

occurring upon a recognizable tilt condition to cause the memento dispensing device **10** to momentarily shut down until cleared by an attendant. If credits have not been added after such event or a return of currency is not made to the operator or consumer, the initialization routine **152** is further evaluated by a command at step **210** for the addition of credits to preserve the previous state or operating conditions if in the event the memento dispensing device becomes inadvertently inoperable as a result of a tilt condition or presence of a timed internal interrupt. At steps **212** and **214**, the currency acceptor **44** is activated followed by the display or LED meter **154** being refreshed of previous operating conditions. After completing or satisfying the conditions in the initialization routine, evaluation of a predetermined number of conditional states is made in a conditional state routine **156**.

[0057] In FIG. **11**, the conditional state routine is initially evaluated by a decisional prompt at step **216** to determine and evaluate a game over state sub-routine **158**. In FIG. **12**, the game over state sub-routine is initially evaluated by a decisional prompt at step **218** to determine the addition of credits from previous play or operation of the memento dispensing device **10**. If so, at step **220**, credits are added based on the amount the consumer or operator has provided initially in the currency acceptor **44** less the amount of credit from a previous play or operation. In alternative embodiments of the present invention, video playback means **68** is activated at step **222** to display on an associated monitor pre-selected video footage stored in local memory, hard drive, disc, or magnetic media upon the addition of credits accumulated during operation of the memento dispensing device **10**. Simultaneously occurring with activation of video playback means digitally enhanced sound means **106** is activated at step **224**. A decisional prompt at step **226** determines whether the currency acceptor **44** is available to accept currency for operation. If available or if currency acceptor is not on, the currency acceptor is activated at step **228**, and if not available because of a known tilt condition, the currency acceptor is delayed in becoming operative until such time a tilt condition or error code is cleared from memory, generally by the act of the attendant in opening and closing the access door to activate a reset momentary switch **160** communicatively coupled to the main microcontroller. At step **230**, the game over state sub-routine **158** is further evaluated by a decisional prompt to determine the status of the door's position from previous operation, and if closed from previous operation, a lower lighted portion of the illuminated candle is inactivated at step **232**. If the access door was open from previous operation, the game over state sub-routine at step **234** deactivates an upper lighted portion of the candle **66** and permits insertion of currency into the currency acceptor **44** for play or operation followed by the command to deactivate a coin accepted lamp **162** integrally made part of the front panel **14** for displaying to the operator or consumer the status of accepted currency. At step **236**, in FIG. **12A**, the game over state sub-routine **158** further comprises a decisional prompt to determine the status of credits, and if available, the spin and bet max switches **30**, **32** at step **238** are illuminated to signify their availability for activation. After activation of the lamps for the bet one and bet max switches or if no credits are available, the game over state sub-routine is further evaluated by a decisional prompt at step **240** in FIG. **12A** to determine the status of activating the spin and bet max switches, and if neither is activated, a

further decisional prompt is provided at step **242** to determine the status of the attendant switch **38** being activated by the operator. If either the spin or bet max switches has been activated, the display or LED meter **154** is updated at step **244** to reflect the amount of accepted currency followed by the command at step **246** to re-assign the game over state to bet followed by further evaluation of succeeding instructive sub-routines in the conditional state routine **156**. If the attendant switch has been activated, as provided for at step **242**, a command at step **248** displays accounting meters.

[0058] In FIG. **11**, the conditional state routine **156** further comprises a decisional prompt at step **250** to determine and evaluate a bet state sub-routine **164** upon completing or satisfying the conditions set forth in the game over state sub-routine **158** prompted at step **216**. In FIG. **13**, at step **252**, the bet state sub-routine initially commands the main microcontroller **118** to activate a lamp to illuminate the spin and max bet switches **30**, **32** to make it known to the operator that the switches are available for activation to start the reel spin cycle. At step **254**, the bet state sub-routine **164** is further evaluated by a decisional prompt to determine the status of activation of the spin or max bet switches, and if so, at step **256**, the spin and max bet switches are deactivated of illumination; all outputs are updated; and the bet state sub-routine is re-assigned to a draw reel stops state sub-routine **166**. If the spin and max bet switches have not been activated at step **254**, then the bet state sub-routine **164** is further evaluated by a decisional prompt at step **258** to determine the presence of any tilt condition, and if present, the bet state sub-routine at step **260** is re-assigned to a tilt state sub-routine **168** at step **262** in the conditional state routine **156** for evaluation of conditions set forth therein to determine the cause of internal errors attributing to the memento dispensing device's unavailability to operate. If no tilt conditions are present, the bet state sub-routine **164** continues to be evaluated in like manner after step **256**.

[0059] In FIG. **11**, the conditional state routine **156** further comprises a decisional prompt at step **264** to determine and evaluate the draw reel stops state sub-routine **166** upon completing or satisfying the conditions set forth in the bet state sub-routine at step **250**. In FIG. **14**, the draw reel stops state sub-routine is initially evaluated by a command at step **158** to retrieve a random number from the random number generator **148** for each reel wheel **18** and process this information within a predetermined time period and in accord with the instruction set in the application program, particularly in the manner prescribed above to establish the stopping position of each reel wheel or completion of the reel wheel spin cycle. In the alternative embodiment of the present invention, as depicted in FIG. **14A**, the draw reel stops state sub-routine **166** is modified at step **266**, notably by the replacement of step **266** by step **268** which commands selection of a case outcome, either sequentially or randomly, from a two-dimensional array which in either case suitably serves in establishing the number of steps or pulses delivered to each of the stepper motors via the motor driver **132** to complete the reel spin cycle, substantially in the manner described above. In succeeding commands, the alternative embodiment operates in like manner as the preferred embodiment of the memento dispensing device, as illustrated in FIGS. **14** and **14A**. At step **270**, the draw reel stops state sub-routine **166** is further evaluated by a decisional prompt to determine the presence of tilt conditions capable of making the memento dispensing device **10** inoperable,