

WINNING SYSTEM TRIGGERED RANDOMLY AND ACCUMULATIVELY

Abstract

A winning system determines whether a game system to
5 enter a winning game, and includes a trigger element, an
accumulation calculation element and a judgment unit. The
trigger element randomly generates a trigger value between a
designated upper limit value and a designated lower limit
value. The accumulation calculation element generates a
10 numerical value when a designated event takes place during
the game system is running, and also accumulates the
numerical value to generate an accumulated value. The
judgment unit judges whether the accumulated value exceeds
the trigger value when the accumulated value increases, and
15 informs the game system to enter the winning game when the
accumulated value has exceeded the trigger value. Thus the
winning game is generated randomly and accumulatively, and
generation frequency of the winning game also can be
confined without being too fast or too slow, thereby meet use
20 requirements.

FIG. 1