



AS: 99.665

Señora

**JEFE DE LA DIVISION DE NUEVAS CREACIONES
SUPERINTENDENCIA DE INDUSTRIA Y COMERCIO**
E. S. D.

REFERENCIA: Expediente No. 05 109 679

TÍTULO: "MAQUINA DE JUEGO DE RULETA"

SOLICITANTE: ARUZE CORP

**TRÁMITE: Respuesta a Oposición de la Sociedad HEAL
TECHNOLOGY S.A.C.**

JUAN PABLO CADENA SARMIENTO, portador de la tarjeta profesional No. 57.492 del C.S.J., obrando como apoderado de la sociedad ARUZE CORP, según lo acredita el documento de poder presentado en esa División, me permito de acuerdo con el artículo 43 de la Decisión 486, dar respuesta a la Oposición presentada por la sociedad HEAL TECHNOLOGY S.A.C., contra la patentabilidad para la concesión de la solicitud de patente de la referencia, según el requerimiento notificado por fijación en lista de fecha 13 de septiembre de 2007.

El señor Opositor argumenta que la presente solicitud carece de novedad porque las características técnicas divulgadas en la misma ya habían sido divulgadas con anterioridad a la fecha de prioridad por las patentes de diseño industrial registradas a nombre de su poderdante en distintos países del área andina.

De acuerdo con el Opositor, sus diseños industriales revelan todas y cada una de las funciones y características de la presente solicitud. Según los argumentos del Opositor, el que la solicitud de diseño divulgue aspectos formales de un juego electrónico de ruleta, automáticamente implica también que se están divulgando las características de funcionamiento y disposición de la presente solicitud.

Realmente no es claro en que basa el opositor dicha correlación, puesto que en su aparte relacionado con la novedad de la invención se limita a citar la jurisprudencia existente, pero no proporciona argumento alguno relacionado con la forma como sus patentes de diseño industrial enseñan o sugieren al técnico con habilidad en la materia, todas y cada una de las características de la presente solicitud.

Prosigue luego el Opositor a argumentar que la presente solicitud carece, además, de altura inventiva a la luz de las mismas solicitudes de diseño industrial de su poderdante. A modo de argumento, el opositor describe las máquinas tragamonedas registradas en el Perú, las cuales enseñan la forma del dispositivo pero, como claramente lo puede apreciar el técnico con habilidad ordinaria en la materia, no divulgan ninguna de las particularidades técnicas de la presente solicitud.

La pregunta que cabe hacerse es ¿como puede una solicitud de diseño, relacionada con el aspecto estético de un producto, afectar la novedad y/o la altura inventiva de las características funcionales de la presente solicitud? La respuesta es sencilla, no puede, porque los aspectos estéticos no son argumentos válidos de novedad o altura inventiva en Colombia.

Las solicitudes de diseño industrial citadas por el Opositor describen aspectos generales de una máquina electrónica de juego de ruleta, pero en ningún momento sugieren al técnico con habilidad ordinaria las características técnicas divulgadas por el resumen de la invención, que es al parecer la fuente en la que el Opositor basa la totalidad de sus argumentos.

Luego el señor opositor cita las anterioridades US 4 077 631 (D1), US 4 732 385 (D2), US 4 906 005 (D3) y US 5 775 993 (D4) argumentando que dichas anterioridades afectan la novedad y altura inventiva de la presente solicitud.

En cuanto a la novedad, ninguna de las anterioridades enseña o sugiere una máquina de ruleta que divulgue todas y cada una de las características de la presente invención. Por lo tanto ninguna de dichas anterioridades puede afectar la novedad de la solicitud.

En cuanto a la altura inventiva, ninguna de las anterioridades enseña o sugiere un aparato de ruleta que tiene medios de almacenamiento que le permiten almacenar un historial de resultados para luego ofrecerle dicha información al usuario. Ninguna de las anterioridades citadas enseña o sugiere un aparato de ruleta que le permita al usuario hacer una búsqueda en los historiales, así como tampoco que le permita al usuario seleccionar los parámetros de búsqueda dentro de dichos historiales. La presente invención no se relaciona solamente con una máquina de ruleta, o con una máquina de ruleta automatizada. La presente invención se relaciona con una máquina de ruleta que almacena datos históricos de las partidas jugadas y le ofrece al usuario la posibilidad de acceder a esa información. Más aun, la presente invención le ofrece al usuario la posibilidad de establecer patrones específicos de búsqueda de información, según los deseos del usuario.

Las anterioridades D1 y D2 divulgan dispositivos de ruleta convencionales, la anterioridad D3 divulga un método para impulsar una bola en una máquina de ruleta, y la anterioridad D4 enseña una máquina de ruleta virtual la cual se programa con diferentes algoritmos para variar aleatoriamente el número de veces que rebota la pelotita para que se asemeje aun más al juego real. Como se puede apreciar ninguna enseña o sugiere la característica principal de la presente invención como se establece arriba.

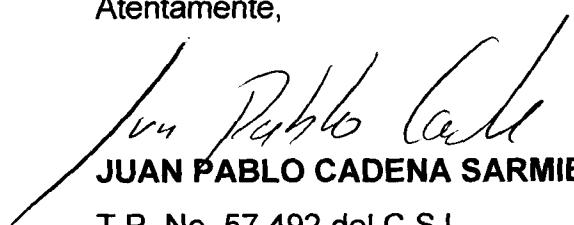
Es evidente que ninguno de los argumentos presentados por el señor Opositor se basa en las características técnicas reales de la solicitud. Nada de lo dicho por el señor opositor tiene en cuenta que lo enseñado por las

reivindicaciones o la descripción, no hace referencia a ninguno de los aspectos formales de la invención, solo a los aspectos funcionales.

Por lo anterior, ya que los argumentos expuestos por el opositor carecen de fundamento, solicito por lo tanto al señor Examinador se declare **INFUNDADA** la oposición y se proceda a **CONCEDER** el privilegio solicitado para la presente invención.

De la Señora Jefe,

Atentamente,


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Diciembre 05 de 2007

CH

(19)



JAPANESE PATENT OFFICE

PATENT ABSTRACTS OF JAPAN

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(71) Applicant: **ARUZE CORP**

(22) Date of filing: **29.10.04**

(72) Inventor: **KITO KATSUHIRO**

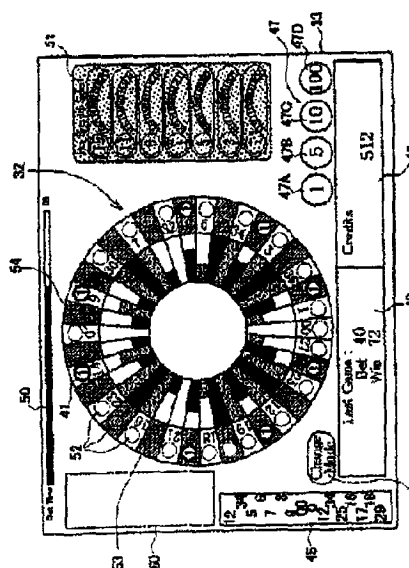
(54) **ROULETTE GAME APPARATUS**

(57) Abstract:

PROBLEM TO BE SOLVED: To provide a roulette game apparatus which enables BET based on the history of game results and diversifies a game nature.

SOLUTION: In a first BET screen 31 in which a table type betting board 30 is formed and a second BET screen 33 in which a wheel betting board 32 is formed, by pressing winning times BET buttons 43 and 60, BET may be carried out in all of BET areas 42, 52 corresponding to the pressed winning times BET buttons 43, 60 from historical data of the winning number of the latest 100 games stored in RAMs 82, 93, the first BET screen 31 and the second BET screen 33 can be mutually change indicated by pushing down screen switch buttons 34, 46.

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US 20060094493A1

(19) **United States**

(12) **Patent Application Publication**
Kido

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(43) **Pub. Date: May 4, 2006**

(54) **ROULETTE GAMING MACHINE**

Publication Classification

(75) **Inventor: Katsuhiko Kido, Tokyo (JP)**

(51) **Int. Cl.**
A63F 9/24 (2006.01)
(52) **U.S. CL.** **463/17**

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(57) **ABSTRACT**

A roulette gaming machine includes: a roulette wheel on which marks are placed; a lottery unit for drawing a win mark; a bet area display unit for displaying a bet areas formed based on the same marks as the marks placed on the roulette wheel; a selection unit for selecting a bet area displayed on the bet area display unit; a bet unit for betting a game value on the bet area; a history storage unit for storing a lottery results as history data; a search condition selection unit for selecting a search condition concerning the win frequency of each mark; a search unit for searching the history data; and a conditional bet unit for betting a game value on the bet area corresponding to a search result of the search unit.

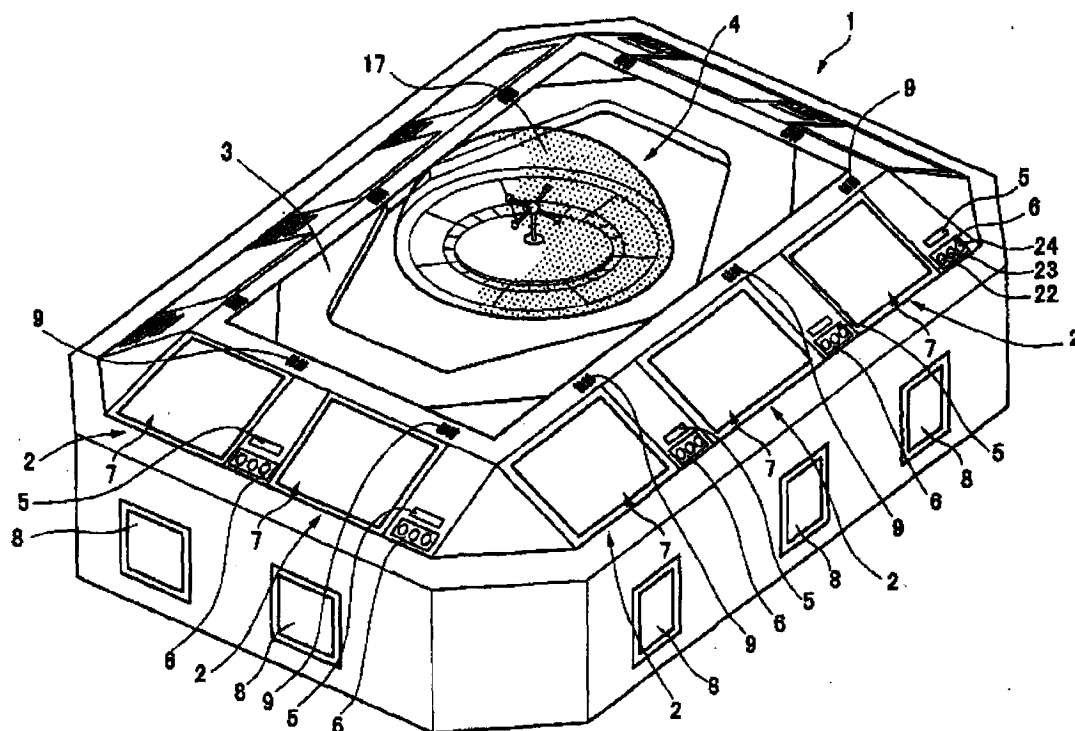
(73) **Assignee: Aruze Corp., Tokyo (JP)**

(21) **Appl. No.: 11/259,350**

(22) **Filed: Oct. 27, 2005**

(30) **Foreign Application Priority Data**

Oct. 29, 2004 (JP) P2004-316057



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Europäisches Patentamt
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Office européen des brevets



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(30) Priority: 29.10.2004 JP 2004316057

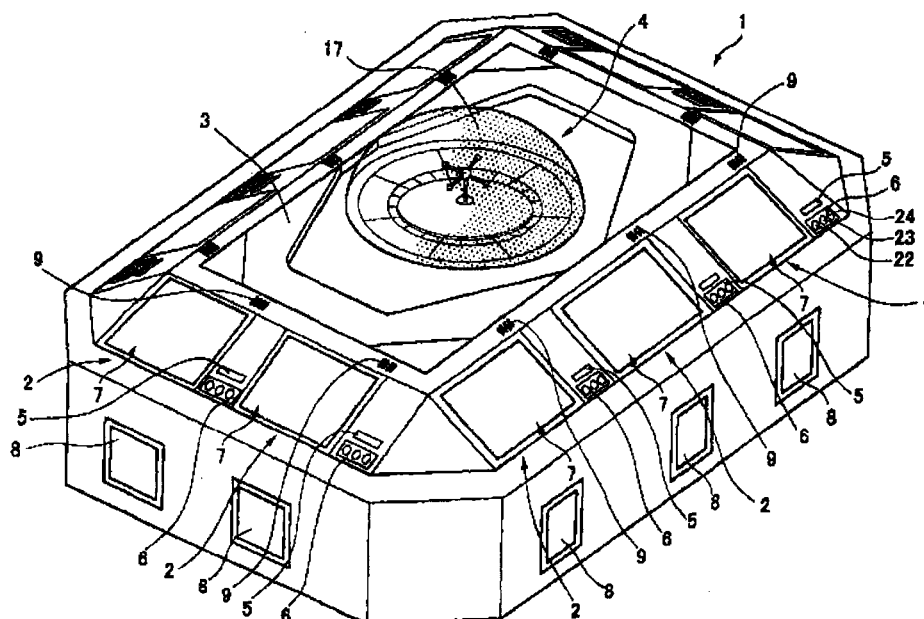
(71) Applicant: Aruze Corp.
Tokyo (JP)

(54) Roulette gaming machine

(57) A roulette gaming machine includes: a roulette wheel on which marks are placed; a lottery means for drawing a win mark from the marks; a bet area display means for displaying a bet areas formed based on the same marks as the marks placed on the roulette wheel; a selection means for selecting a bet area displayed on the bet area display means; a bet means for betting a game value on the bet area selected by operating the

selection means; a history storage means for storing a lottery results as history data; a search condition selection means for selecting a search condition concerning the win frequency of each mark; a search means for searching the history data based on the search condition; and a conditional bet means for betting a game value on the bet area corresponding to the search result of the search means.

FIG. 1



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European Patent
Office

EUROPEAN SEARCH REPORT

Application Number
EP 05 02 3570

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X	----- US 2004/198484 A1 (JOHNSON BRADLEY W) 7 October 2004 (2004-10-07) * paragraph [0032] - paragraph [0040]; figures 1-3,8 * * paragraph [0056] - paragraph [0059] *	1-3	
X	----- US 2003/148804 A1 (IKEYA TOMONOBU ET AL) 7 August 2003 (2003-08-07) * paragraph [0057] - paragraph [0070]; figures 1-4 *	1-3	
X	----- US 2003/199308 A1 (PARKER ALAN GEOFFREY) 23 October 2003 (2003-10-23) * paragraph [0044] - paragraph [0063]; figures 1-3,7 *	1-3	TECHNICAL FIELDS SEARCHED (IPC)
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1 The present search report has been drawn up for all claims			
Place of search Munich		Date of completion of the search 14 February 2006	Examiner Lavin Liermo, J
CATEGORY OF CITED DOCUMENTS			
X: particularly relevant if taken alone Y: particularly relevant if combined with another document of the same category A: technological background O: non-written disclosure P: intermediate document		T: theory or principle underlying the invention E: earlier patent document, but published on, or after the filing date D: document cited in the application L: document cited for other reasons &: member of the same patent family, corresponding document	

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EP 05 02 3570

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The members are as contained in the European Patent Office EDP file on
The European Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

14-02-2006

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For more details about this annex : see Official Journal of the European Patent Office, No. 12/82



US005634639A

United States Patent [19]

Tokito et al.

[11] Patent Number: 5,634,639

[45] Date of Patent: Jun. 3, 1997

[54] BALL GAME APPARATUS WITH A
PLURALITY OF DIFFERENT BALLS AND
WINNING POCKET PORTIONS

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Kotaro Nakano, Yokohama; Yasuo
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Hideyuki Kaneko, Kawasaki;
Teruyoshi Takahashi, Nakano-ku;
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[73] Assignee: Namco Ltd., Tokyo, Japan

[21] Appl. No.: 412,943

[22] Filed: Mar. 29, 1995

[30] Foreign Application Priority Data

Mar. 31, 1994 [JP] Japan 6-087972

[51] Int. CL⁶ A63F 7/00

[52] U.S. CL 273/123 R; 273/123 A;
273/118 A; 273/138.3; 273/138.1; 273/139

[58] Field of Search 273/108, 118 R,
273/118 A, 121 R, 121 A, 121 B, 123 R,
123 A, 124 R, 124 A, 138.1, 138.2, 138.3,
138.4, 139

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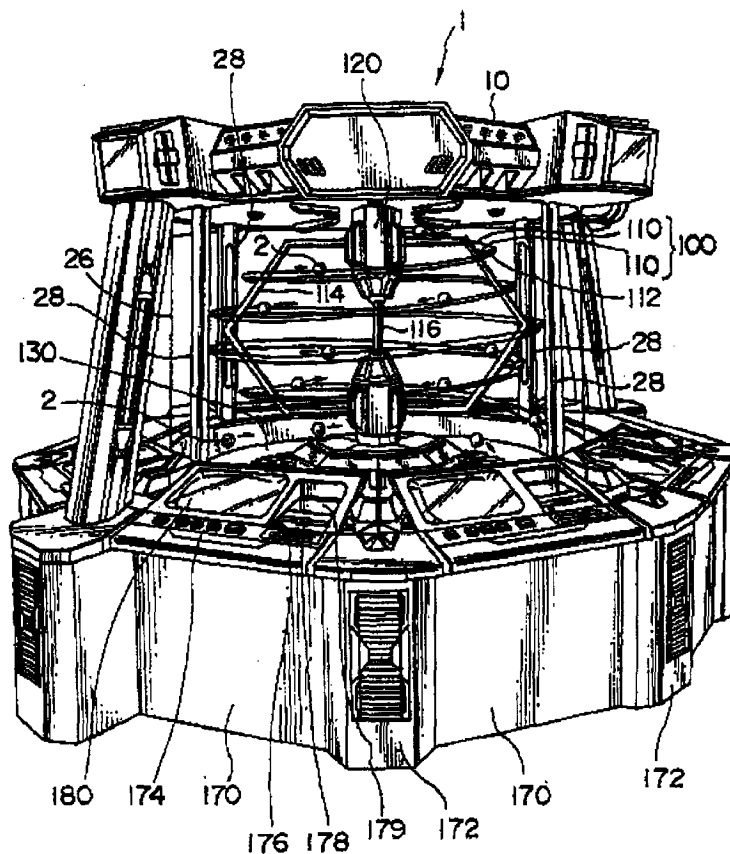
Primary Examiner—Raleigh W. Chiu

Attorney, Agent, or Firm—Oliff & Berridge

[57] ABSTRACT

A ball game apparatus has a plurality of balls, a spiral rail for automatically delivering the balls, a field portion on which the balls delivered by the spiral rail can roll with a given degree of freedom, winning pocket portions and invalid pockets formed over the field portion for receiving a plurality of the balls in each of them, a CCD camera for counting the number of balls received in the winning pocket portions and a calculator for calculating a score from the number of balls counted by the CCD camera.

