value, the disabled
jackpot value can still be accumulated. Players who are playing can
be prompted to change their minds to additionally select the optional
bet option 432 that has not been previously for betting, or other
5 players who have not played this game are attracted to bet.

After the control unit 47 obtains the mandatory bet signal and the
optional bet signal, the control unit 47 notifies the jackpot pool unit
44 to enable the corresponding jackpot value. The control unit 47
notifies the display unit 45 to display the jackpot value that has been
10 enabled.

The implementation modes and operation details of the game
result generating unit 42, the jackpot pool unit 44, the display unit 45,
and the control unit 47 can be correspondingly referred to the related
descriptions of the game result generating unit 12, the reward unit 15,
15 the display unit 13, and the control unit 14 in the game machine 10,
and thus will not be repeated here.

The payout unit 46 is mainly used to estimate the payout result to
be paid to the player, and can be independent of or combined with
the control unit 47. The payout unit 46 modifies the point signal to
20 add the payout result according to the game result, the mandatory bet
signal, the optional bet signal and the triggered jackpot values, and
pays the player. For example, after the game result generating unit 42
generates the game result, if the player can win a basic point in the
game result and also trigger at least one jackpot value, the basic point
25 and the at least one jackpot value can be respectively presented at the

same time, be merged presented at the same time, or be presented one after the other, and are paid to the player.

A common embodiment of the array of the rollers arrangement of the slot game is a 4x5 array, but is not limited thereto, and can be a
5 3x3 array, a 4x5 array, or the rollers are arranged in other shapes such as a triangle or a diamond.

When a jackpot trigger condition is met, the control unit 47
notifies the display unit 45 to display the triggered jackpot value, and
notifies the database 441 of the jackpot pool unit 44 to reset the
10 triggered jackpot value to a preset initial value. The higher a quantity of the special symbols 16 of the foregoing embodiment being obtained, the easier the jackpot trigger condition can be met. Moreover, the higher a quantity of the optional bet options the player chooses to bet on, there is a chance to trigger all the corresponding
15 jackpot values, thereby increasing the chance of winning. Regarding the various ways that the player can obtain a numerical value of the jackpot value, two mechanisms of determination are as follows: 1. the jackpot pool unit 44 broadcasts a numerical value of the jackpot value for the control unit 47 at a fixed time interval, and when the
20 jackpot trigger condition is met to be triggered, the most recent broadcasted jackpot value received is distributed to the player. 2. When the jackpot trigger condition is met to be triggered, the control unit 47 requests the jackpot pool unit 44 to obtain the numerical value of the current total jackpot values or the numerical value of the
25 triggered jackpot values. Other ways of triggering the jackpot can be

referred to the ways in the embodiments of the above-mentioned game machine 10.

In the framework of this embodiment, the game result generating unit 42, the jackpot pool unit 44 and the control unit 47 are also be
5 integrally disposed in a machine server, and the point unit 41, the operation interface 43, the display unit 45 and the payout unit 46 are disposed in a slave machine. There can be more than one slave machine, in the manner of using central system management via the machine server; multiple players can play games separately with the
10 slave machines, thereby saving installation costs.

In addition, please refer to FIG. 21 and FIG. 22, in the framework of this embodiment, a game system can also be provided, and an electronic device 410 of the player is allowed to be connected online for the player to use the electronic device 410 to play the slot game.
15 The electronic device 410 can be any electronic device that can be used for connecting to the Internet, such as computer, tablet, mobile phone, and the like. The electronic device 410 has a display screen 4101 and an operation unit 4102. The game system is formed in a server 420, and the server 420 has a communication unit 4201. The
20 communication unit 4201 is configured to provide signal connection between the server 420 and the household electronic device 410 to exchange communication data.

The game system includes a point unit 41A, a game result generating unit 42A, an operation interface 43A, a jackpot pool unit
25 44A, a payout unit 46A, and a control unit 47A. The control unit 47A

is connected to the communication unit 4201, the point unit 41A, the game result generating unit 42A, the operation interface 43A, the jackpot pool unit 44A, and the payout unit 46A. The mode of operation of this embodiment is generally the same as or similar to the previous embodiment. The operation unit 4102 of the electronic device 410 can, for example, but not limited to, be integrated with the display screen 4101 to form a touch screen, so that the player can operate the game by using the touch screen.

