

GAME SYSTEM DISPLAYING HISTORICAL RECORD IMAGES OF RANDOM ODDS

Abstract

Operation information generated by a player operating a game
5 operation interface is obtained by a game processing unit; when
judging the player will read a random odds historical record by the
operation information, a random odds record acquisition unit is
controlled to acquire corresponding data of game historical
information to generate the random odds historical record displayed
10 on a display screen; the game processing unit judges whether the
player will finish reading the random odds historical record by latest
operation information to decide whether the display screen finishes
displaying the random odds historical record, and after judging wager
time is over, the game is continued; accordingly, the random odds
15 historical record can be provided for the player to browse as a wager
reference, browsing time is limited, running efficiency of a game
system is effectively improved, and it is applicable to a multi-player
online game.

FIG. 1