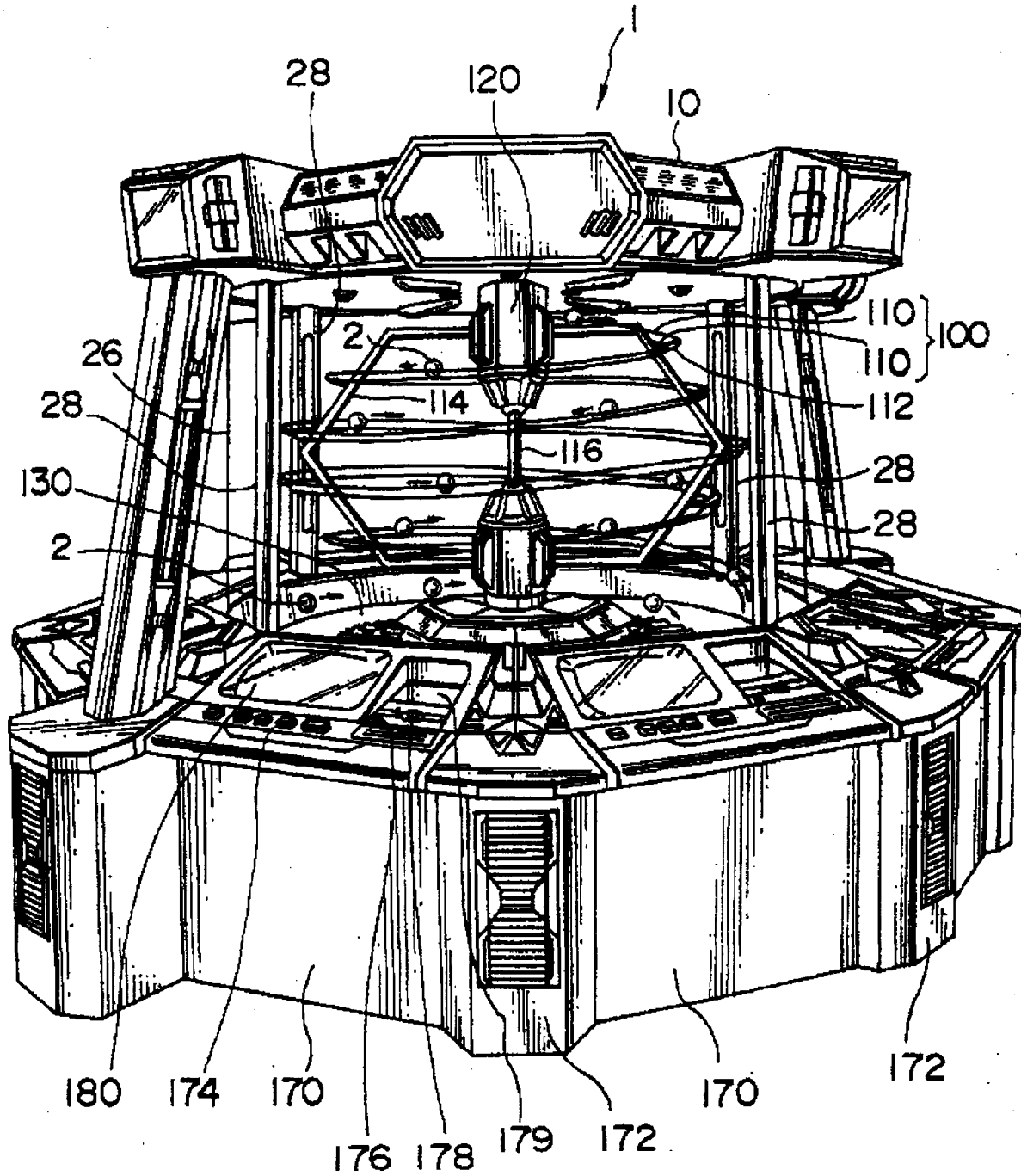
23 Claims, 13 Drawing Sheets



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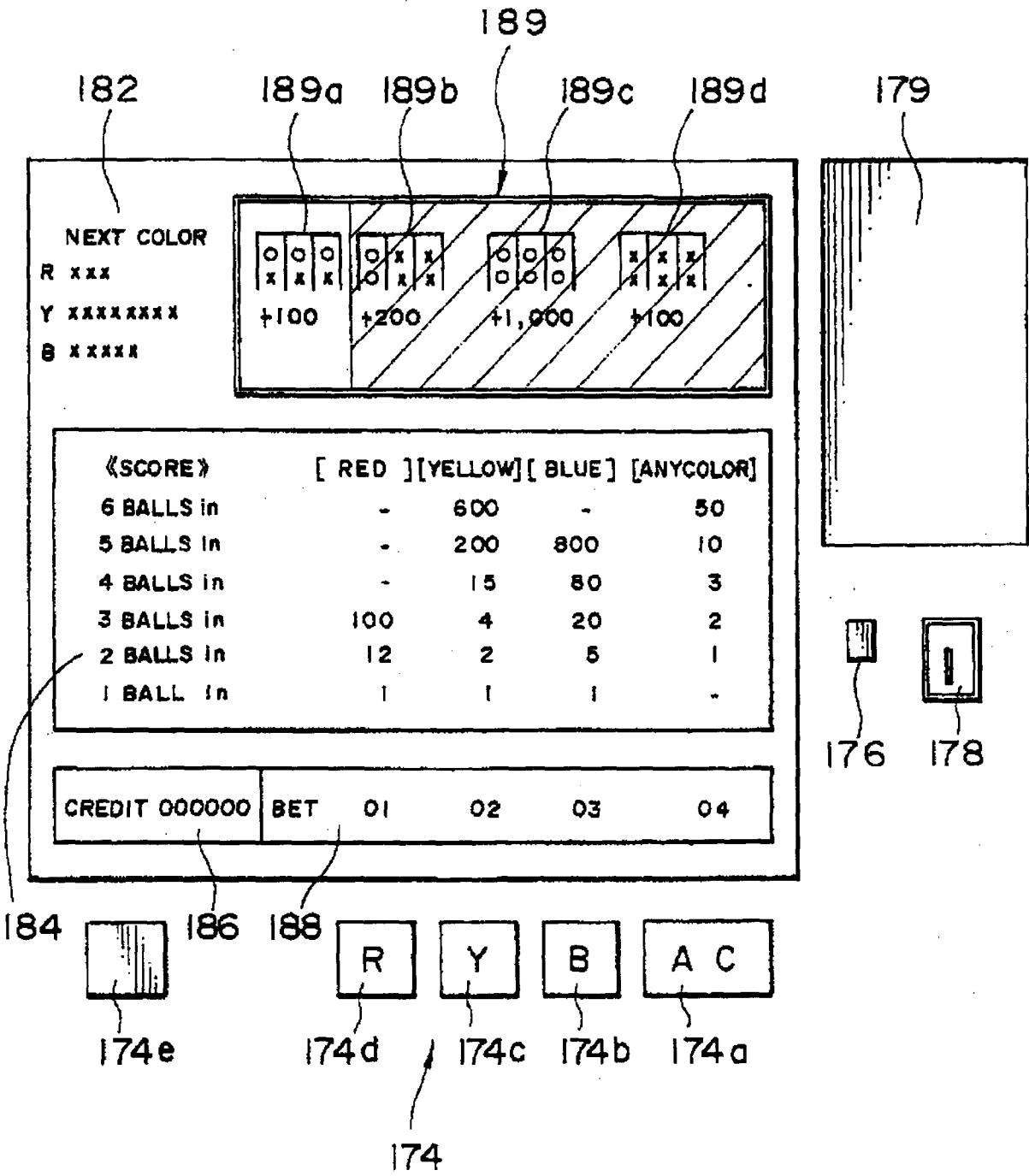
FIG. 1



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FIG. 13



shaft 116. The rotation of the rotary shaft 116 rotates the rotary frame 114 mounted thereon, resulting in rotation of the spiral rail 100.

A support box 120 is fixedly mounted on the rotary shaft 116. The support box 120 fixedly supports an internal delivery pipe 122, the top of which is rotatably mounted on the lower end of the guide pipe 24. As the rotary shaft 116 is rotated, the support box 120 is also rotated to rotate the delivery pipe 122 fixed to the support box 120.

Since the delivery pipe 122 is curved to be disposed in a lateral direction, the balls 2 are laterally delivered from the guide pipe 24. As the rotary shaft 116 is rotated, the outlet 122a of the delivery pipe 122 is rotated 360 degrees.

The outlet 122a of the delivery pipe 122 axially rotated around the rotary shaft 116 is connected to the spiral rail 100. Since the spiral rail 100 also axially rotates around the rotary shaft 116, the rotation of the spiral rail 100 can deliver the balls 2.

Since the lower end of the spiral rail 100 is free end, the balls 2 conveyed from the delivery pipe 122 spirally rolls from the lower end of the spiral rail 100 while rotating around the rotary shaft 116. In addition to the spiral rolling of the balls 2, the spiral rail 100 guiding the balls 2 also rotates to provide a complicated motion to the balls 2. This increases a visual effect to the players.

(Field Portion 130)

The field portion 130 is located at the position to which the balls 2 are delivered. The field portion 130 will be described with reference to FIG. 9 or 10. FIG. 9 is an enlarged view illustrating the field portion 130, winning pocket portions 140 and associated parts in FIG. 2 while FIG. 10 is a plan view illustrating the field portion 130 with the winning pocket portions 140.

The field portion 130 is of a circular configuration as shown in FIG. 10 and also in the form of a centrally recessed funnel as shown in FIG. 9. As the balls 2 roll on the field portion 130 in the circumferential direction, the balls 2 gradually roll circumferentially towards the center of the field portion 130.

A pocket step 132 is formed near the center of the field portion 130 at a position corresponding to the winning pocket portions 140. If the balls 2 move to areas lower than the pocket step 132, the balls 2 may be winning balls. Thus, the winning balls can clearly be distinguished from others.

The center of the field portion 130 also includes a collection opening 134 for collecting all the balls 2.

An outer peripheral guide rail 136 is formed on the outer periphery of the field portion 130 at an upper position somewhat more inwardly compared to the outer periphery thereof, as shown in FIG. 9. The outer peripheral guide rail 136 extends along the entire periphery of the field portion 130 so as to prevent any ball 2 discharged from the spiral rail 100 from falling off the field portion 130.

(Winning pocket portions 140 and Invalid Pockets 150)

The winning pocket portions 140 and invalid pockets 150 will be described with reference to FIGS. 9 to 11A and 11B. FIG. 11A is a plan view illustrating the winning pocket portions 140 and FIG. 11B is a cross-sectional view taken along a line A—A in FIG. 11A.

As shown in FIG. 10, over the center area of the field portion 130, there is provided an octagon-shaped pocket mounting portion 138 having eight sides on each of which

a pocket frame 142 is provided. The pocket frames 142 are mounted over the center of the field portion 130 to close the collection opening 134 thereof such that the balls 2 entering the winning pocket portions 140 does not move into the collection opening 134, as shown in FIG. 9.

Each of the pocket frames 142 is of substantially trapezoidal configuration as shown in FIG. 11A. The trapezoidal pocket frame 142 has an inner side 144 as a mounting surface which is mounted on the pocket mounting portion 138 and an outer side in which three pockets 140a constituting the winning pocket portion 140 are formed. More particularly, the three pockets 140a are separated from each other by dividing the outer side of the trapezoid into three sections through four partitions 146.

The partitions 146 are disposed to extend radially and outwardly from the center of the field portion 130 when the pocket frames 142 are mounted on the pocket mounting portion 138 as shown by two-dot chain line in FIG. 10. Thus, the winning pocket portions 140 are also disposed to extend radially and outwardly from the center of the field portion 130.

As shown in FIG. 11, each of the partitions 146 has a length substantially equal to the diameters of two balls. In other words, two balls 2 can enter one pocket 140a. At this point, the outer side of the second ball 2 is substantially flush with the outermost end of the partitions 146.

When two balls 2 are received in one pocket 140a, any ball 2 rolls toward that pocket 140a smoothly moves to any other pocket 140a. If the partitions 146 outwardly project beyond the second ball 2 received in a pocket 140a, a step will be formed between the second ball 2 and the partitions 146. Such a step may engage the other rolled ball 2 to stop it, resulting in a so-called dead ball. In this embodiment, however, such a dead ball will be less produced since the partitions 146 are flush with the outer sides of the second balls 2 within the pockets 140a, as described.

As shown in FIG. 11B, each of the partitions 146 has a triangled tip. More particularly, the partition 146 includes upper and lower sloped end surfaces 147, 148 which form a given angle therebetween.

The upper sloped end surface 147 extends in a direction substantially perpendicular to the top surface of the field portion 130. Thus, a ball 2 engaged by the triangled tip of the partition 146 can be reliably shifted leftward or rightward, resulting in less dead balls. In other words, a ball 2 will not be held between the upper sloped end surface 147 and the top surface of the field portion 130. The upper sloped end surface 147 is located at a position spaced outwardly away from the pocket step 132 of the field portion 130. As a result, the ball 2 will not roll below the pocket step 132.

As shown in FIG. 11A, the upper sloped end surface 147 is also located to be flush with the outer side of the second ball 2 received in the pocket 140a. In other words, the length of each of the partitions 146 is equal to about two times the diameter of the ball 2. Thus, a smooth curvature is drawn by the upper sloped end face 147 which forms the outermost end of the partition 146 and the outer side of the second ball 2. This minimizes any step between the outermost end of the partition 146 and the second ball 2 received in the pocket 140a preventing dead balls.

The lower sloped end surface 148 of each of the partitions 146 is located at a position offset from the pocket step 132 of the field portion 130.

The invalid pockets 150 will be described. As shown in FIG. 10, the adjacent pocket frames 142 are spaced away from each other to form spacing equal to at least one ball. A

and the flange 164. More particularly, as shown in FIGS. 12C and 12D, the spiral collection rail 160 curves downward from the flange 164 to form a trough-like groove for guiding the balls 2.

The spiral collection rail 160 gradually slopes downwards as shown by arrow in FIG. 12A. The balls 2 will spirally roll in the spiral collection rail 160 from the top to the bottom position at which the balls 2 are discharged through the outlet 160a. The outlet 160a is located directly below the top of the spiral collection rail 160. Namely, the spiral collection rail 160 depicts a circle so that all the balls rolling from every points of the spiral collection rail 160 will be completely received therein (see FIG. 12A).

The spiral collection rail 160 provides the following effects. As shown in FIG. 9, the balls 2 rolling from the collection opening 134 are received by the spiral collection rail 160.

Since the field portion 130 is of a circular funnel-shaped configuration, the balls 2 will roll from all directions. However, the spiral collection rail 160 can receive all the balls 2 rolling from all directions. Since the spiral collection rail 160 has the inner raised portion 168, the inner raised portion 168 stops and shifts the balls 2 rolling thereto toward the spiral collection rail 160.

The balls 2 conveyed to the spiral collection rail 160 will be arranged in a circumferential line. Since the spiral collection rail 160 receives the balls 2 arranged in a circumferential line, the balls 2 can be conveyed and delivered without jamming.

Since the winning pocket portions 140 are formed to extend in a radial and outward direction as shown in FIG. 10, many balls 2 roll into the collection opening 134 at once from all directions when they are to be collected from the winning pocket portions 140. In this embodiment, it is required that the balls 2 are arranged in a line for distinguishing the balls 2 one at a time with respect to the colors or the like.

If the balls 2 are once received by any other means such as a hopper or the like, the balls 2 may jam when they are delivered one at a time in a line. However, the spiral collection rail 160 can arrange the balls 2 in a line immediately when they enter the spiral collection rail 160. Thus, any jamming can be avoided and the balls 2 can be delivered smoothly one at a time.

The collected balls 2 are conveyed via the spiral collection rail 160 to the outlet 160a where they are delivered to the guide rail 30a through the guide rods 22 (see FIGS. 2 and 3).

(Play Stations 170)

The play stations 170 arranged around the machine body 1 will be described with reference to FIGS. 1 and 10. In FIG. 10, eight pocket frames 142 are provided to form eight of winning pocket portions 140. A player may select one of these winning pocket portions 140. This is accomplished by selecting one of eight play stations 170 which are disposed corresponding to the respective pocket frames 142. A dead space between two adjacent play stations 170 is filled with an intermediate station 172 (see FIG. 1).

As shown in FIG. 1, each of the play stations 170 comprises a display screen 180, control buttons 174, a pay-back button 176, a coin slot 178 and a coin return port 179. The control buttons 174 are used to select a bet according to the contents of the game. The display screen 180 can display the types of bets, the number of coins inserted into the coin slot 178 and/or the number of coins to be returned.

The details of the contents displayed on the display screen 180 will be described with reference to FIG. 13 which is a schematic view illustrating the control panel of a play station 170 including the display screen 180.

Prior to description of the contents displayed on the display screen 180, the contents of a game will be described briefly. In this game 16 balls are used and the more balls enter the winning pocket portions 140 the higher the score is. Basically the balls used in the game are of three colors which are red, blue and yellow. The number of balls is different for each color. In addition, a gold ball is randomly dispensed one per several game stages. The gold ball is a bonus ball providing a special bonus point. Since the number of balls is different for each color, the probability of the balls entering the winning pocket portions 140 is also different for each color. Thus, it is possible to bet on each color. Additional bonus point may be obtained depending on how the balls in the winning pocket portions 140 are lined.

Referring to FIG. 13, the display screen 180 has a ball number indicator 182 for indicating the proportion of the different types of balls. The ball number indicator 182 indicates the number of balls for each color in the next game stage. In FIG. 13, for example, the ball number indicator 182 shows that the next game stage will use three red balls, eight yellow balls and five blue balls.

Below the ball number indicator 182, there is provided a betting rate indicator 184 for indicating a betting rate for each color. More particularly, the number of balls having entered the winning pocket portions 140, the betting rates for red balls, yellow balls, blue balls and all the balls irrespective of color are shown in the order starting from the left side as viewed in FIG. 13.

In place of the betting rates, the number of coins to be returned to a winner, the number of batted coins times the betting rate may be indicated.

The number of balls in the leftwardmost column ranges between one and six. Balls equal to or more than seven are not indicated because winning pocket portion 140 in a pocket frame 142 is designed to receive no more than six balls as shown in FIG. 10.

For example, the betting rates are 1, 12 and 100 when one, two and three red balls enter the winning pocket portions 140, respectively. Balls equal to or more than four are not indicated because only three red balls are used as indicated by the ball number indicator 182. For the same reason, as for blue balls the betting rates for up to five balls are indicated.

With the betting rate for all the balls irrespective of color, it is one for two balls, two for three balls, three for four balls, ten for five balls and fifty for six balls. If only one ball enters a winning pocket portion 140, since this is substantially high in probability. A player will lose all the coins.

The lowermost stage of the display screen 180 has a credit indicator 186 and a betted coins indicator 188.

The credit indicator 186 shows the number of coins inserted in the coin slot 178 and the total number of coins to be returned to the winner. The number of betted coins is subtracted from the number of coins to be returned, with the result being displayed on the credit indicator 186.

For example, the credit indicator 186 of FIG. 13 shows zero since all the inserted coins are betted.

The betted coins indicator 188 shows how many coins are betted for each object. As described, in the game it is possible to bet how many balls for each color enter the winning pocket portion 140 or how many balls irrespective of the colors enter the winning pocket portion 140. The

player can recognize an object to bet on and the number of betted coins through the betted coins indicator 188.

