

ABSTRACT

APPARATUS AND METHOD FOR CONTROLLING PRIZE FUNDS WON BY A USER IN A GAMING SYSTEM

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Apparatus and methods for controlling prize funds won by a user in a gaming system are disclosed. The apparatus includes a credit meter memory (1) for storing data indicative of an amount of credit available to a user to be played on a primary game, a won funds meter (2) for storing data indicative of a value of funds won by the user in playing a primary or secondary
10 game, a prize message receiver (3) for receiving a message indicative of a quantum of a prize won by the user, a processor (4) responsive to the prize message receiver for modifying the stored data to augment the value of funds by quantum of the prize, a user input message receiver
(13) for receiving a message indicative of the user's desire to use at least a portion of the funds won by the user as a stake for a tertiary game; and a tertiary game interface (14) for
15 communicating with a tertiary game controller (12).

[Figure 1]