Firstly, when the player logs in to the server 420, the point unit 41A will obtain the point signal (about the bet balance) about the player and submit the point signal to the control unit 47A. The manner of obtaining the point signal can be referred to the descriptions related to the point unit 41 in the above embodiment. After receiving the point signal, the control unit 47A notifies the operation interface 43A to generate an operation interface signal, and transmits the operation interface signal to the electronic device 410, so that the display screen 4101 of the electronic device 410 displays the bet options. Thereby, the player can bet on the bet options using the operation unit 4102 of the electronic device 410.

Then, the operation unit 4102 generates the corresponding bet signal according to the selection of the bet options and transmits the bet signal back to the operation interface 43A. The operation interface 43A modifies the point signal according to the returned bet signal in order to deduct the portion used for betting (i.e. deducting the bet value). On the other hand, the player can also start the game

through the operation interface 43A, at this time, the operation interface 43A generates a corresponding start signal and returns the start signal to the control unit 47A. After the control unit 47A obtains the bet signal and the start signal, the control unit 47A notifies the
5 game result generating unit 42A to generate the game result, and randomly determines whether giving the player at least one jackpot. If it is determined to give the player one jackpot, the control unit 47A notifies the jackpot pool unit 444 to give the player the jackpot from the database 441.

10 Finally, the control unit 47A notifies the payout unit 46A to cause the payout unit 46A to generate a payout result according to the game result, the bet signal, and whether giving the jackpot, in order to modify the point signal, and pay the player.

For the remaining related details, please refer to the above
15 embodiments, and thus will not be described herein again.

In the present invention, categories of the prizes are not limited to the types listed above, and the categories of the prizes can be other forms or types of prizes, such as reward or bonus games, etc. The various embodiments can be combined or substituted without
20 departing from the spirit of the present invention.

In summary, the present invention has the following features:

1. Have the one or more prizes correspond to the bet options. Players, according to their own preferences, betting habits or the prizes that are considered most likely to be obtained after observation,
25 can choose the corresponding optional bet options to place bets.

Therefore the players do not feel being taken advantage, and the player's willingness to place extra bets can be effectively enhanced.

2. Have different quantities of the rollers or different rollers correspond to the bet options respectively, so that players can select
5 the rollers to be enabled to meet the player's demand of selecting freely.

3. The display unit displays the enabled one or more prizes, and the enabled one or more rollers in order to enhance the player's willingness to place bets.

10 4. With the setting of the special symbols, the game is more entertaining, uncertainty and excitement of the game are also enhanced.

5. Applicable to stand-alone game machines for playing games including multiplayer online jackpot games and stand-alone jackpot
15 games, and the online mode allows the players to use household electronic devices to operate to meet the demand of playing remotely.

What is Claimed is:

1. A game machine, comprising:

an input interface;

a game result generating unit;

5 a display unit; and

a control unit, connected to the input interface, the game result generating unit and the display unit, the control unit selectively further connected to a reward unit, the reward unit comprising one or more prizes, the control unit executing a plurality of commands of a slot game to control the game machine to perform following steps:

providing a plurality of bet options via the input interface;

detecting a bet signal generated by the input interface via the control unit, wherein the bet signal is associated with a player's selection of the plurality of bet options, and each of the plurality of bet options is respectively associated with a bet value of different level;

generating a game result via the game result generating unit, and generating a game screen corresponding to the game result, the game screen including a plurality of rollers and a plurality of game symbols, the plurality of game symbols arranged in an array on the plurality of rollers;

presenting the game screen via the display unit; and

determining whether to provide at least one of the one or more prizes as a rewarded prize for the player via the reward unit by the control unit when the control unit is connected to the reward unit, so

that at least a portion of a payout result paid to the player is associated with the rewarded prize, the game result and the bet signal, wherein the one or more prizes are associated with the plurality of bet options.

2. The game machine as claimed in claim 1, wherein when the
5 reward unit comprises more than one prizes, betting on the different bet options causes the different prizes or different quantities of the prizes to be enabled among the prizes, so that at least one prize of the at least one enabled prize is provided for using as the rewarded prize.

3. The game machine as claimed in claim 1, wherein the game result
10 corresponds to the bet signal.

4. The game machine as claimed in claim 3, wherein each of the different bet options betted corresponds to different quantities of the rollers or the different rollers among the plurality of rollers.

5. The game machine as claimed in any one of claims 1 to 4, wherein
15 the slot game further includes one or more special symbols, and the control unit further controls the game machine to perform following steps:

determining whether the one or more special symbols appearing on the rollers in the game result; and

20 when the one or more special symbols appearing on the rollers, adjusting the payout result according to the one or more special symbols appearing on the plurality of rollers.