For example, FIG. 13 shows the fact that one coin is betted on red balls, two coins on yellow balls, three on blue balls and four on the balls irrespective of color.

A bonus chance indicator 189 is provided in the uppermost area of the display screen 180 on the right side of the ball number indicator 182. The bonus chance indicator 189 indicates the score obtained under other conditions besides the betting.

For example, the bonus chance indicator 189 of FIG. 13 has four ball arrangement portions 189a to 189d which provide four types of bonus chances. The ball arrangement portions 189a to 189d show different arrangements of balls having entered the winning pocket portions 140.

More particularly, as shown in FIG. 11A, three pockets 140a providing a winning pocket portion 140 are formed in one pocket frame 143. The ball arrangement portions 189a to 189d indicate the different patterns of balls having entered the winning pocket portion 140.

In the bonus chance indicator 189 of FIG. 13, the leftward ball arrangement portion 189a shows that each of all the three pockets 140a receives one ball under which +100 is indicated. Such an indication means that 100 is added to the betting rate, if the balls received by each of the pockets 140a one after another make a line in a transverse direction.

The indication of +100 may mean that additional one hundred coins are to be returned to the winner.

If it is assumed that all the blue balls enter the winning pocket portion 140 with the pattern shown by the ball arrangement pattern 189a when three coins are betted on blue balls, the total reimburse rate multiplied by 20 with an addition of 100 to provide a magnification of $\times 120$. Since three coins are betted on blue balls, 360 coins given by 3 times 120 will eventually be paid back to the winner.

Similarly, the ball arrangement portion 189b shows that only two balls enter a pocket 140a; the ball arrangement portion 189c shows that two balls enter each of all the pockets 140a; and the ball arrangement portion 189d shows that no ball enters the pockets 140a. In these cases, a bonus point will be added to the score.

The conditions under which the bonus point is given are not limited to the foregoing. The bonus point may be added when only the balls of the same color are received in the winning pocket portion 140 or when a ball of a desired color enters a predetermined portion.

The bonus chance may be effective only under a given condition. The effective bonus chance may be lighted while the other invalid bonus chances may be displayed dark. For example, FIG. 13 shows that only the ball arrangement portion 189a is lighted to indicate the effectiveness of the bonus chance, while other ball arrangement portions 189b to 189d are displayed dark to indicate the ineffectiveness of the bonus chances.

To determine whether or not the bonus chance is effective, it is preferred that there is provided a control unit for determining randomly the effectiveness of the bonus chance each time medal is inserted. Thus, the player cannot know when the bonus chance becomes effective. Each time a coin is inserted, a player may enjoy a kind of betting for determining whether or not the bonus chance becomes effective.

The display screen 180 displays the foregoing content, and control buttons 174 are located below the display screen 180.

More particularly, FIG. 13 shows from the right side an all color button 174a used to bet on any color, a blue ball button

174b for betting on blue balls, a yellow ball button 174c for betting on yellow balls and a red ball button 174d for betting on red balls.

When one of these control buttons 174a to 174d is pressed, one coin is betted for the corresponding betting. For example, the betted coin indicator 188 indicates that the blue ball button 174b has been pressed three times since three coins are bet on blue ball.

A multi-bet button 174e is located on the left side of the red ball button 174d. The multi-bet button 174e may be illuminated on when it is pressed and if the number of coins displayed in the credit indicator 186 exceeds ten. Each time any of the other control buttons 174a to 174d is pressed while the multi-bet button 174e is illuminated, 10 coins can be betted. When the multi-bet button 174e is again pressed, it is turned off to release the 10-coin betting mode. Each time any of the other control buttons 174a to 174d is pressed, a single coin may be betted.

A coin pay-back port 179 is located on the right side of the display screen 180. The coin return port 179 is in the form of a dish for receiving the returning coins indicated by the credit indicator 186. When the pay-back button 176 is pressed, the coins are returned to the winner.

Only when there is a credit, the pay-back button 176 is illuminated. When it is once pressed, the pay-back button 176 flashes to initiate to pay the coins back to the winner. Although the coins may be returned at any time, a predetermined number of coins may be returned at a time. Pressing again the pay-back button 176 during the pay-back mode, may interrupt the mode.

A coin slot 179 is located on the right side of the pay-back button 176. The player can insert a desired number of coins into the machine.

(Contents of Game)

A game played by the ball game apparatus described in connection with the aforementioned embodiment of the present invention will be described.

Since the ball game apparatus includes eight play stations 170 as described, the player can select one of the eight play stations 170. Since the respective pocket frames 142 are provided in each of the play stations 170, a particular winning pocket portion 140 will be determined eventually (see FIG. 10).

When the play station 170 is selected, its display screen 180 displays various information.

The ball number indicator 182 indicates how many balls are to be used for each of the red, yellow and blue colors. In FIG. 13, for example, the ball number indicator 182 indicates that three red balls, eight yellow balls and five blue balls are used.

Since the number of balls is different for each color, the probability of the balls for each color entering the winning pocket portion 140 is also different for each color. The betting rate indicator 184 indicates the betting rates different for the number of each colored balls. For example, it may indicate that when one blue ball enters a winning pocket portion 140, the betting rate is one; when two blue balls enter the winning pocket portion 140, the betting rate is five; when three blue balls enter the winning pocket portion 140, the betting rate is twenty; and so on.

The player will bet coins with reference to these indicated betting rates. For such a purpose, a given number of coins has been credited by inserting them in the coin slot 178. Thus, the number of coins inserted is indicated at the credit indicator 186 (see FIG. 13).



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United States Patent [19]
Fentz et al.

[11] Patent Number: 5,775,993
[45] Date of Patent: Jul. 7, 1998

[54] ROULETTE GAMING MACHINE

[57] ABSTRACT

[75] Inventors: Barry W. Fentz; D. Bradly Olah, both of Plymouth; Donald F. Lovely, Bloomington; Cory James Hanscom, New Hope, all of Minn.

An electronic gaming machine that closely emulates the actions, look and feel of a live action roulette game including betting table layout, roulette wheel operation and croupier interactions with the game players is accomplished by a CRT displayed game table and a tower CRT displaying the graphic image of a roulette wheel and the video appearance and speech of the dealer. The roulette game consists of five player stations surrounding a simulated game table consisting of two large horizontal CRT monitors which display the roulette betting field. The game is firmware controlled from a game table chassis which communicates with each player station and with the tower video system. Each player via a track ball and control buttons, places or deletes bets on the displayed betting field during the wagering phase. As the game progresses announcements to the players appear on the CRT betting table and on the tower video monitor by the live video appearance of the current game dealer. The game tower monitor displays a spinning roulette wheel, and a computer graphics overlay ball (sprite) which rotates on the roulette wheel rim, drops from the rim, bounces and eventually stops at a randomly selected winning number on the spinning roulette wheel in a manner closely emulating the operation of an actual roulette wheel. Developed and pre-recorded video graphic images from a laser disk player or from a PC hard disk drive together with computer controlled overlay graphics provides the roulette wheel, roulette ball, croupier appearance and her/his voice announcements. Moreover, selection of one of a plurality of bounce patterns reduces repetitive ball movements during different rounds, thereby providing more realistic simulation of an actual roulette game.

[73] Assignee: Innovative Gaming Corporation of America, Reno, Nev.

[21] Appl. No.: 594,807

[22] Filed: Jan. 31, 1996

[51] Int. Cl.⁶ A63F 5/00

[52] U.S. Cl. 463/17; 463/31; 463/22

[58] Field of Search 463/16, 17, 22, 463/31, 34; 273/142 E, 142 R; 364/412

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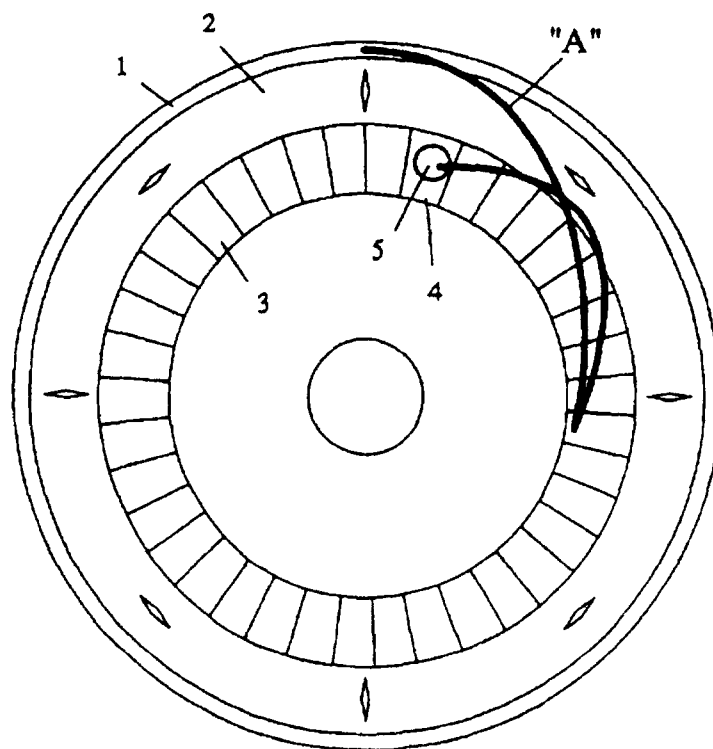
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Assistant Examiner—James Schaaf

Attorney, Agent, or Firm—Merchant, Gould, Smith, Edell, Welter & Schmidt, P.A.

30 Claims, 18 Drawing Sheets



433 426

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(58) Field of Search

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(54) Abstract Title

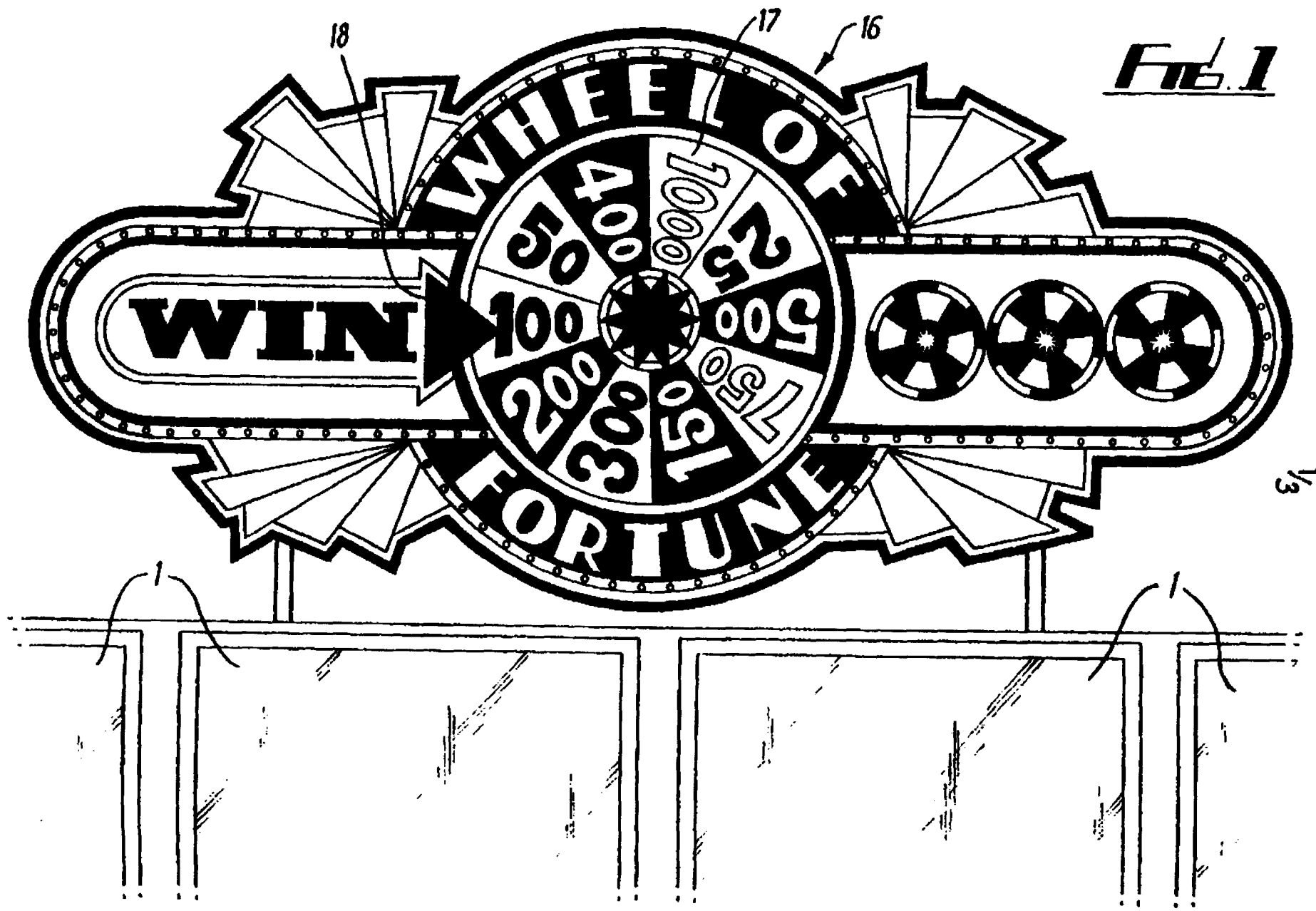
Entertainment machine system

(57) A games system comprises a plurality of entertainment machines 1 linked to a common display device 21, which may be a set of reels 22 or a selector wheel (17, figure 1), and an award is made available at one or more of the individual machines 1 in dependence on a display attained on the common display device 21. This may provide an additional award opportunity for one of the individual machines 1, or alternatively when one machine 1 attains a win on the common display device 21, the winnings may be shared amongst all of the linked machines 1. The award paid out from the common display device 21 is preferably of greater value than can be won on an individual machine 1 without using said common display device. The entertainment machines 1 may be coin operated 'fruit' or 'poker' machines. Preferably, the entertainment machines 1 are located side by side, and the common display device may be mounted on top of the machines 1.



Fig 2

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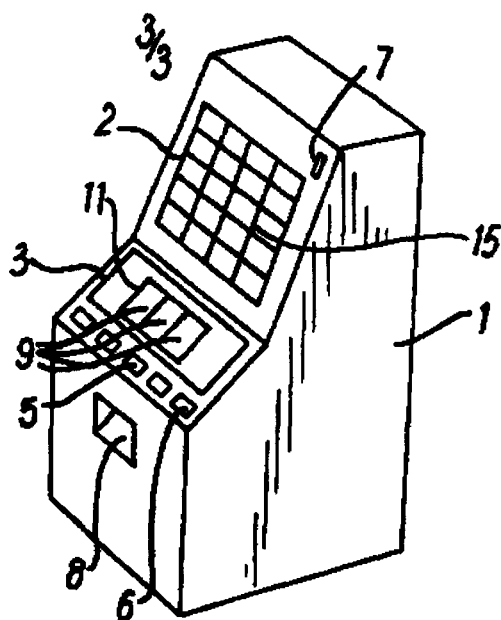


FIG. 3

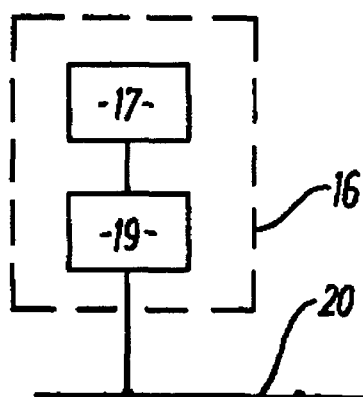
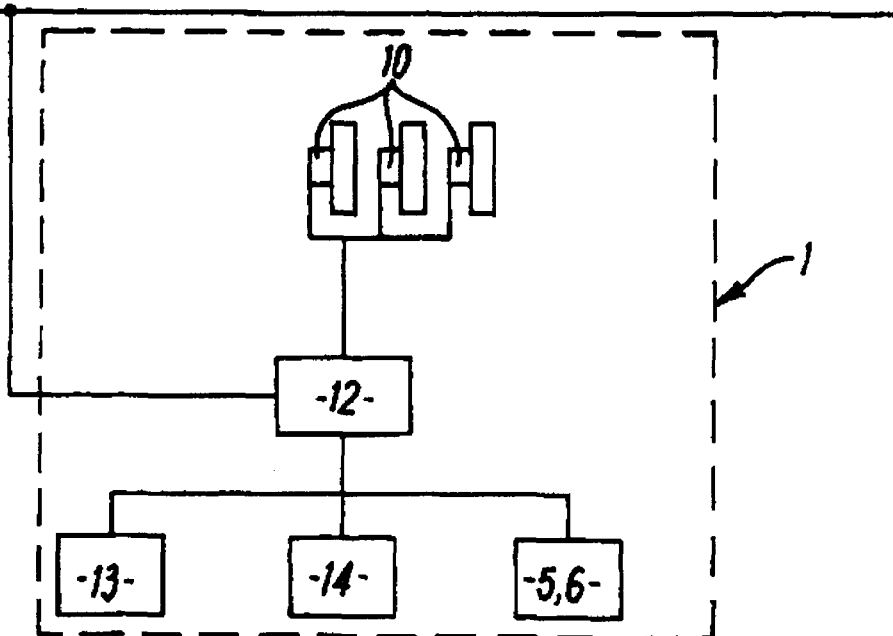


FIG. 4



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invention;

Fig. 3 is a diagrammatic perspective view of one of the machines;
and

Fig. 4 is a block circuit diagram illustrating a typical control
5 arrangement for the embodiments of Figs. 1 & 2.

Referring to the drawings, these show multiple side by side fruit machines each having a floor-standing box-shaped housing 1 having a front wall which includes upper and lower glass panels 2, 3, a number of player operating buttons 5, 6 a coin slot 7 and a payout opening 8.

10 Within the housing 1 there are three axially aligned reels 9 having say 20 symbols at regularly spaced positions around their peripheries. The reels 9 are axially rotatable and are drivably connected to respective stepper motors 10. The reels 9 are arranged behind a window 11 defined by a printed region of the lower glass panel 3. Each reel 9 can be arrested by
15 the respective stepper motor 10 in any of 20 stepping positions in which one symbol is in precise registration with a horizontal win line in the centre of the window 11 and two further symbols are visible above and below the win line.

The stepper motors 10 are connected to a microprocessor-based
20 control unit 12. This unit is also connected to a coin-mechanism 13, a payout mechanism 14 and the buttons 5, 6.

In use, the player inserts coins into the coin mechanism 13 through

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the slot 7 sufficient to generate credit for one or more games, and the machine is actuated so that a game can now be played. The game commences after a start button 5 has been pressed and the reels 9 spin and then come to rest so as to select a combination of symbols displayed on the win line. The displayed symbol combination is assessed by the control unit 12 and a win indication is given in the event that the combination is of a predetermined winning nature.

The control buttons 5 can be used to perform 'hold' or 'nudge' functions, when made available to the player, so that the player can seek to influence the outcome of a game, in conventional manner.

The upper panel 2 is a transparent glass panel and behind this there is a display region 15, which can be back-illuminated and which provides a supplementary games feature.

