

ABSTRACT

A SECONDARY GAME SYSTEM FOR A GAMING TERMINAL NETWORK

An embodiment of the inventive method commences with the provision of a plurality of secondary games, which may be default secondary games and/or user-initiated secondary games. The latter may have aspects that are dependent upon data entered by the initiating user into their gaming terminal 5. The method proceeds with the provision to the users of information 32 regarding each of the available secondary games (or at least a subset thereof). This assists the users to make informed decisions regarding in which of the secondary games they wish to participate. The method further includes the step of allowing each of the users to register and/or deregister their respective gaming terminal 5 for participation in a selected one of the secondary games.

Figure 6



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