

HIERARCHY OF CELEBRATION GRAPHICS

BACKGROUND

[0001] Generally, casino video games involve achieving winning symbols on a video screen. Most games have a variety of such winning combinations of symbols. If a player matches a combination according to the rules of the game, the gaming machine pays the player cash or some other sort of value, such as extra games. In many games, when the player obtains a “winning combination” of symbols, the gaming machine will then display some type of graphic to celebrate the win.

[0002] Typically, the various winning combinations have different values. Currently, when a winning combination occurs, the same graphic is displayed to celebrate the win regardless of the value of the winning combination. In some games, an animated graphic is used to celebrate the win. Generally the same animated graphic is used to celebrate both a small win and a large win. However, this celebration scenario can leave a negative impact on a player. For example, many players who experience a small win want to quickly move on and continue the game. For these players, being forced to wait through a long celebration can be both annoying and frustrating, thus leaving a negative impact on the player.

[0003] Additionally, other games have a binary celebration system. All winning combinations are divided into a “small win” category and a “large win” category. In this scenario, animated graphics are not displayed for a small win. Rather, only large wins are celebrated, thereby making a small win celebration equivalent to a no-win celebration. Additionally, mid-range wins and large wins are celebrated the same. What is needed is an apparatus and method for providing and displaying different variations of celebration graphics depending on the relative range of the win.

BRIEF SUMMARY

[0004] Briefly, and in general terms, various embodiments for a hierarchical system of celebration graphics are disclosed herein. One embodiment is directed to a gaming machine comprising a cabinet having a game display and a gaming mechanism for providing a game for play on the gaming machine. The game has one or more winning combinations of symbols and the winning combinations have varying values. A memory is connected to the gaming machine for storing a plurality of varying celebration graphics. The occurrence of a winning combination in the game triggers the presentation, on the display, of a particular celebration graphic depending on the value of the winning combination.

[0005] Another embodiment provides a method for celebrating winning symbol combinations for a game on a gaming machine. The method comprises initiating play of the game on the gaming machine. At the prompt of a user, one or more symbols are presented on a gaming machine display. Next, it is determined whether the combination of presented symbols matches predetermined winning symbol combinations, which have varying values. A memory storing a hierarchy of celebration graphics is accessed. The celebration graphic that corresponds to the value of the winning symbol combination is retrieved and presented on the display to celebrate the winning symbol combination.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] FIG. 1 is an illustration of a gaming machine comprising an embodiment of a hierarchical system of celebration graphics.

[0007] FIG. 2 is an illustration of gaming machine displays comprising an embodiment of a hierarchical system of celebration graphics.

[0008] FIG. 3 is a table illustrating different levels of winning combination payout values according to an embodiment of the hierarchical system of celebration graphics.

[0009] FIG. 4 is a table illustrating different levels of winning combination payout values according to an embodiment of the hierarchical system of celebration graphics.

[0010] FIG. 5 is an illustration of gaming machine displays comprising an embodiment of a hierarchical system of celebration graphics.

[0011] FIG. 6 is an illustration of a gaming machine comprising an embodiment of a hierarchical system of celebration graphics.

DETAILED DESCRIPTION

[0012] Various embodiments are directed to a hierarchical system of celebration graphics for use with a plurality of different gaming systems. More particularly, the hierarchical system presents graphic celebrations during play of a game based on the value of a win. Embodiments of the system and method are illustrated and described herein, by way of example only, and not by way of limitation.

[0013] Referring now to the drawings, wherein like reference numerals denote like or corresponding parts throughout the drawings and, more particularly to FIGS. 1-6, there is shown various embodiments of a hierarchical system of celebration graphics.

[0014] In one embodiment, a gaming machine includes a hierarchical system of celebration graphics. The celebration graphic is a graphical depiction that is presented after a winning outcome on a gaming machine. In one embodiment, the graphic may be a two-dimensional or a three-dimensional image. In another embodiment, the celebration graphic may be animated. In yet another embodiment, the celebration graphic comprises photographs and/or movie clips. Optionally, the presentation of the celebration graphic may include sound (e.g., music, dialogue, or sound effects). Generally, the duration and features of a particular celebration graphic correspond to the value of the winning outcome. Essentially, any form or combination of media may be used to create and present a celebration graphic.

[0015] Referring now to FIG. 1, a gaming machine 10 having a display 12 is shown. In various embodiments, the display 12 is a video display such as, but not limited to, a CRT (cathode ray tube), or a thin-panel display. Examples of thin-panel displays include plasma, LCD (liquid crystal display), electroluminescent, vacuum fluorescent, field emission, or any other types of thin panel displays known or developed in the art. In various embodiments, the gaming machine 10 may be a mechanical slot machine, video slot machine, video poker machine, keno machine, video blackjack machine, or a gaming machine offering one or more of the above-described games.