As shown in Fig. 1, the multiple side by side fruit machines are in fixed positions alongside each other and a housed display unit 16 is mounted in a fixed position on top of the machines centrally of the row thereof so that it can be readily seen by a player operating any of the individual machines.

The display unit has a motor-driven wheel 17 marked with award values. The wheel 17 can be rotated and then brought to rest with one such value selected by alignment with a fixed pointer 18.

The motor and control circuitry 19 for the display unit 16 is

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connected via a bus 20 to the control units 12 of the individual machines.

Each machine connected to the display unit 16 has a special feature whereby on attaining some specific target or game result on the machine, such as a specific combination of symbols on the main reels 10, or an
5 accumulated score, or a winning outcome of the supplementary game on the display 15, or the like, the display unit 16 is actuated and the player now has the opportunity of attaining an award as determined by, or indicated on the display unit 16.

This may occur automatically in that the wheel 17 is automatically
10 rotated and the player then attains the award shown on the wheel 17. Alternatively, the player may be given the possibility of influencing the outcome in that, for example, the player has to press a button to start and/or stop the wheel 17.

The resulting award may be communicated back to the respective
15 machine which triggered the display unit 16 and this may result in a payout, and/or the award may be accumulated in the machine with existing awards, or any other suitable action may be taken.

In this way, the players of the individual machines are given a further opportunity for attaining a win. This adds to entertainment and variety and
20 also may enable the players to obtain a larger win than the maximum which can be obtained with an individual machine. In effect, the players may be given the opportunity of a communal jackpot in addition to the individual

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jackpots on the machines.

With the embodiment of Fig. 2, the arrangement is similar to Fig. 1, except that the display unit 21 has three rotatable reels 22, each marked with award values, rotatable behind a window with a central horizontal win
5 line, like the reels 10 of the machines. The unit 21 is connected to the bus 20 in like manner to the unit 16 described in relation to Fig. 1.

With this arrangement, transfer of play to the display unit 19 from an individual machine, occurs in like manner to the arrangement of Fig. 1. Then the reels on the display unit are rotated and brought to rest and the
10 displayed combination determines whether an award has been attained and if so what is its value. Thus, an award may be attained if three identical values are displayed on the win line, the award being equal to such value.

Once an award has been attained with the display unit 21, this is awarded to all machines which are connected to the display unit 21 and
15 which are currently in play. Each machine may receive the same award value being the value selected by the display unit, or being an equal share of this value.

With this arrangement additional entertainment value and enhanced awards can be obtained, and in particular a player has the opportunity of
20 benefiting even when he has not been able to attain a win on the individual machine which he is playing.

As described above, the display unit is mounted on and connected to

all machines of a linked row of machines. It is to be understood that the invention is not restricted to this arrangement.

5 The display unit 16 or 21 may be linked to all of a small number (e.g. 2 to 5) of machines. It may alternatively be linked to more machines which need not be alongside each other, and the unit need not be on or close to the machines as long as it is in a position in which it is readily visible. Thus the unit may be linked to all machines in a casino.

The unit may also be linked selectively to only some of the machines.

10 It is to be understood that the invention is not intended to be restricted to the details of the above embodiment which are described by way of example only.

15 Thus, for example, where an award on the display unit is made available to multiple machines this may be shared, as described, in the sense of being subdivided between the respective played machines. Alternatively, however, each played machine may receive the same award equal to the displayed value, or some other basis of sharing or duplication may be utilised.

20 With the embodiment of Fig. 1, the system operates such that the display unit 16, when actuated, is associated with one only of the machines 1, whereby it is only that machine which can be used to start and/or stop the wheel 17 (in the case where the player is given the opportunity of influencing selection with the wheel), and it is only that machine which

benefits from any award attained with the display unit 16. During such actuation of the display unit 16, association between the other machines 1 and the display unit 16 is blocked. That is, players of the other machines can observe the display unit 16 but their machines are incapable of entering
5 into a mode in which play is transferred to the display unit 16. This blocking may be achieved in that the attainment of the result on these other machines which would initiate, or provide the opportunity of transfer, is inhibited or, alternatively, the result may be attained but its execution may be delayed until the existing use of the display unit has finished, for
10 example, the result may be displayed to the player on the individual machine with a message that transfer is being delayed, or some other machine action may be initiated before informing the player that transfer is available.

With the arrangement of Fig. 2, when the display unit 21 is actuated as a consequence of a result attained on one machine, this may have the
15 effect of intervening with existing machine already in play in that the current game is interrupted or cancelled pending the outcome of the operation of the display unit 21, or, alternatively, current games may be allowed to proceed with any award arising from operation of the display unit 21 simply being credited to the other machines in play so as to be shown to the player
20 at the end of a game or at some other convenient opportunity. The player may be made aware of the potential additional award by virtue of the actuation of the unit 21 and/or by actuation of a signal, such as a flashing

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light, illuminated message or the like on the individual machine which may occur during or after game playing.

As mentioned, the additional award which can be attained with the display unit 16 or 21 may be of the nature of a jackpot which may be greater than that which can be attained with an individual machine without using the display unit 16 or 21. This may be of a predetermined, randomly awarded nature, or may be determined by operation of the individual machines in that value builds up in the unit 16 or 21 in dependence on play of the individual machines (e.g. in dependence on attainment of predetermined results, or number of games played, etc) whereby the jackpot becomes available when the accumulated value from all machines has reached the predetermined jackpot level, this then being awarded on a predictable or random or other basis. It is however to be understood that the display units 16 and 21 can also be used to make other awards additionally or alternatively to a jackpot award, and the unit 16 or 21 may provide the opportunity for a single award or for a range of awards.

Whilst reference is made above to coin operated fruit machines, the machines 1 may be other kinds of machines. Also, it is possible to use a mixture of kinds of machines whereby for example at least one fruit machine is used in combination with one or more other kinds of machines.

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H36



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(54) **MULTI-STATION GAME MACHINE**

(30)

Foreign Application Priority Data

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(52) **U.S. Cl.**

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(57)

ABSTRACT

(73) **Assignee:** KONAMI CORPORATION

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A multi-station game machine, includes a plurality of reels, each reel having a plurality of symbols, and the reels spinning horizontally around a vertical axis. The reels are arranged coaxially in the vertical direction. Each of the reels has a circumferential length which enables at least two players to play a game on the game machine simultaneously.

