

A Gaming Apparatus

ABSTRACT

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Disclosed is a gaming apparatus, the gaming apparatus comprising a player input module arranged to accept a player input; a random number generator arranged for output of a game output result; a processing module arranged to combine the player input and a value associated with the game output result as a player condition group, the processing

10 module further arranged to match the player condition group to a set of one or more pre-determined condition groups; wherein if the player condition group is a match to at least one pre-determined condition group from said set of one or more pre-determined condition groups, the processing module is further arranged to retrieve an instruction set associated with the matched at least one pre-determined condition group from a storage device; and

15 further wherein the processing module is arranged to use the retrieved instruction set for instructing the random number generator to output an additional game result.

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FIG. 2