CLAIMS

1. A gaming apparatus, the gaming apparatus comprising,

a player input module arranged to accept a player input;

a random number generator arranged for output of a game output result;

a processing module arranged to combine the player input and a value associated with the game output result as a player condition group, the processing module further arranged to match the player condition group to a set of one or more pre-determined condition groups to determine if one or more extended game events is to be activated prior to a next round of a main game of the gaming apparatus;

wherein if the player condition group is a match to at least one pre-determined condition group from said set of one or more pre-determined condition groups, the processing module is further arranged to retrieve an instruction set associated with the matched at least one pre-determined condition group from a storage device; and

further wherein the processing module is arranged to use the retrieved instruction set for instructing the random number generator to output an additional game result prior to said next round of the main game.

2. The gaming apparatus as claimed in claim 1, wherein the value associated with the game output result is a portion of a total game output result value.

3. The gaming apparatus as claimed in claim 2, wherein the portion of a total game output result value is based on a subset of the game output result.

4. The gaming apparatus as claimed in claim 1, wherein the value associated with the game output result is a total game output result value.

5. The gaming apparatus as claimed in claim 1, wherein the instruction set comprises an instruction to the random number generator to restrict a range of numbers during generation of one or more randomly generated numbers.