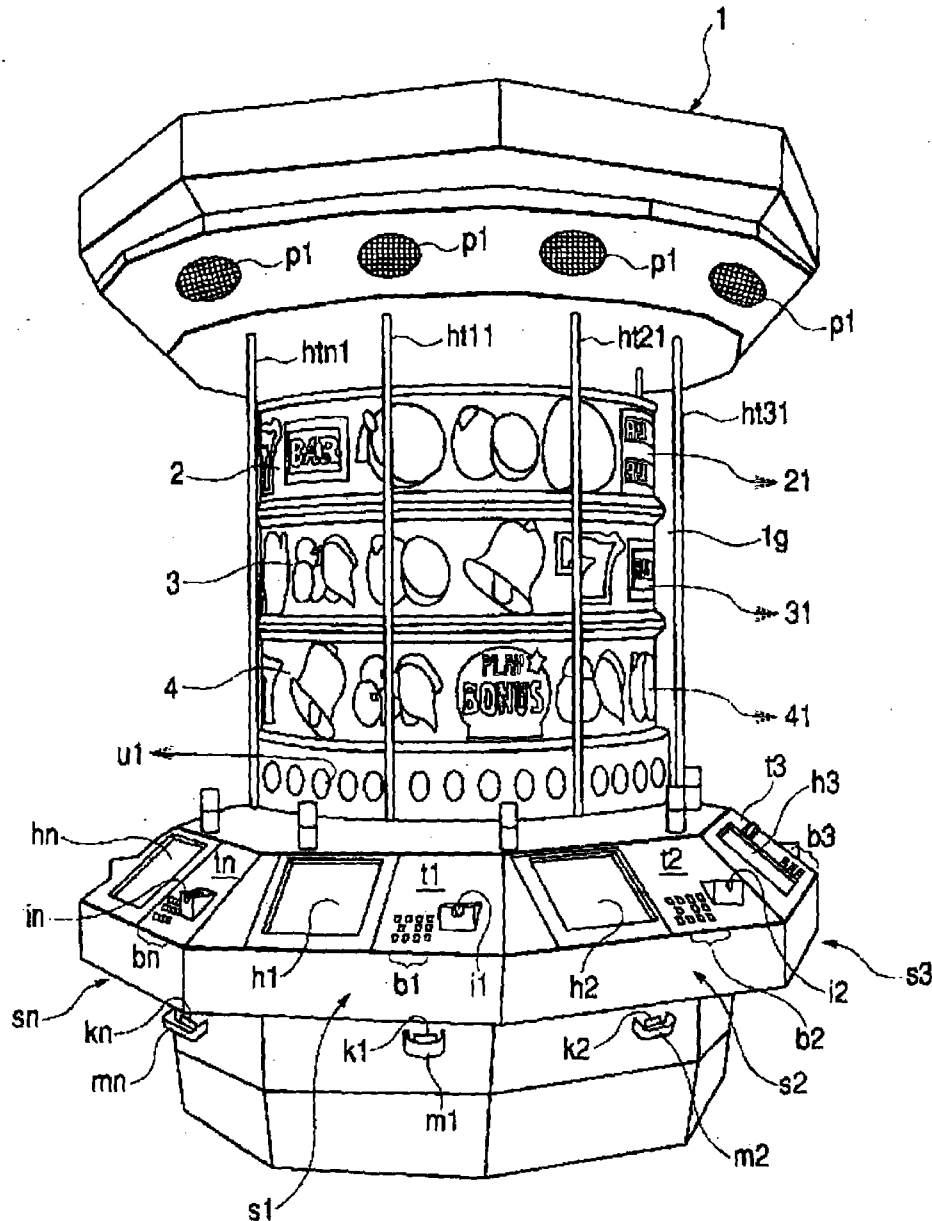


FIG. 1

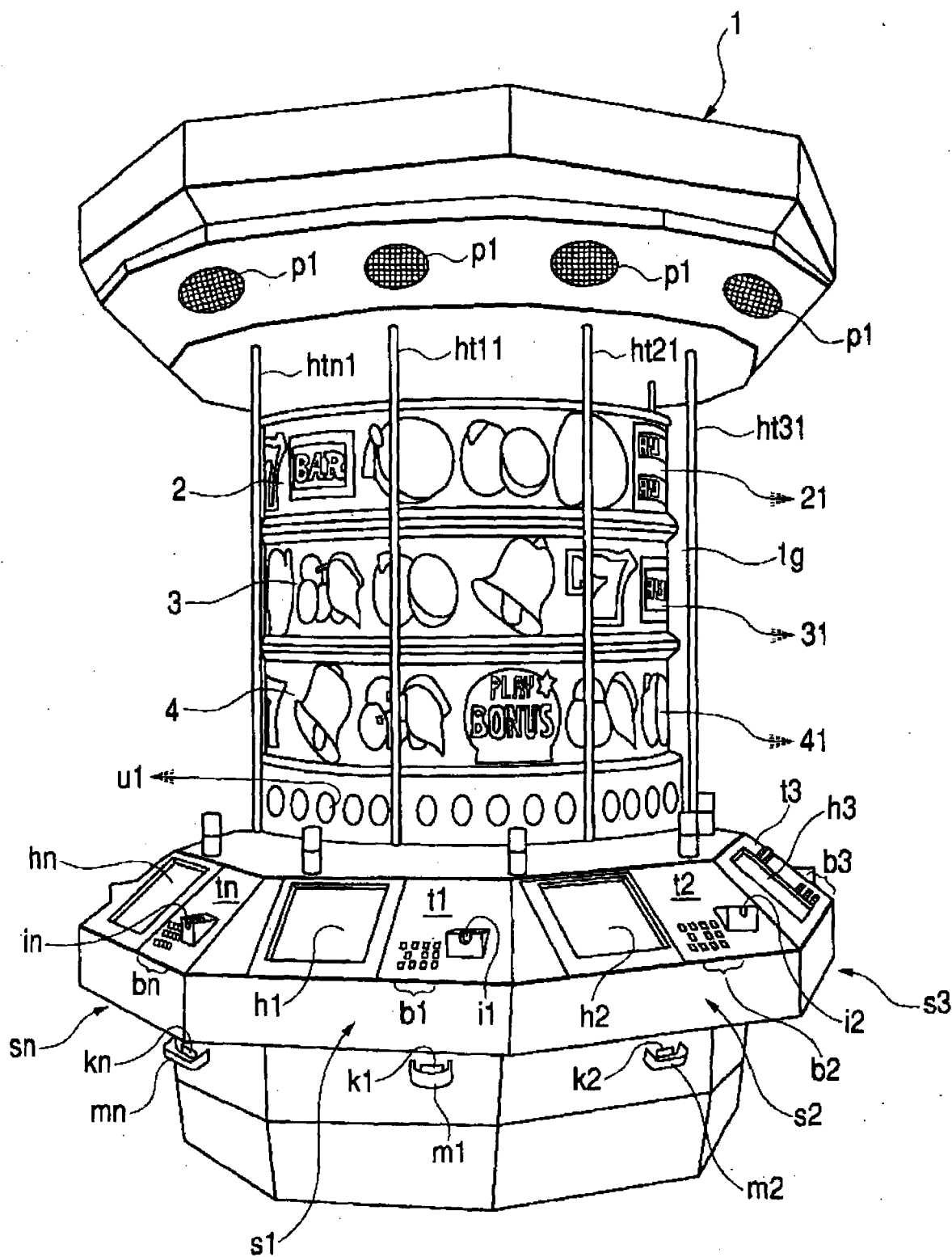


FIG. 2

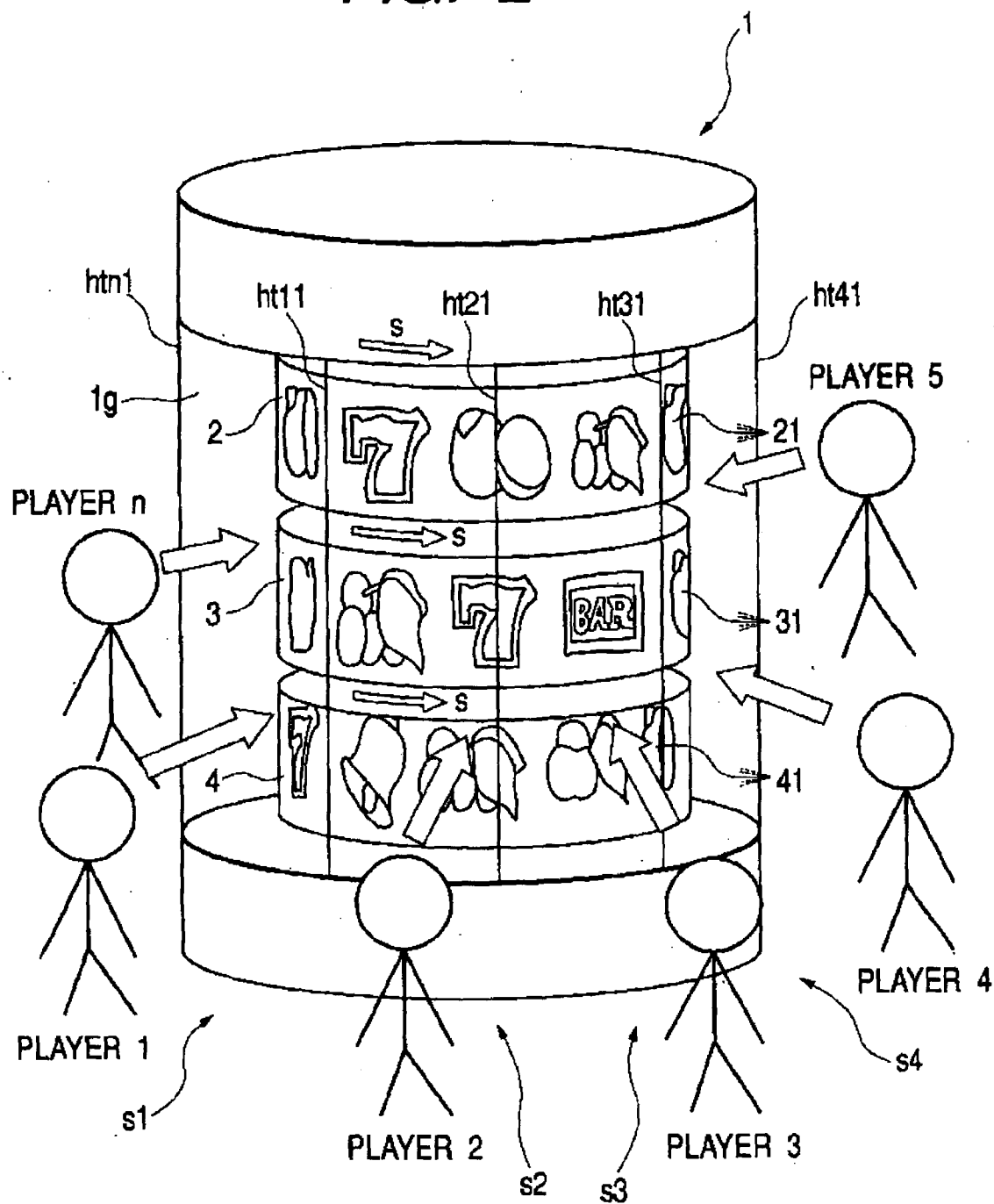


FIG. 3

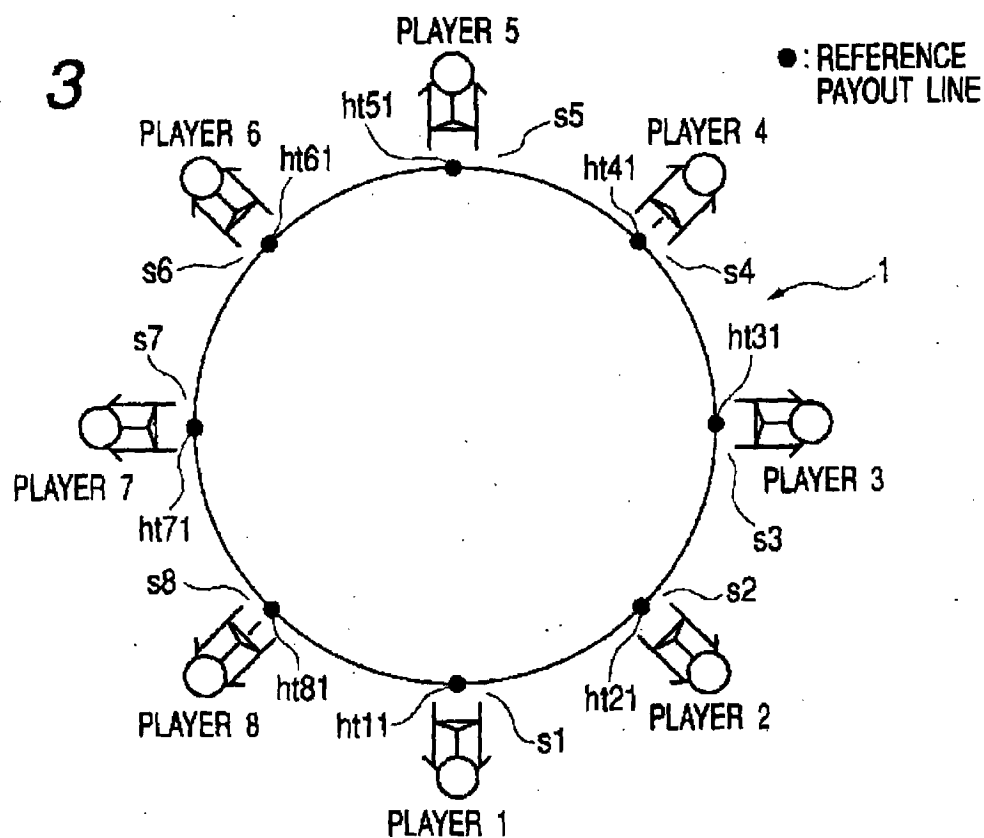
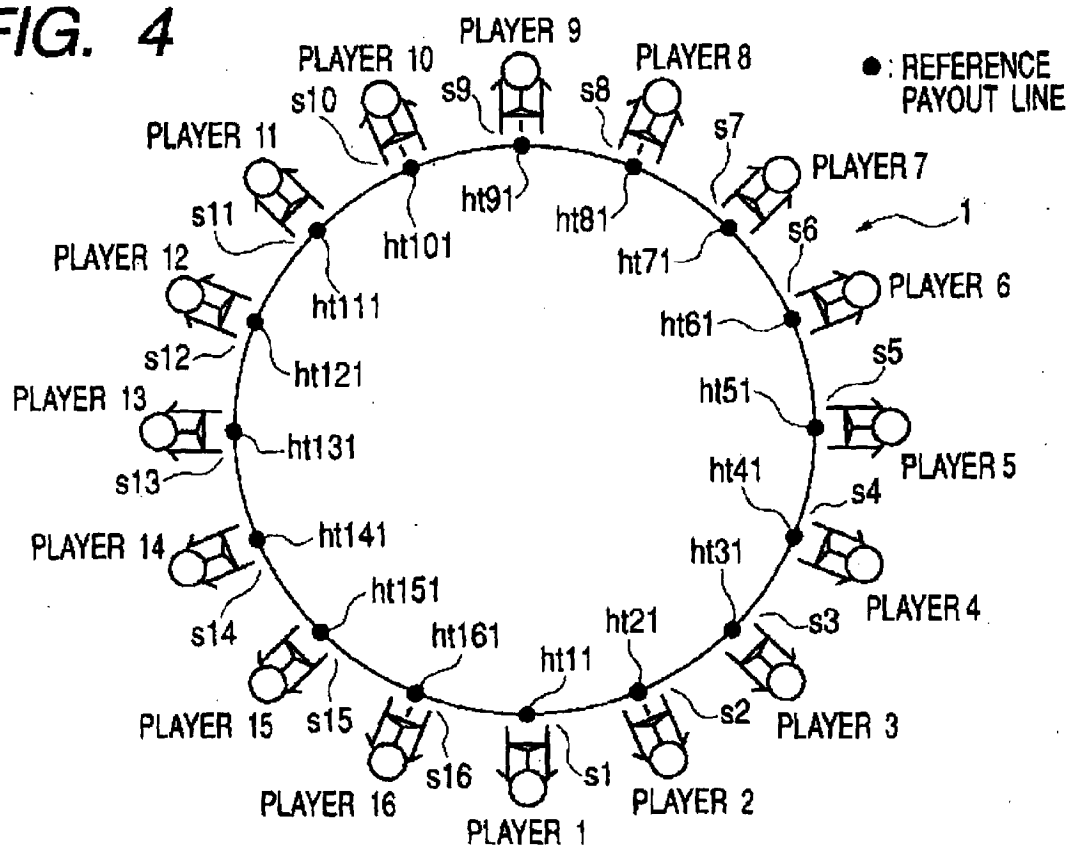


FIG. 4



[0030] Preferably, the multi-station game machine, further comprises:

[0031] a plurality of lamps, each lamp being disposed around the reels; and

[0032] a lamp controller, which controls illumination and extinction of the plurality of lamps.

[0033] In the above configuration, lamps disposed around the reels are illuminated and extinguished, thereby enabling attractive presentation of games.

[0034] Preferably, the multi-station game machine, further comprises:

[0035] a plurality of lamps, each lamp being disposed around the displays; and

[0036] a lamp controller, which controls illumination and extinction of the plurality of lamps.

[0037] In the above configuration, the lamps disposed around symbol reels are illuminated and extinguished, thereby enabling attractive presentation of games.

[0038] Preferably, the multi-station game machine comprises a plurality of operating units, by which a plurality of players bet a game value on a payout line of the reels, and the payout line includes a shared payout line which is betted by the adjacent operating units.

[0039] Preferably, the multi-station game machine, further comprises a plurality of operating units, by which a plurality of players bet a game value on a payout line on the displays. The payout line includes a shared payout line which is betted by the adjacent operating units.

[0040] In the above configurations, the payout line include the shared payout line to be shared between and used by adjacent players. Hence, use of the shared payout line enables adjacent players to share the pleasure stemming from achievement of a win.

[0041] In order to avoid experiencing regret, which would otherwise be raised when a player does not bet any game values on a shared payout line, the player is motivated to bet game values on as many payout lines as possible, thereby fully enjoying a game.

[0042] Accordingly, there can be embodied a multi-station game machine which enables a large number of players to enjoy playing games together, effective utilization of symbols to be displayed, and augmentation of interest in a game.

[0043] Preferably, the plurality of symbols of the reels define a plurality of game areas on which the game is performed simultaneously.

[0044] The respective symbol arrays displayed on the respective displays define a plurality of game areas on which the game is performed simultaneously.

BRIEF DESCRIPTION OF THE DRAWINGS

[0045] The above objects and advantages of the present invention will become more apparent by describing in detail preferred exemplary embodiments thereof with reference to the accompanying drawings, wherein:

[0046] FIG. 1 is a perspective view showing a multi-station game machine according to an embodiment of the invention;

[0047] FIG. 2 is a conceptual perspective view showing a playing status of the multi-station game machine of the embodiment;

[0048] FIG. 3 is a conceptual plan view showing the layout of players when the multi-station game machine of the embodiment has eight stations;

[0049] FIG. 4 is a conceptual plan view showing the layout of players when the multi-station game machine of the embodiment has 16 stations;

[0050] FIG. 5A is a conceptual plan view and FIG. 5B is a conceptual perspective view, both showing an example relative positional relationship between stations and positions where symbols on symbol reels are to be stopped when the multi-station game machine of the embodiment has eight stations and 16 symbols are provided on a peripheral face of each of the symbol reels;

[0051] FIGS. 6A and 6B are perspective views of the multi-station game machine shown in FIG. 5, wherein 6A shows payout lines to be used for solely a station s1 and 6B shows shared payout lines to be shared between and used by the station s1 and adjacent stations;

[0052] FIG. 7 is a conceptual plan view of the multi-station game machine of the embodiment, showing an example of a relative positional relationship between stations and positions where symbols on symbol reels are to be stopped when eight stations are provided and 24 symbols are provided on the peripheral face of each of the symbol reels;

[0053] FIG. 8 is a conceptual perspective view showing that predetermined symbols that would constitute a winning combination are already aligned with a payout line while a symbol which would constitute a winning combination along with the predetermined symbols remains, and that a symbol reel having a final symbol which is not determined is spinning;

[0054] FIG. 9 is a block diagram showing a control configuration of a multi-station game machine according to the embodiment of the invention;

[0055] FIG. 10 is a flow chart showing the flow of a game to be played on a multi-station game machine of the embodiment; and

[0056] FIG. 11 is a perspective view showing a related game machine.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0057] An embodiment of a game machine according to the invention will be described hereinbelow by reference to the drawings.

[0058] As shown in FIG. 1, and in FIG. 2, which is a conceptual rendering, a multi-station game machine 1 is a game machine on which a plurality of players enjoy playing combination games (first games), by using any of stations s1, s2, s3, s4, . . . sn.

[0059] At the time of a combination game, symbol reels 2, 3, and 4 spin horizontally (in the direction "s" of arrow

shown in FIG. 2) around a vertical shaft in a concentric manner while displaying a plurality of symbols 21 . . . , a plurality of symbols 31 . . . , and a plurality of symbols 41 . . . on respective peripheral faces of the symbol reels. While the symbol reels 2, 3, and 4 are spinning, the players select desired payout lines from payout lines ht11, ht12, ht13 . . . (see FIG. 6, which will be described later) provided at the stations (any of s1, s2, . . . sn) occupied by the players, and bet previously-inserted game values, (e.g., tokens, coins, paper currency, or some form of credit indicator, such as a credit card) on the thus-selected payout lines.

[0060] After the players bet coins or tokens on the payout lines, the symbol reels 2, 3, and 4 are sequentially stopped. Symbols that would constitute a certain winning combination are aligned with the respective payout lines ht11, ht12, ht13 When the payout lines ht11, ht12, ht13, . . . along which the symbols are successfully aligned coincide with the payout lines on which the players bet coins or tokens, a predetermined number of coins or tokens assigned to the symbols that constitute a predetermined winning combination are paid to the players who are awarded wins.

[0061] As shown in FIG. 1, in the multi-station game machine 1, the symbol reel 2, on whose peripheral face symbols 21, 22, 23 . . . are displayed; the symbol reel 3, on whose peripheral face symbols 31, 32, 33, . . . are displayed; and the symbol reel 4, on whose peripheral face symbols 41, 42, 43, . . . are displayed are supported in a concentric manner so as to be rotatable around the vertical center. The multi-station game machine 1 is installed upright such that a protective glass 1g for protecting the outside of peripheral faces of the symbol reels 2, 3, and 4 assumes a cylindrical shape.

[0062] A predetermined number of speakers (game speakers) p1 for emitting sound effects for games are disposed in positions elevated from the symbol reels 2, 3, and 4. Further, a predetermined number of game lamps u1 . . . for emitting illumination effects for game are provided in positions lower than the symbol reels 2, 3, and 4 so as to surround an exterior circumferential wall face.

[0063] The outer peripheral section of the multi-station game machine 1 is divided into stations s1, s2, s4, s4 . . . sn, all having identical configurations, to be used by players at the time of playing games. Reference payout lines ht11, ht21, . . . htn1 (which will be described later), which are payout lines of one type, are arranged at positions on the protective glass 1g so as to correspond to the center positions of respective stations.

[0064] Here, the reference payout lines ht11, ht21, . . . htn1 are provided as colored translucent glass or plastic rods; e.g., yellow, blue, and green rods arranged on the protective glass 1g.

[0065] The reference payout lines ht11, ht21, . . . htn1 may be embodied by means of imparting a special refraction factor to the protective glass 1g such that translucent colors; e.g., yellow, blue, and green, may be isolated in the form of rods by means of illumination.

[0066] Operating tables t1, t2, t3, t4, . . . tn having control buttons b1, b2, b3, b4, . . . bn provided thereon are disposed, in a sloped manner, at positions on the respective stations s1, s2, s3, s4, . . . sn where the players can readily operate the buttons. Payout receivers m1, m2, m3, m4, . . . mn for

storing coins or tokens ejected from hoppers (not shown) by way of payout holes k1, k2, k3, k4, . . . , tn are disposed at positions lower than the respective operating tables t1, t2, t3, t4, . . . so as to project forward from the wall face.

[0067] A symbol sheet on which the symbols 21, . . . are drawn and which is formed from polycarbonate or the like is affixed onto the peripheral face of the symbol reel 2; a symbol sheet on which the symbols 31, . . . are drawn and which is formed from polycarbonate or the like is affixed onto the peripheral face of the symbol reel 3; and a symbol sheet on which the symbols 41, . . . are drawn and which is formed from polycarbonate or the like is affixed onto the peripheral face of the symbol reel 4. Thus, the symbol reels 2, 3, and 4 display the symbols 21 . . . , the symbols 31 . . . , and the symbols 41 . . . to the players.

[0068] The symbols 21 . . . , the symbols 31 . . . , and the symbols 41 . . . are classified into symbols that would constitute a big winning combination; e.g., 7; symbols that would constitute a medium winning combination; symbols that would constitute a small winning combination; symbols that would constitute a bonus game; and remaining general symbols.

[0069] Outer shells of the respective symbol reels 2, 3, and 4 are formed from drums (not shown). With a view toward reducing the weight and inertia of the drums, lightweight material, such as an aluminum alloy or synthetic resin, is selected, thereby attempting weight reduction through, for example, a reduction in the thickness of constituent sections.

[0070] The spinning reels 2, 3, and 4 are rotated, by means of direct drive by stepping motors (not shown) which have good compatibility with a digital control system and rotate through only a preset angle. Position sensors (not shown) are adopted for stopping the spinning reels at predetermined positions, thereby effecting position control.

[0071] Position sensors that are employed are selected from optical sensors, such as photodiodes or phototransistors, or magnetic sensors utilizing electromagnetic induction, as required.

[0072] Needless to say, a transmission mechanism which employs transmission belts and gear mechanisms, as required, may be adopted for effecting rotation of the respective symbol reels 2, 3, and 4.

[0073] In order to enable players to easily view the symbols 21 . . . , the symbols 31 . . . , and the symbols 41 . . . , internal lamps (not shown) are provided within the respective symbol reels 2, 3, and 4 for illuminating symbols on the peripheral faces of the spinning reels from the inside thereof.

[0074] Incidentally, the symbols 21 . . . , the symbols 31 . . . , and the symbols 41 . . . are also illuminated from the outside of the spinning reels by external lamps (not shown).

[0075] In the embodiment, the symbol reels 2, 3, and 4 are constituted of mechanical reels having true-to-life characteristics, thereby displaying the symbols 21 . . . , the symbols 31 . . . , and the symbols 41 Here, the symbol reels may be constituted of symbol display devices for displaying the symbols of the plurality of symbol reels by images, such as an LCD (liquid-crystal display), a CRT (cathode-ray tube), or a DLP (digital light processing) projector using an image display device DMD (digital micro-mirror device).

[0076] Specifically, there may also be employed a symbol display system in which display sections (corresponding to the peripheral faces of the symbol reels 2, 3, and 4) are vertically stacked side by side into a plurality of layers, each section sequentially displaying images of a plurality of symbols in a circulatory manner by horizontally moving in the form of a row of predetermined sequence.

[0077] In the multi-station game machine 1 having the symbol display system for displaying images of the symbols, the outer circumferential face of the game machine 1 may assume an arbitrary shape other than the shape of a cylindrical face, such as an elliptic cylindrical shape.

[0078] Since the operating table t1 of the station s1 is identical in construction with the operating tables t2, . . . tn of the other stations s2, s3, s4, . . . sn, an explanation is given of only the operating table t1.

[0079] The operating table t1 is constituted of an operation display panel (individual display section) h1; a control button section b1 consisting of a plurality of types of control buttons; and a coin insert slot i1 into which coins or tokens are inserted.

[0080] The operation display panel h1 is constructed from a CRT display or an LCD and is used for displaying a bet time, an indication to be used when the player bets coins or tokens on the payout lines ht1, . . . during a period of bet time, the end of a bet time, and the symbols 21, 31, 41, . . . of the symbol reels 2, 3, 4 which are to spin after the bet time; and is used by the player for ascertaining the history of game results and the number of remaining coins or tokens.

[0081] Control buttons of the control button section 1b includes a line selection button to be used for selecting payout lines from the payout lines ht1 . . . and making the selected payout line valid; a bet button to be used for betting a coin or token one by one on the payout lines ht1 . . . that are selected and made valid; a maximum bet button to be used for betting a maximum number of coins or tokens on the payout lines ht1 . . . that are selected and made valid; a remaining credit check button; a credit payoff button; an employee call button, and other buttons as required. Predetermined processing is performed by a player pressing any of the buttons.

[0082] So long as a touch panel method is employed for the operation display panel h1, the panel may play the role of press buttons.

[0083] As shown in FIG. 3, when the multi-station game machine 1 of the foregoing configuration has eight stations s1, s2, . . . s8 to be used by respective players, eight players can simultaneously enjoy playing a combination game.

[0084] As shown in FIG. 4, when the multi-station game machine 1 has 16 stations, s1, . . . s16, 16 players can simultaneously enjoy playing a combination game. The number of stations can be selected as, for example, 10, 12, 14, . . . , as required. Players equal in number to the stations can simultaneously enjoy playing a combination game.

[0085] For instance, the multi-station game machine 1 is designed to have eight stations s1 through s8 such that the symbol reel 2 has 16 symbols 21, 22, . . . 216 provided on a peripheral face thereof; such that the symbol reel 3 has 16 symbols 31, 32, . . . 316; and such that the symbol reel 4 has

16 symbols 41, 42, . . . 416. In such a case, the relative positional relationship between the stations and the stop positions of the symbols on the respective symbol reels 2, 3, and 4 can be set to that shown in FIG. 5A.

[0086] The symbols numbered 21, 22, . . . 216; the symbols numbered 31, 32, . . . 316; and the symbols numbered 41, 42, . . . 416 are assigned numbers for convenience of explanation; in practice, specific numbers are not designated.

[0087] As can be seen from FIG. 5, the multi-station game machine 1 is arranged such that three of the 16 symbols 21, . . . 216 on the symbol reel 2, three of the 16 symbols 31, . . . 316 on the symbol reel 3, and three of the symbols 41, . . . 416 on the symbol reel 4 are assigned to the respective stations s1, s2, . . . , sn when the spinning symbol reels 2, 3, and 4 are stopped.

[0088] More specifically, the symbols 216, 21, and 22 on the symbol reel 2, the symbols 316, 31, and 32 on the symbol reel 3, and the symbols 416, 41, and 42 on the symbol reel 4 are stopped at the station s1; the symbols 22, 23, and 24 on the symbol reel 2, the symbols 32, 33, and 34 on the symbol reel 3, and the symbols 42, 43, and 44 on the symbol reel 4 are stopped at the station s2; . . . , the symbols 214, 215, and 216 on the symbol reel 2, the symbols 314, 315, and 316 on the symbol reel 3, and the symbols 414, 415, and 416 on the symbol reel 4 are stopped at the station s8.

[0089] FIG. 6 shows an example of the multi-station game machine 1 in which payout lines ht11, ht12, and ht13 are available for the player of the station s1 with regard to the symbols on the stationary symbol reels 2, 3, and 4.

[0090] The station s8 is disposed on the left side of the station s1, and the station s2 is disposed on the right side of the station s1.

[0091] FIG. 6A shows the payout lines ht11, ht12, and ht13 to be used solely for the station s1.

[0092] The payout line ht11 is a vertical straight payout line provided at the center of the station s1. In the case of symbols illustrated in FIG. 6A, the payout line ht11 is formed by combination of the symbol 21 on the symbol reel 2, the symbol 31 on the symbol reel 3, and the symbol 41 on the symbol reel 4.

[0093] The payout line ht12 is sloped downward from left to right on a display area of the station s1. In the case of the symbols illustrated in FIG. 6A, the payout line ht12 is constituted by combination of the symbol 216 on the symbol reel 2, the symbol 31 on the symbol reel 3, and the symbol 42 on the symbol reel 4.

