CLAIMS

1. A gaming apparatus, the gaming apparatus comprising,

a random number generator arranged for output of a game output result;

a first credits database configured to contain a player deposit of player credits for playing at the gaming apparatus;

a game points database configured to contain a win value associated with the game output result;

a processing module configured to award the win value associated with the game output result, the processing module further configured to monitor for a first user trigger at a first pre-determined stage of a gaming process;

wherein upon detection of the first user trigger, the processing module is configured to access the game points database to match against a first process trigger;

wherein based on a matching of the first process trigger, the processing module is configured to enter a triggered process automatically without further command by a user;

wherein upon entry into the triggered process, the processing module is configured to monitor for a second user trigger at a second pre-determined stage within the triggered process;

wherein upon entry into the triggered process, the processing module is configured to access one or more triggered process conditions, the one or more triggered process conditions being different from one or more main game process conditions;

wherein the one or more main game process conditions comprises an instruction to the processing module to determine an output of a game output result of a main game based on a first game RTP (return-to-player) and the one or more triggered process conditions comprises an instruction to the processing module to determine an output of a game output result of the triggered process based on a second game RTP (return-to-player), wherein the first game RTP is lower than the second game RTP.

~~2. The gaming apparatus as claimed in claim 1, wherein upon entry into the triggered process, the processing module is configured to access one or more triggered process conditions, the one or more triggered process conditions being different from one or more main game process conditions.~~

~~3. The gaming apparatus as claimed in claim 2, wherein the one or more main game process conditions comprises an instruction to the processing module to determine an output of a game output result of a main game based on a first game RTP (return-to-player) and the one or more triggered process conditions comprises an instruction to the processing module to determine an output of a game output result of the triggered process based on a second game RTP (return-to-player), wherein the first game RTP is lower than the second game RTP.~~

42. The gaming apparatus as claimed in ~~any one of~~ claim~~s~~ 1 ~~to 3~~, wherein based on the second user trigger within the second pre-determined stage of the triggered process, the processing module is configured to exit the triggered process.

~~5~~3. The gaming apparatus as claimed in claim 42, the processing module is configured to monitor for a third user trigger at the second pre-determined stage within the triggered process and upon detection of the third user trigger, to continue the triggered process, the processing module is configured to access the game points database to match against an exit process trigger.

~~6~~4. The gaming apparatus as claimed in claim ~~5~~3, wherein the first process trigger is an opposite of the exit process trigger.

~~7~~5. The gaming apparatus as claimed in claim ~~5~~3 or ~~6~~4, wherein the first process trigger is based on a pre-determined input for entering the triggered process and the exit process trigger is based on a pre-determined input for playing a next turn of a triggered process game.

~~8~~6. The gaming apparatus as claimed in any one of claims 1 to ~~7~~5, wherein upon entry into the triggered process, the game points database is configured to further function as a second credits database within the triggered process.

~~9~~7. The gaming apparatus as claimed in any one of claims 1 to ~~8~~6, wherein at least one of the first user trigger, the second user trigger and the third user trigger is based on the processing module monitoring actuation of a user actuation button.