6. The game machine as claimed in claim 5, wherein when the one or more special symbols appear on the plurality of rollers, the control
25 unit further determines whether the rewarded prize is provided via

the reward unit.

7. The game machine as claimed in claim 5, wherein the special symbol and the game symbol are presented on at least one position of one of the plurality of rollers.

5 8. The game machine as claimed in claim 5, wherein when the slot game comprises more than one special symbols, the different bet options correspond to different quantities or types of the at least one special symbol.

9. The game machine as claimed in claim 4, wherein the slot game
10 further comprises at least one special symbol, and the control unit further performs following steps:

determining whether the at least one special symbol appearing on the at least one roller corresponding to the bet signal in the game result; and

15 adjusting the payout result according to the at least one special symbol appearing on the at least one roller corresponding to the bet signal.

10. The game machine as claimed in claim 9, wherein the special symbol and the game symbol are presented at one position of the at
20 least one roller.

11. The game machine as claimed in claim 10, wherein the different bet options correspond to different quantities or types of the special symbol.

12. The game machine as claimed in any one of claims 1 to 4,
25 wherein the slot game further comprises one or more additional prize

symbols and one or more additional prize rollers, and the control unit further performs following steps:

determining whether at least one additional prize symbol of the one or more additional prize symbols appearing on the one or
5 more additional prize rollers in the game result; and

adjusting the payout result according to the at least one additional prize symbols appearing on the at least one of the additional prize rollers.

13. The game machine as claimed in claim 12, wherein the different
10 bet options correspond to different quantities of the additional prize rollers or the different additional prize rollers, or correspond to different quantities or types of the additional prize symbols.

14. The game machine as claimed in claim 4, wherein the slot game further comprises more game symbols, the different bet options are
15 respectively associated with at least one of the game symbols, the control unit further enables or upgrades the associated at least one game symbol according to the bet signal, and the enabled or upgraded at least one game symbol appears only on the at least one roller corresponding to the bet signal.

20 15. The game machine as claimed in claim 1, wherein the plurality of bet options include a mandatory bet option and at least one optional bet option.

16. The game machine as claimed in claim 1, wherein the plurality of bet options include a first mandatory bet option and a second
25 mandatory bet option.

17. A game system, comprising:

a game result generating unit;

a bet unit;

a reward unit, comprising one or more prizes; and

5 a control unit, connected to the game result generating unit, the bet unit and the reward unit, the control unit further connected to an electronic device of a player, wherein the electronic device includes a display screen and an input interface, the control unit executes a plurality of commands of a slot game to control the game
10 system to perform following steps:

providing a plurality of bet options by the input interface via the bet unit, each of the plurality of bet options respectively associated with a bet value of different level and the one prize or the prizes;

15 receiving a bet signal generated by the input interface via the control unit, the bet signal associated with the player's selection of the plurality of bet options;

randomly generating a game result and generating a game screen corresponding to the game result by the game result
20 generating unit, the game screen including a plurality of rollers and a plurality of game symbols, the game symbols arranged in an array on the rollers;

transmitting the game screen to the display screen for display;

and

25 determining by the control unit whether randomly providing

at least one of the one or more prizes as a rewarded prize for the player via the reward unit, so that at least a portion of a payout result paid to the player being associated with the rewarded prize, the game result and the bet signal.

5 18. A game system, comprising:

at least one game machine as claimed in claim 1; and

a controller, connected to the at least one game machine to manage information provided by the at least one game machine.

10 19. An operation method of an electronic device, the electronic device being provided for a player to play a slot game, the operation method comprising:

providing a plurality of bet options by an input interface, the different bet options being respectively associated with a bet value of different level, the electronic device including a control unit, the input interface, a game result generating unit and a display unit;

detecting by the control unit whether the input interface generating a bet signal, and the bet signal being associated with the player's selection of the plurality of bet options;

generating a game result and a game screen corresponding to the game result by the game result generating unit, the game screen having a plurality of rollers and a plurality of game symbols, and the plurality of game symbols being arranged in an array on the plurality of rollers;

presenting the game screen by the display unit; and

25 when the control unit being connected to a reward unit,

determining whether to provide at least one of one or more prizes as a rewarded prize for the player via the reward unit, so that at least a portion of a payout result paid to the player associated with the rewarded prize, the game result and the bet signal, wherein the one
5 or more prizes are associated with the plurality of bet options.