[0094] The payout line ht13 is sloped downward from right to left on the display area of the station s1. In the case of the symbols illustrated in FIG. 6A, the payout line ht13 is constituted by combination of the symbol 22 on the symbol reel 2, the symbol 31 on the symbol reel 3, and the symbol 416 on the symbol reel 4.

[0095] FIG. 6B shows payout lines ht14, ht16, and ht17 to be shared between the stations s1 and s8, and payout lines ht15, ht18, and ht19 to be shared between the stations s1 and s2.

[0096] The payout line ht14 is a straight, vertical payout line provided on the left side of the display area of the station



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(54) **GAMING APPARATUS**

(30) **Foreign Application Priority Data**

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(57) **ABSTRACT**

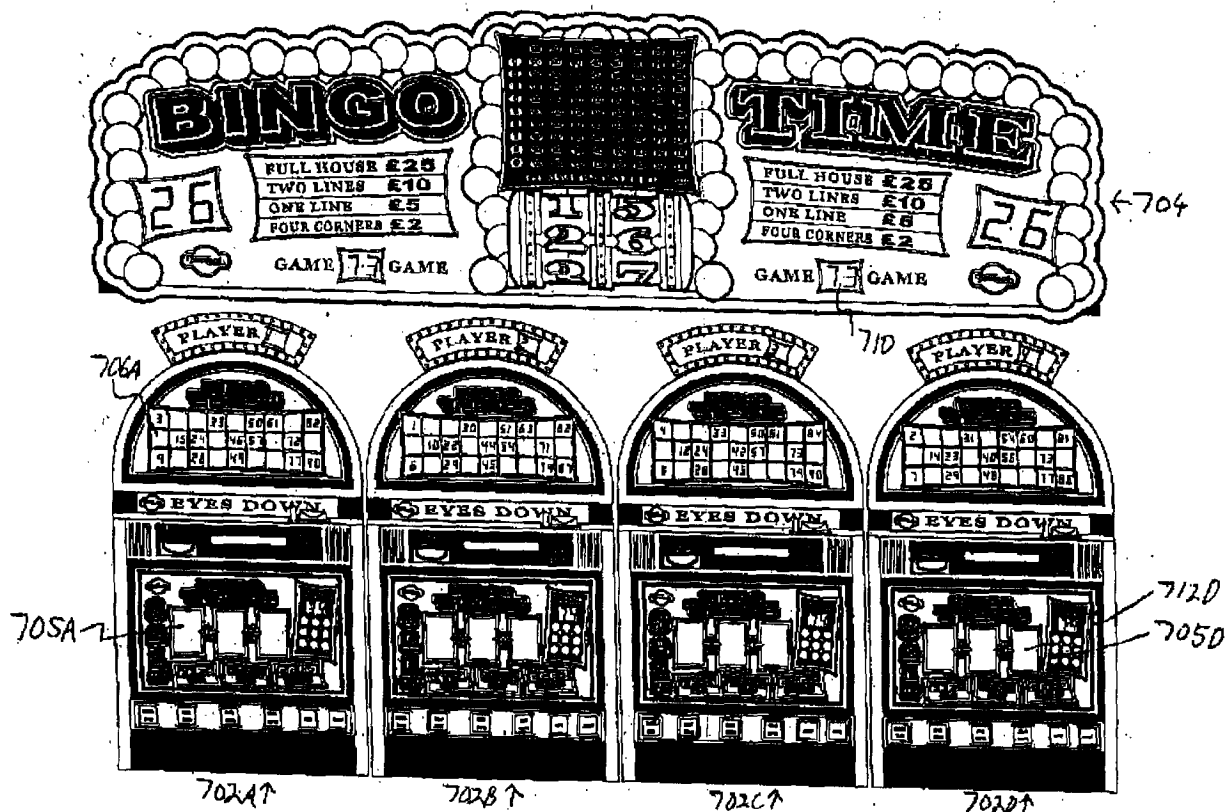
(21) **Appl. No.: 10/420,749**

Gaming apparatus comprising a plurality of individually playable gaming machines. The machines are playable in self-contained and participation modes. In the self-contained mode each machine is played independently for its own prizes, whilst the participation mode allows players selected for participation (qualified players) to be awarded a prize distinct from any prize available from any, said machine in self-contained mode. The apparatus includes a participation mode display for displaying play of the apparatus during the participation mode.

(22) **Filed: Apr. 23, 2003**

Related U.S. Application Data

(63) **Continuation-in-part of application No. 10/127,416, filed on Apr. 23, 2002.**



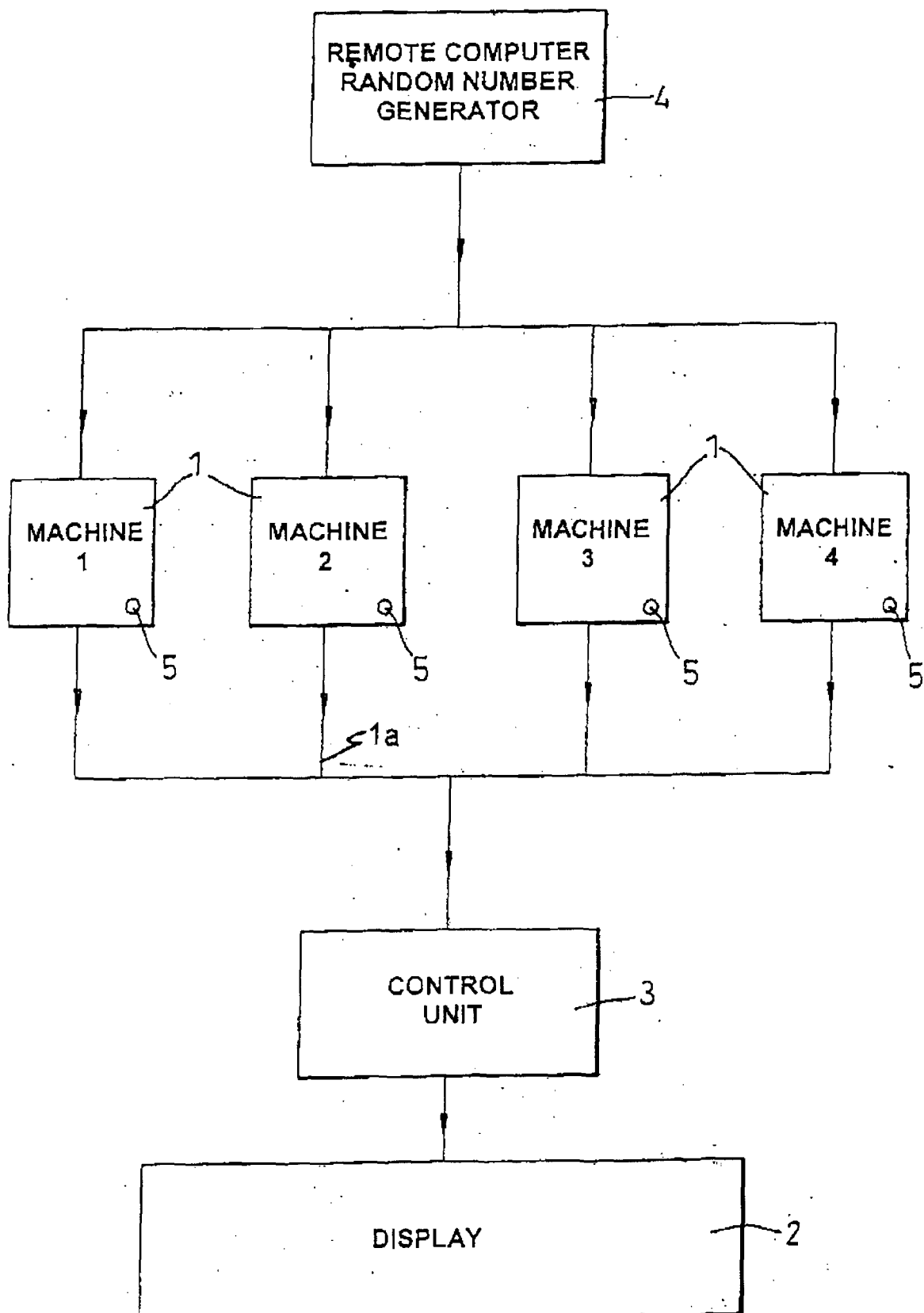


Fig. 1

\$100	\$20	\$5	ELIMINATED
ELIMINATED	\$50	\$10	\$20
\$5	\$25	ELIMINATED	\$10
ELIMINATED	\$75	\$5	\$10

Fig. 2

2a

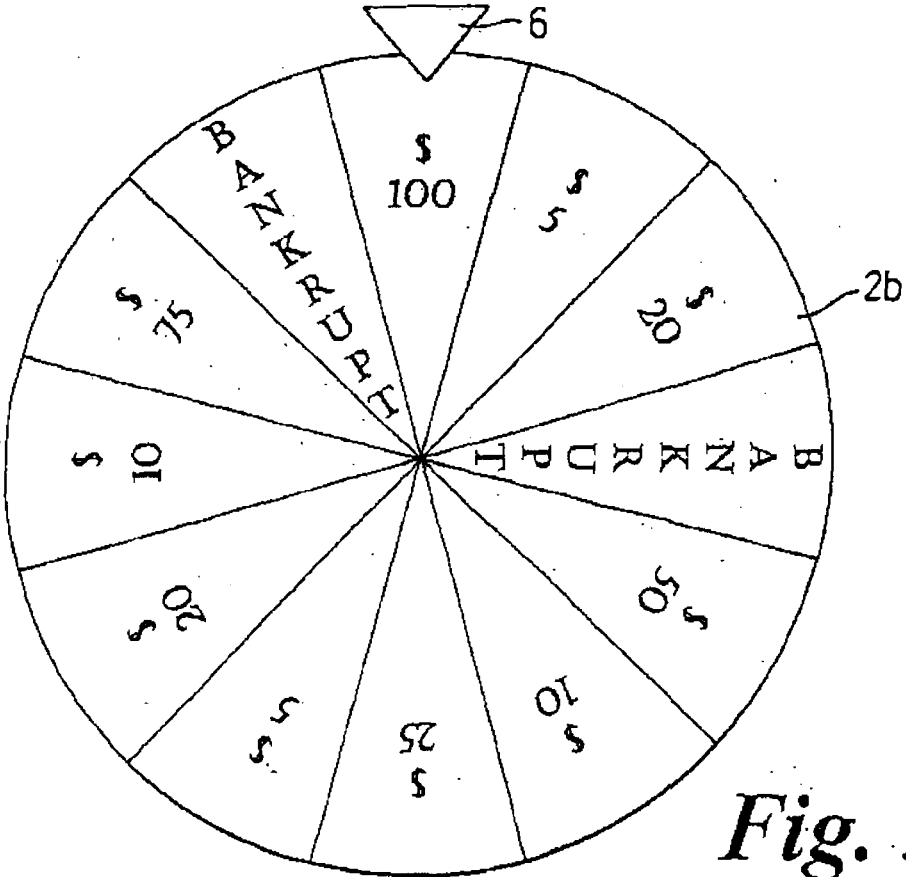


Fig. 3

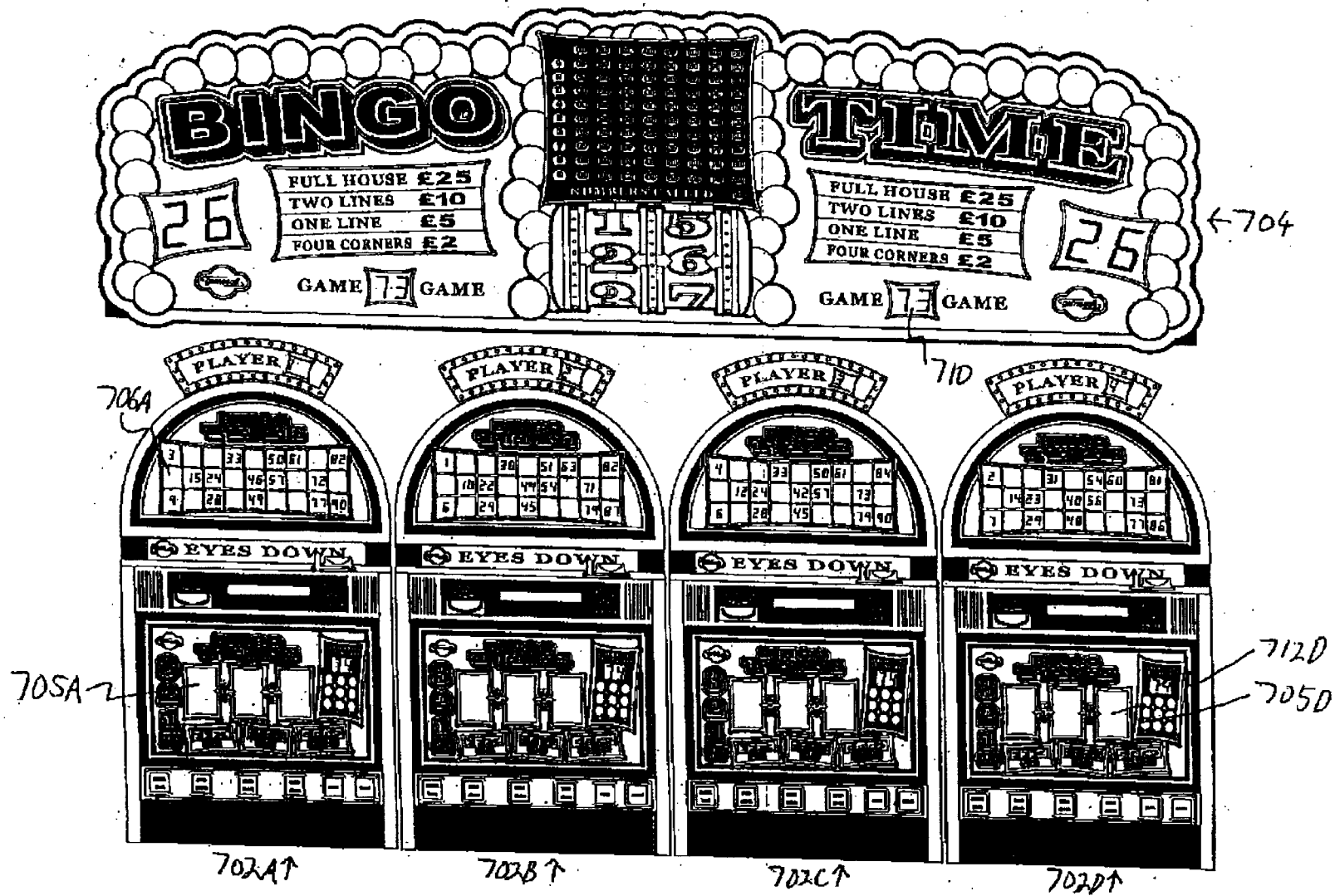


Fig. 7

[0039] FIG. 4 illustrates a third form of display,

[0040] FIG. 5 shows an indicator panel associated with any of those displays,

[0041] FIG. 6 illustrates a further example of a display, and

[0042] FIG. 7 illustrates a yet another example of a display.

DETAILED DESCRIPTION OF THE DRAWINGS

[0043] The apparatus has four gaming machines 1 (there may be more or less) linked via a link 1a to a display 2 through a control unit 3. In the embodiment of FIG. 1, the link 1a can be one or more cables that allow communication between the various components. For some embodiments a remote computer or random number generator 4 has an input to each machine 1 to determine which of those machines may participate in trying to gain prizes shown on the display.

[0044] The gaming machines 1 are grouped so that the players can see the displays. The gaming machines may typically be those known as slot machines or fruit machines, with three or four reels that spin and stop with symbols showing in a line across respective windows on each of the machines. The reels may be electronically simulated rather than being actual mechanical reels. Certain combinations may result in prizes being awarded, but in some embodiments at least one particular combination will be classed as a special win and gain the player access to the display 2 through the control unit 3 for playing in a participation mode. Alternatively, access to the display may be gained by the computer 4 randomly, or at least apparently randomly, generating an access signal, which is recognised and acted upon only when at least one of the machines is played. So whatever combination happens to be turned up by that one machine can be regarded as a special win at that time.

[0045] Each machine 1 will also have at least one control button 5 which the player uses when he does have access to the display 2. This may be a separate button not used when the gaming machine is being played in the ordinary fashion, or it could be one of the control buttons, such as a "Hold" button, that has a dual function and which can be operated to hold a reel when the machine is being played on its own (the self-contained mode) or to influence the display when the player has achieved a special win (the participation mode). With more than one control button more complex play can be introduced, demanding decision-making and strategy on the part of the player.

[0046] In another embodiment of the apparatus, at least some of the gaming machines 1 are constituted by personal computers executing gaming software that are linked to the other components, typically over the Internet or a Local Area Network. Another computer/server linked to the network can act as the control unit 3 (and random number generator 4). Input/output devices, e.g. a keyboard, joystick, touch-screen or mouse, attached to the computers can function as the control button 5.

[0047] But generally, the nature of the gaming machines 1 is not critical, although all those in a group should be similar to give players an equal chance of special wins.

[0048] The display 2 may also take any of several different forms. In one example, typically where the apparatus is

located in a gaming hall or casino, the display can be a large screen (e.g. based on plasma, LCD, CRT, or any other suitable technology) located where it is visible to the players of the machines. Alternatively, several such screens may act as the display where it is not practical for all the players to view a single display, the image on each screen being substantially identical, or specially adapted for its intended viewers (e.g. if there are two screens, one intended for first and second machine players and the other screen for third and fourth players then features relating to the intended viewers may be more prominent on the appropriate display). In other cases, e.g. where the apparatus comprises computers connected over a network, the display 2 may appear on monitors connected to the computers, with the participation mode features appearing in another window or area of the screen. The display may include computer-generated graphics, or it could show a remote view of a physical gaming apparatus, e.g. a wheel of fortune, via a camera. Alternatively or additionally, the display may be implemented by means of mechanical or electromechanical elements.

[0049] Three examples of the types of games playable using the display 2 are shown in FIGS. 2, 3 and 4, the display of FIG. 2 being a panel 2a with a matrix mostly of monetary prizes but with a few zones marked ELIMINATED. These zones are individually illuminated in rapid sequence (not necessarily in order along rows or columns) and the aim of the player with an active control button 5 is to stop the illumination at a desired zone. If his timing is right, the amount in that zone is set aside to contribute to the eventual total prize. The randomness may be more apparent than real and the control unit 3 may be programmed to make the display give the impression of skill.

[0050] Keeping the button 5 pressed down will not work: it has to be released after every activation before it can secure any further contributions. Subject to early elimination, each player may be given a set time, or a certain number of button operations, and then the next machine is used and so on through the players, each having just one button press at a time. Alternatively, a screen capable of splitting the original display into two, three or more duplicate displays could provide for simultaneous operation.

[0051] One zone may make more than one contribution during a competition, or it could be arranged that once it has contributed it is no longer available. Of course that means that the later players will have less available targets. If ELIMINATED is selected, that terminates that player's participation, although prizes gained up to that point will not be lost.

[0052] The display of FIG. 3 is a wheel of fortune 2b which spins past a fixed arrow 6, the aim of the player with an active control button being to stop the wheel with the arrow opposite a sector with a prize indicated rather than the BANKRUPT legend. If BANKRUPT is selected, prizes gained up to that point will be lost, either entirely, or at least to the player concerned, when they will go into a pool to be distributed to other players. To give the players some protection they could each have an ESCAPE button to terminate their turn on the display early. Having won substantial prizes, they might want to get out before being made bankrupt at the last spin of the wheel, for example.

