Abstract

FACILITATING GROUP PLAY WITH MULTIPLE GAME DEVICES

Techniques are described for providing group play events with multiple game devices. Group play events are triggered by any game device that qualifies to participate, so that when any qualifying game device triggers a group play event, all qualifying game devices participate in the group play event. In some situations, a probability for triggering a group play event is adjusted to accommodate for a dynamically changing number of game devices that qualify over time.

Fig. 4