CLAIMS

1. A gaming apparatus, the gaming apparatus comprising,

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 separate autonomous value meter or both the player result value meter and the separate autonomous value meter; and

wherein the processing module is configured to allow at least one of the player result value meter and the separate autonomous value meter to be capable of being utilised to provide a next input to play a next turn of the game.

2. The gaming apparatus as claimed in claim 1, wherein the processing module is further configured to accumulate the portion of the win value into the separate autonomous value meter or both the player result value meter and the separate autonomous value meter, based on one or more accumulation conditions.

3. The gaming apparatus as claimed in claim 2, further comprising the processing module being configured to accumulate a portion of the win value into the separate autonomous value meter or both the player result value meter and the separate autonomous value meter, based on a comparison performed by the processing module of the win value against a pre-determined value threshold.

4. The gaming apparatus as claimed in claims 2 or 3, further comprising the processing module being configured to accumulate a portion of the win value into the separate autonomous value meter or both the player result value meter and the separate autonomous value meter, based on a comparison performed by the processing module of the game output result against one or more accumulation rules pertaining to the game output result.

5. The gaming apparatus as claimed in any one of claims 1 to 4, further comprising the processing module being configured to automatically select one of the player result value meter and the separate autonomous value meter as a selected meter to provide the next input to play the next turn of the game, and wherein if an accumulated value within the selected meter is not sufficient to provide the next input, the processing module is configured to deduct the accumulated value within the selected meter and to deduct an outstanding amount of the next input from a non-selected meter.

6. The gaming apparatus as claimed in any one of claims 1 to 4, further comprising the player input module being configured to accept a player instruction to instruct the processing module to select one of the player result value meter and the separate autonomous value meter as a selected meter to provide the next input to play the next turn of the game, and wherein if an accumulated value within the selected meter is not sufficient to provide the next input, the processing module is configured to reduce a value of the next input to less than or equal to the accumulated value within the selected meter such that the next input is deducted from the accumulated value within the selected meter .

7. The gaming apparatus as claimed in any one of claims 1 to 4, further comprising the player input module being configured to accept a player instruction to instruct the processing module to select one of the player result value meter and the separate autonomous value meter as a selected meter to provide the next input to play the next turn of the game, and wherein if an accumulated value within the selected meter is not sufficient to provide the next input, the processing module is configured to terminate play of the game.

8. The gaming apparatus as claimed in any one of claims 1 to 7, further comprising the processing module being configured to only return a final accumulated value of the player result value meter to a player account upon receiving an instruction that play is to be terminated at the gaming apparatus.

9. The gaming apparatus as claimed in any one of claims 1 to 8, further comprising the display member configured to visually display a win meter, the processing module being configured to provide a selectable play mode, wherein if the play mode is

selected, the processing module is further configured to accumulate the portion of the win value into the win meter, the win meter being configured to function as an intermediate meter, and wherein the processing module is also configured to determine if a selection to exit the play mode has been made and if it is determined that an exit of the play mode has been selected, the processing module is configured to transfer a total amount accumulated in the win meter into the player result value meter.