[0053] The display of FIG. 4 is similar to that of a slot or fruit machine, the bands of the reels 2c having a sequence of

prizes with the occasional BANKRUPT legend. In competition mode these reels spin and the player with the active control button 5 may either have just one opportunity to stop the reels (which they will preferably do in sequence as is conventional with fruit machines) or he may have to press the control button three times to stop the reels in sequence, say right to left. Again, the aim would be to stop each reel with a prize showing rather than BANKRUPT.

[0054] The activation of these displays may be automatic once the competition mode is entered, and each player operates his button only to stop the movement. Alternatively, it may be required of the player to start the movement by pressing his button once and then stopping it by a second press, or by operating two different buttons, one for START, the other for STOP. A third alternative is for the player just to start the movement by pressing his button, the stopping of the movement being governed in an at least apparently random manner by the control unit.

[0055] Where ELIMINATED or BANKRUPT appear on the display there could instead be a legend such as PAY or WIN, for variations to be described below.

[0056] In addition to the display of FIG. 2, 3 or 4, there will also be an indicator panel 7 for the participation mode, such as that shown in FIG. 5. This shows which player has qualified and has an active control button, what he has won, whether he has been eliminated or made bankrupt, and the total of prizes achieved. There is also a clock 8 which can have more than one function, as described below.

[0057] There are various triggers that can be employed to start a participation session as mentioned above. It may simply be a randomly generated signal so that all those machines linked to the display, or randomly selected ones, or only those which have been active within a recent period, are available to participate. An alternative to this is to demand a minimum stake or a side bet or separate wager for qualification.

[0058] An added restriction on entry to the participation could be that not only must the machine have been played within a recent period, say five seconds, but that the maximum stake must have been wagered. So only active and relatively 'high rolling' players will be admitted. In yet another embodiment a (time) counter indicator may be provided for each player, the counter decrementing if the machine is not played at a certain rate betting the maximum stake. When the participation mode is triggered (e.g. randomly) then all the players who have a minimum level on their counter indicators can qualify.

[0059] Yet another way of deciding who can participate is to use an initial qualification of one machine as a starting point. For example, as soon as the player of that machine achieves a particular win that qualifies him to participate in use of the display, that is signalled visually and/or audibly to the other players who then have a set period, say five minutes, in which to achieve a similar particular win and thus qualify as well. This will encourage fast and furious play as the others attempt to join the first player in the participation. One function of the clock 8 is to show how much time is left of this qualifying period.

[0060] Meanwhile the first player has five minutes on his hands, and he could simply stand by his machine waiting for the participation mode to start. Although very unlikely, he

could even walk away from it and surrender the opportunity for a substantial prize to someone else. But to keep him playing it can be arranged that, should he come up with another qualifying win before the participation mode starts, that second qualification can be "banked" and used to initiate another participation mode after the first one has been completed. If one or more players qualify whilst a participation mode game is being played by another player then the one or more players may qualify whilst this is in progress and play the next participation mode game together. Participation mode game indicators (e.g. numbers) may be displayed on individual machines and/or the main display to help avoid confusion between the current participation mode game being played and the one for which the player is attempting to qualify. Or where elimination or bankruptcy is a possibility, the second qualification could enable that directive to be cancelled (should it appear during the participation mode) and allow the player to carry on trying to increase his winnings. Alternatively, such a second qualifying win could be made to augment any winnings from the display, for example it could cause any win by the player concerned to be doubled, or even trebled if a third qualifying win was achieved within the five minutes.

[0061] This also applies to other players qualifying within the set period, which they may do early on, leaving them time to play more in the self-contained mode.

[0062] With a single display, each machine must be played in turn, and the currently available one may be identified by, for example, a tower light on that machine illuminating. It will also be identified on the indicator panel 7 of FIG. 5 by the light behind PLAYER 1, 2, 3 or 4, flashing, for example.

[0063] Once each player has completed his turn, it must be determined how the total prize is distributed on the display, and now the wheel of fortune embodiment of FIG. 3 will be used to explain various alternatives.

EXAMPLE 1

[0064] In a "winner takes all" competition, without any time limit, each player in turn spins the wheel, and any prize indicated is credited to him. If he is unlucky and the wheel stops at BANKRUPT, he is out, but the prizes he has won stay in the pool. This continues until all but one player has gone bankrupt, and that player "scoops the pool".

EXAMPLE 2

[0065] BANKRUPT is replaced by PAY, and the first player whose wheel spin results in PAY being selected is awarded the total prize, eliminating all the other players at a stroke.

EXAMPLE 3

[0066] Again with PAY rather than BANKRUPT, each player wins what he has accumulated up to the point of PAY being selected. He then drops out and the next player continues until he hits PAY and so on.

EXAMPLE 4

[0067] Yet again with PAY rather than BANKRUPT, once everyone has finished, in the competition mode, the total is equally divided between all the qualified players. Each

456

449



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(19) **United States**

(12) **Patent Application Publication**
Ungaro et al.

(10) **Pub. No.: US 2004/0072609 A1**

(43) **Pub. Date: Apr. 15, 2004**

(54) **PRO-AGGRESSIVE ROULETTE**

Related U.S. Application Data

(63) Continuation-in-part of application No. 09/799,889,
filed on Mar. 7, 2001.

(76) Inventors: **Mark Curran Ungaro**, Las Vegas, NV
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Publication Classification

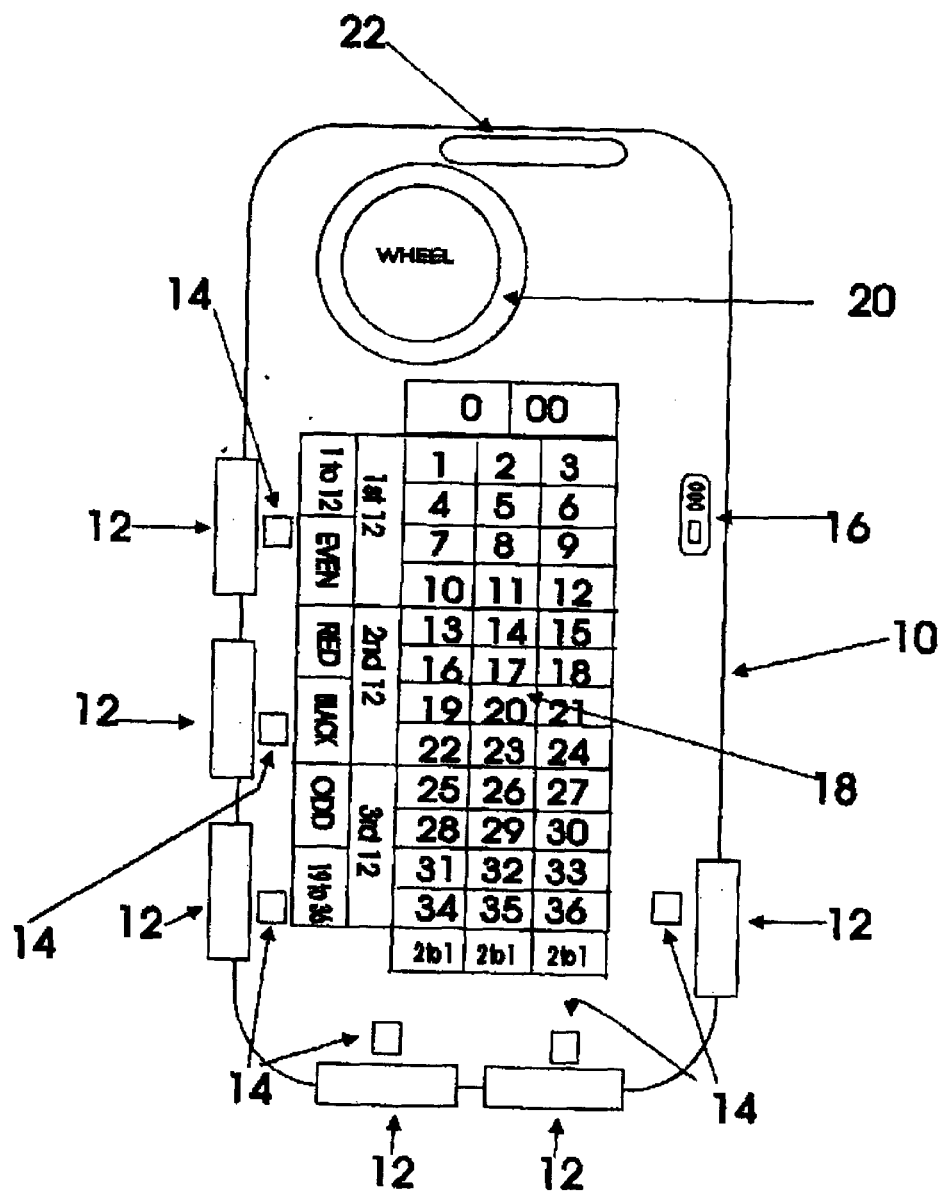
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(51) Int. Cl.⁷ **A63F 13/00**
(52) U.S. Cl. **463/17**

(57) **ABSTRACT**
An improved roulette game utilizing he existing roulette wheel and/or electronic LED wheel with an existing layout to enhance the game or roulette. Players make wagers on the conventional layout and using the plurality of token or chip acceptors as an extra wager to win either a major progressive jackpot or minor progressive jackpot.

(21) Appl. No.: **10/642,019**

(22) Filed: **Aug. 18, 2003**



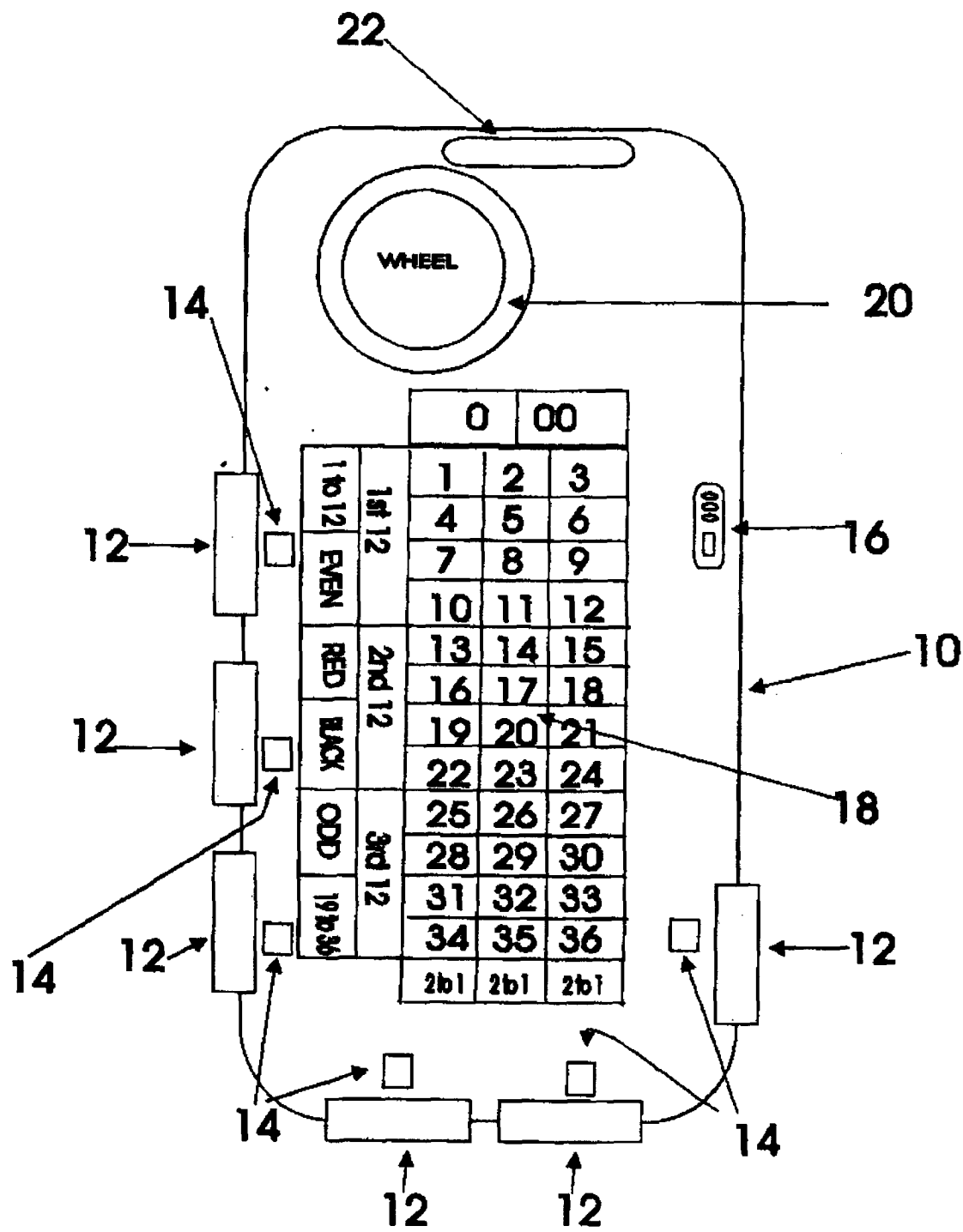


FIG. 1

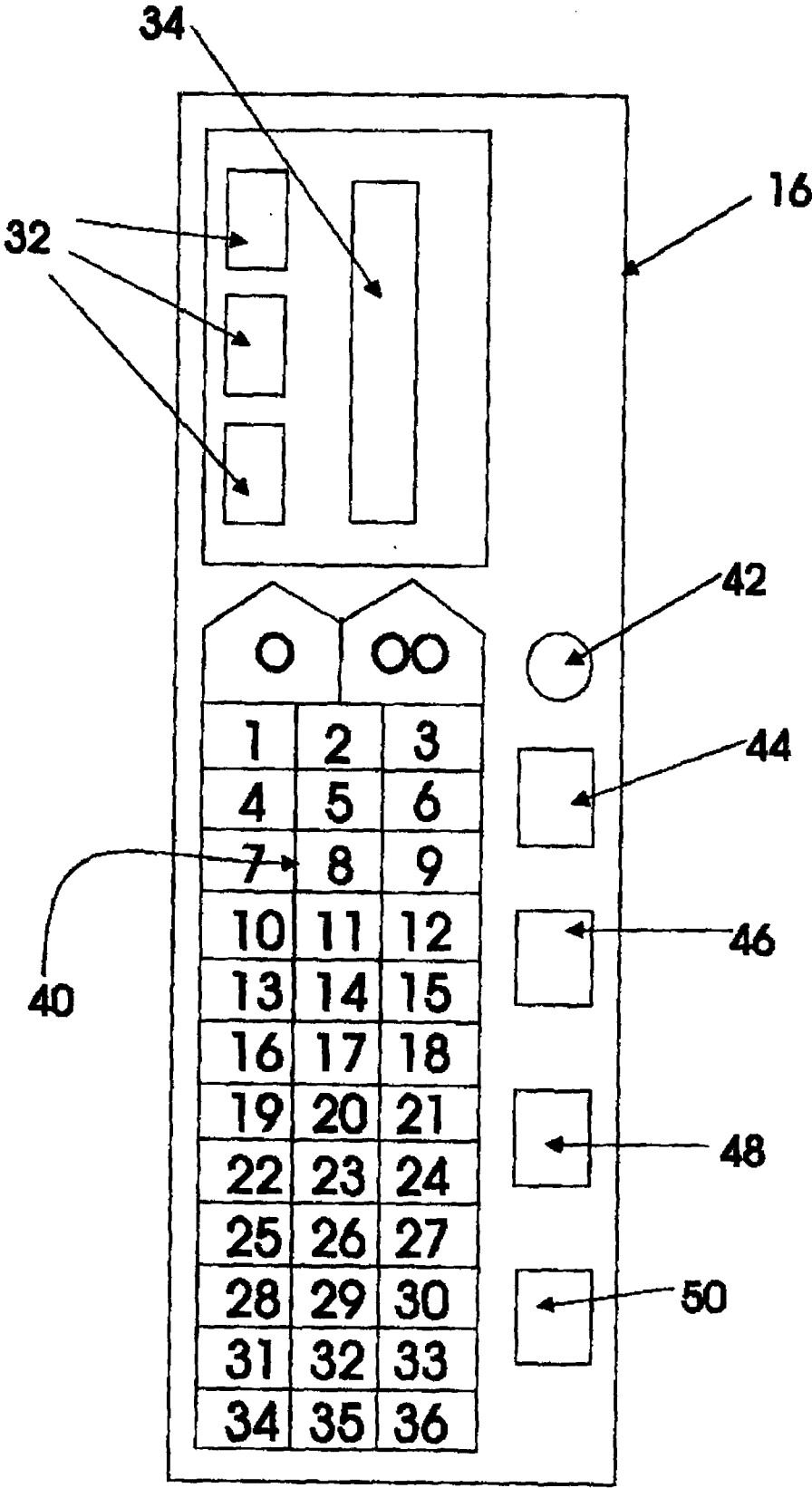


FIG. 6

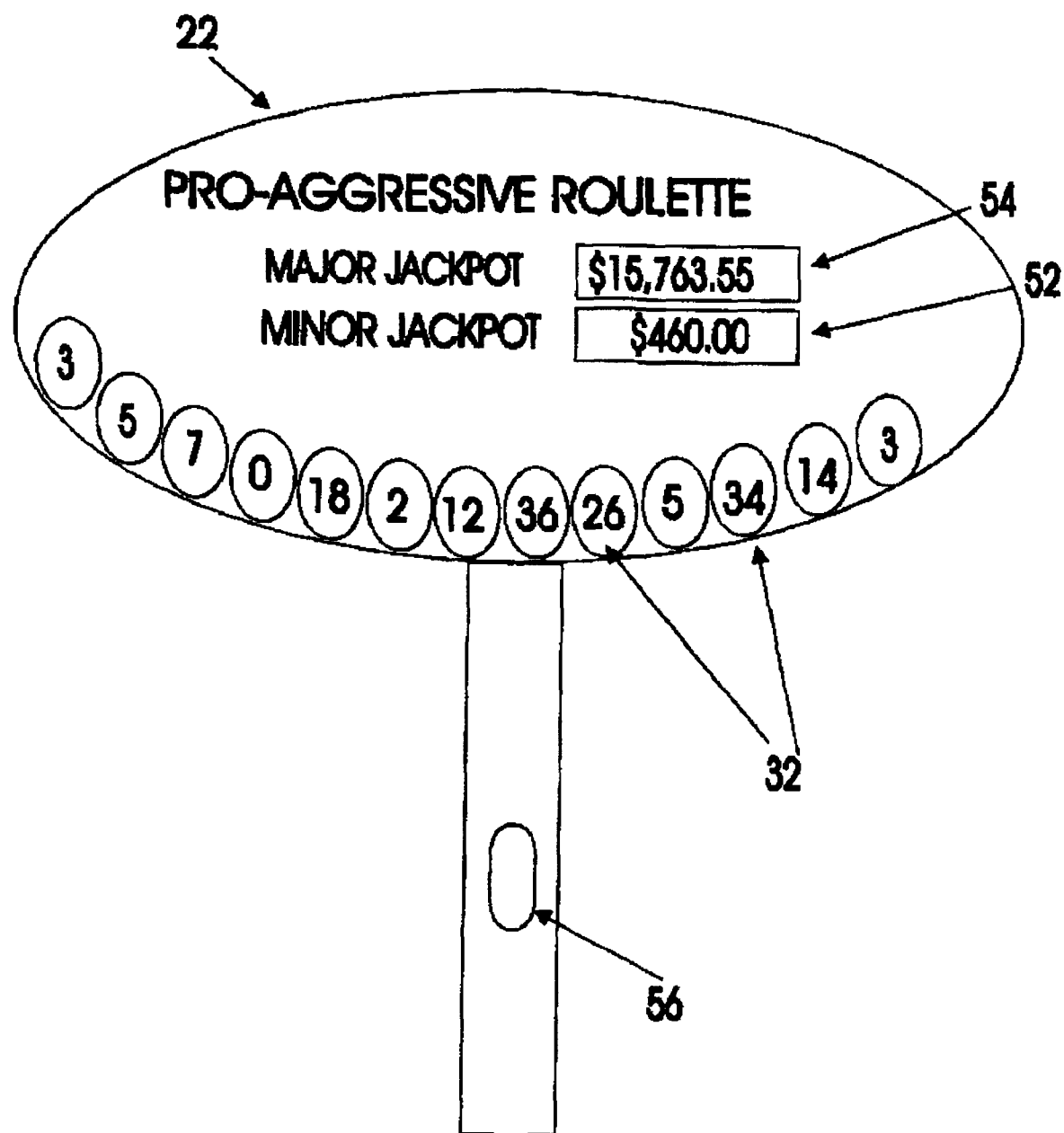


FIG. 7

[0026] FIGS. 14, 14A, 14B, 14C, 14D, 14E, 14F and 14G is a block diagram of the present invention and circuitry and circuits used in conjunction with the invention.

