A Gaming Apparatus With An Autonomous Value Meter

ABSTRACT

Disclosed is a gaming apparatus, the gaming apparatus comprises a display member configured to visually display both a player result value meter and a separate autonomous value meter; a player input module arranged to accept a player input to play a turn of a game; a random number generator arranged for output of a game output result; a processing module configured to award a win value associated with the game output result, the processing module further configured to accumulate a portion of the win value into the player result value meter, the separate autonomous value meter or both; and wherein the processing module is configured to allow the player result value meter and the separate autonomous value meter to each be capable of being utilised to provide a next input to play a next turn of the game.

FIG. 2