DESCRIPTION OF THE SPECIFIC EMBODIMENT

[0027] Illustrated in FIG. 1 is a typical roulette table 10, depicting the player cushions and positions 12, the manual roulette wheel 20, sign 22, dealer station 16, conventional roulette layout 18, and the pro-aggressive jackpot player stations 14. The table 10 is mounted to a base structure 72. In accordance of the present invention, the player, would sit at one of the player positions 12, and play the game of roulette using the standard practices of betting and wagering. Currently, the player station 14, located directly in front of the player displays the first indicator light 74 that it is ready to accept a token for the pro-aggressive wager. The player at his or her discretion can play the pro-aggressive jackpot by placing a token 68 into the player station coin gate acceptor 36. The dealer, before manually spinning the wheel and ball will check to see if all players have placed their wagers in the slot 36. The light emitting diode 38 and infrared phototransistor 92 (devices that are commercially available) will indicate to the dealer by emitting a ready light 76 that a token has been placed in slot 36. The dealer will accept the token wagers 68 by pressing the accept bets button 44 at his control panel 16. Next, the coin gate servomotor 64 and servo arm 70 will release the token so that it may pass through the second light emitting diode 38 and infrared phototransistor 92 activating the accepted light 78 setting the pro-aggressive portion of the game in motion and activating the conveyor system 58 returning the token back to the dealer position to re-introduce it to the table 10 for continued play. The micro controller 90, will automatically subtract a percentage of the amount accepted in or dropped and add it to the pro-aggressive sign 22 display for both the minor and major jackpots. The controller 90 will add a percentage to the minor jackpot 52 and a percentage to the major jackpot 54. The percentage can be calculated from 1% to 99% in the controller 90. It is strictly up to the house on how much needs to go to the jackpots to enhance player action. Both jackpots can be seeded to start at a certain amount if desired.

[0028] The dealer spins the wheel 20 and after the ball slows and falls into a number slot, (7) for instance, that number is manually entered into the dealer station control panel 16 key pad 40, using the enter button 50. The number being the first number in a row or line for the player is displayed in front of the player at his or her station 14 via a segmented display 32. The controller 90 is automatically looking for the surrounding numbers associated with the first number in its data bank look up table as depicted in FIG. 2, 26. Meanwhile, other players are betting regular roulette and not betting the pro-aggressive portion of the roulette game because it does not affect the regular game of roulette. Pro-Aggressive Roulette™ is strictly a side betting option of the regular game of roulette. The player can play the second coin or token to achieve his or her second number. The player simply inserts a second wager in the coin gate acceptor slot 36. Again, the dealer accepts the bets using his control panel button 44, and the control panel 16 reactivates the process over again. The dealer manually spins the wheel for another decision and the second number this time is (3). The dealer enters the second number using the key pad 40

and enter button 50. The second number is automatically displayed at the player station via the segmented display 32. Referring to FIG. 2, 26, the only number needed to win the minor pro-aggressive jackpot is (5). On the third spin, if the number (5) does come up, the player wins the minor jackpot 52.

[0029] After the first number is entered, the micro controller 90 is programmed with a look-up table looking for the second number associated with the first number. The table can have anywhere from three to ten numbers for the second result. The third number look-up table can have anywhere from one to two numbers for the final result.

[0030] To win the major pro-aggressive jackpot, the course of play would be the same for the dealer and the player except the first number would have to be 2 than 0 or 00 or any one of the three number combinations. As long as the three numbers are 0, 2, and 00 or 00, 0 and 2 that configuration is a major pro-aggressive jackpot winner. See FIG. 3, 30. For the European or French layout the numbers would be 1, 0 and 3 or any of the three number combinations as depicted in FIG. 4, 30.

[0031] No matter what time during the course of play, and a new player sits to participate in the game of roulette, and they insert a token or wager in the coin gate acceptor slot 36, the next number that comes up, that is their first number for their next three in a row or three consecutive numbers in a line. If for example the dealer makes a mistake and manually inserts the wrong number in the key pad 40 he simply presses the cancel button 48 and re-enters the correct number again on the key pad. If the player for example, inserts an incorrect amount of the chip or token wagered in the slot 36, the dealer need only press the chips button 46 and all the tokens dropped or accepted at that interval will return to the dealer to be verified and then the dealer can return the token or chip back to the player. The chips button 46 can also be used to clear out the hoppers when the house wants to close the game down. The function key switch 42 is used in conjunction with the key pad 40 by management for correcting and canceling mistakes made by the dealer entering the wrong number. The key switch 42 and LCD screen 34, on the dealers control panel 16 is used during management mode to correct mistakes and use for other functions as depicted in FIG. 13. The sign 22 is configured to receive all data from the dealers control panel 16 via the micro controller 90. The sign displays the major pro-aggressive jackpot 54 and the minor pro-aggressive jackpot 52. It also displays the last twelve numbers 32 in a segmented display string or chain from the dealer inputting the numbers with the key pad 40 as the wheel was spun. If the electronic wheel 80 is used, it is done automatically. The speaker 56 is located on the pole 60 attaching the sign to the table base structure 72. The speaker 56 plays a musical tune that is pre programmed into the micro controller 90 when either one of the jackpots are hit. The musical tune is different for each type jackpot. The music not only excites the action, it alerts management that a jackpot was hit so they may verify the payouts to the players. To play the roulette game using the electronic wheel 80, the dealer need only press the accept bets button 44 on the control panel 16 to start the spin for the action. The electronic wheel head 80 can operate the game with out the player or players inserting a token or wager in the coin slot acceptor also. The micro controller 90 is designed to pick a random number between 1 and 36, 0 and

00 respectfully to achieve the same desired effect of the manual wheel. By flipping a dipswitch in the micro controller 90 in the pro-aggressive roulette table, the table will reset in the European fashion using only the single zero and the Electronic wheel 80 will only seek the numbers 1 thru 36 and 0 as depicted in FIG. 4. The game can continue as a regular roulette game regardless. When the player inserts a wager in the coin gate slot 36, and the dealer presses the accept button 44 on the dealer control panel 16 the pro-aggressive game accepts the wager and the micro controller using the time generated number portion is looking for the number to display the result on the wheel 80 and on the sign 32 at the same time as depicted in FIG. 10a. Mounted under the opaque plastic membrane 88 and inside the electronic wheel head 80 is an array of LED lights 84 mounted on a round disk 82 FIG. 11 and indexed in a fashion to light the indicia above on the plastic membrane 88. The rim is set to protect the plastic membrane 88 from either tampering or scratching. The finial 94 is set in the center just to give the wheel some depth, looks and resemblance of a manual wheel.

What is claimed is:

1. A method of playing and wagering a live roulette game using a standard roulette wheel and standard roulette table layout having thereon a plurality of numbers corresponding to an identical numbered indicia group on a roulette wheel having an additional position for wagering and receiving a pro-aggressive jackpot and comprising the steps of:

- (a) each player placing a wager in the surface of a live roulette game table to participate in the pro-aggressive jackpot portion of roulette by selecting means of;
- (b) inserting the first token or chip in a coin gate acceptor to receive the first number of three in a line or three row to win a pro-aggressive jackpot and by;
- (c) inserting a second token or chip in a coin gate acceptor to receive the second number of three in a line or three row to win a pro-aggressive jackpot and by;
- (d) inserting a third token or chip in a coin gate acceptor to receive the third number of three in a line or three in a row sequentially to win a pro-aggressive jackpot and by;
- (e) accumulating a pro-aggressive jackpot account fund from a portion of said wagers.

2. A method of playing and wagering a live roulette game using a standard roulette wheel and standard roulette table layout having thereon a plurality of numbers corresponding to an identical numbered indicia group on a roulette wheel having an additional position for wagering and receiving a pro-aggressive jackpot betting system comprising of:

- (a) player station with a coin gate acceptor, three segmented displays, LCD screen display or video screen display for receiving information by means of;
- (b) numbers manually entered from a control panel consisting of a numbered key pad corresponding to the

indicia of the table layout and enter button and sending the identical number to a segmented sign display or video display attached to the table surface located at the wheel end of the table that receives electronic calculated information by means of adding an amount of percentage wagered to two separate pro-aggressive jackpots.

3. The apparatus of claim 1, including a plurality of LED lights affixed underneath an electronic roulette wheel like head comprised of opaque plastic membrane displaying a fixed number indicia or light display that corresponds with a number indicia of the roulette table layout comprising and using a:

- (a) start button located at the main control panel activating a timed counting cycle to visually spin and display a random number associated with the indicia of a numbered live roulette layout by;
- (b) a method for detecting a winning three number combination and calculating a pay out of an accumulated amount of a jackpot condition and recycling to a set amount by;
- (c) means of a pre-set jackpot amount or accumulated jackpot amount.

4. The apparatus of claim 1, using a conveyor system to receive and recycle the coin accepted or token accepted drop from the wagering positions back to the dealer position for continuous play by a pre-programmed automatic function token return.

5. The apparatus of claim 1, using a conveyor system to receive and recycle the coin accepted or token accepted drop from the wagering positions back to the dealer position for continuous play by a pre-programmed automatic function token return.

6. A live roulette game according to claim 1, having two pro-aggressive jackpots that can only be won by placing a wager three times in a row consecutively by means of;

- (a) catching three spins in a row of numbers touching each other or by means of;
- (b) catching three spins in a row of numbers touching each other either horizontally, vertically or diagonally or 2, 0, and 00.

7. A live roulette game according to claim 1, having a major pro-aggressive jackpot for the double 00 roulette wheel that can only be won by means of:

- (a) catching the numbers 0, 2 and 00 only in any fashion consecutively.

8. A live roulette game according to claim 1, having a major pro-aggressive jackpot for the single 0 roulette wheel that can only be won by means of:

- (a) catching the numbers 1, 3 and 0 only in any fashion consecutively.

* * * * *

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(54) **TABLE BONUS GAME**

(60) Provisional application No. 60/234,349, filed on Sep. 22, 2000.

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Publication Classification

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(51) **Int. Cl.⁷ A63F 9/24**

(52) **U.S. Cl. 463/17**

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(57) **ABSTRACT**

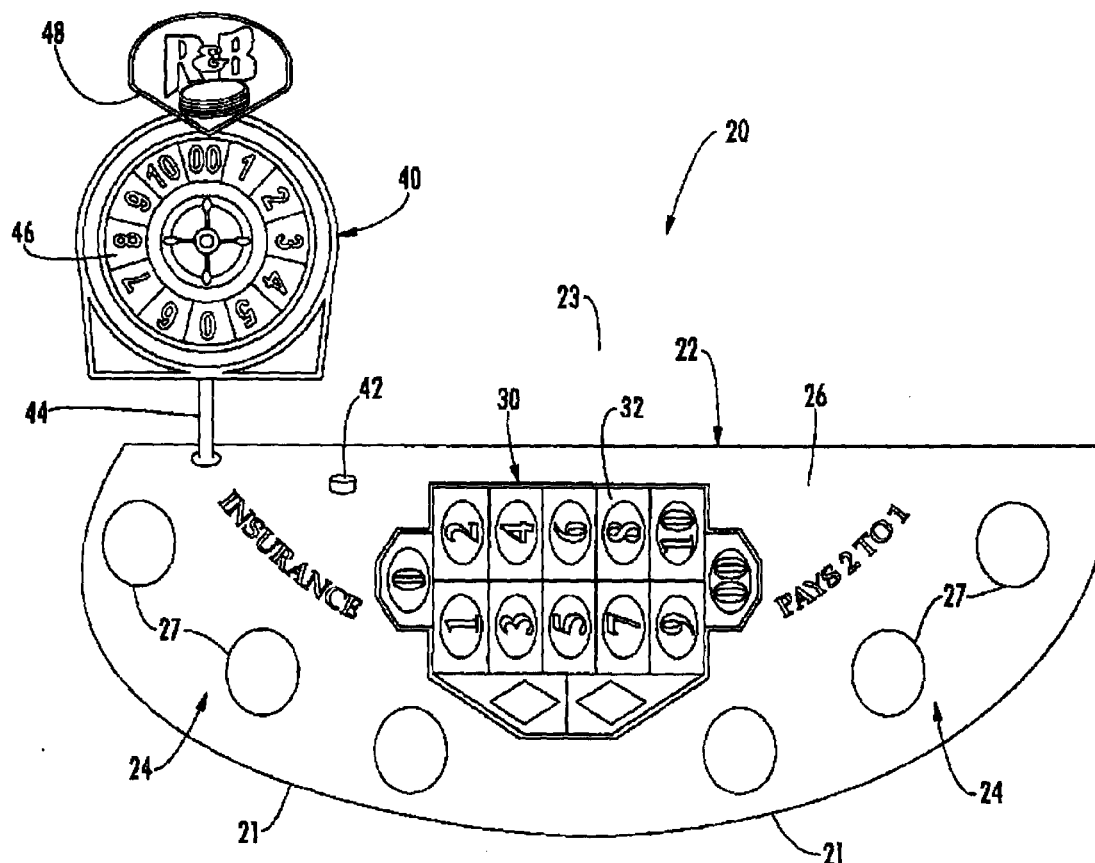
(21) **Appl. No.: 10/825,490**

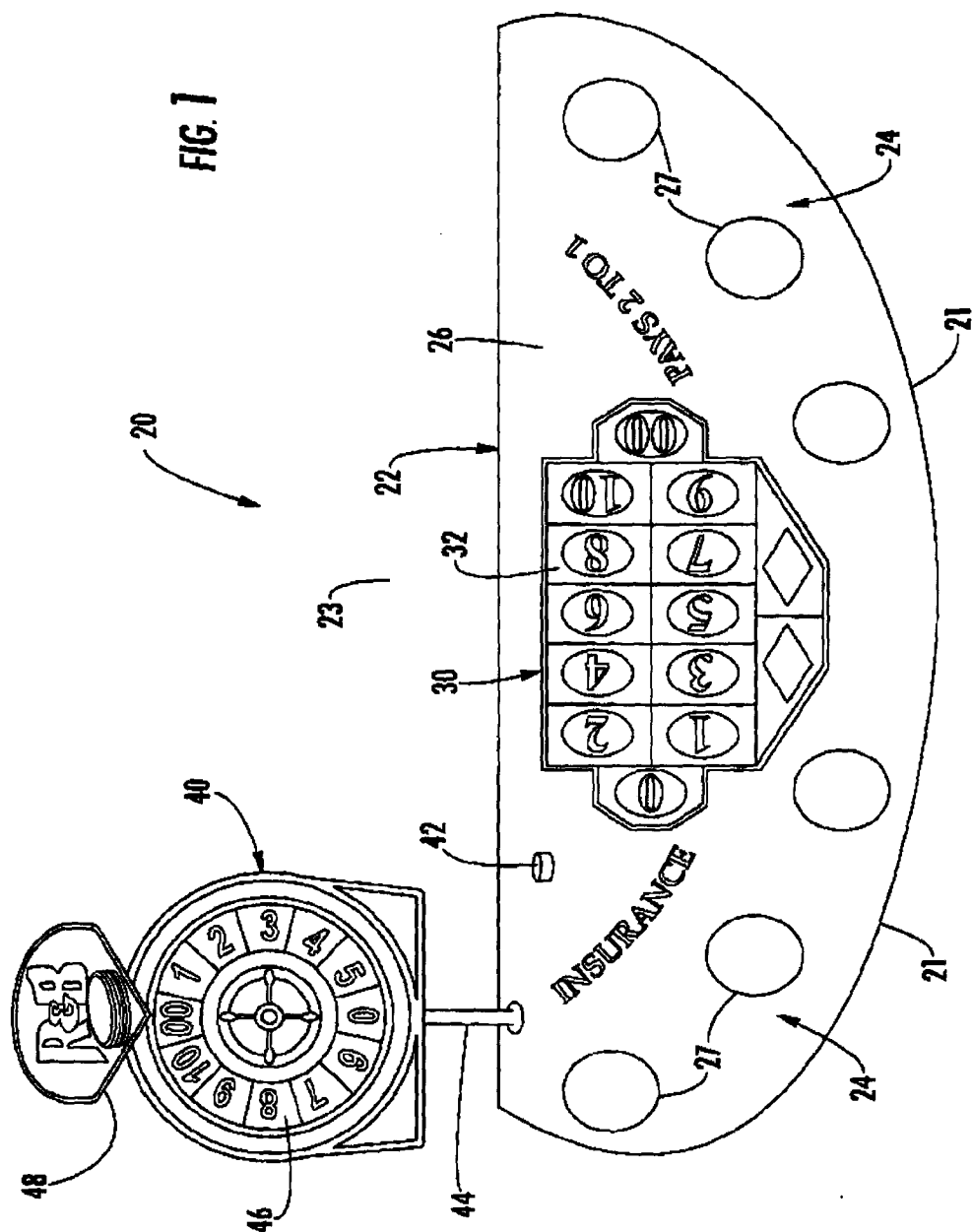
(22) **Filed: Apr. 15, 2004**

Related U.S. Application Data

(63) Continuation of application No. 09/957,998, filed on Sep. 21, 2001, now Pat. No. 6,743,094.

A game and gaming device for playing a game by a game player. The game includes a table having a card betting layout located on a surface of the table. A roulette like betting layout is also located on the surface of the table. A roulette wheel is mounted to above the table facing the game player. The game allows wagering on and playing a card game and a roulette like game at the same time.





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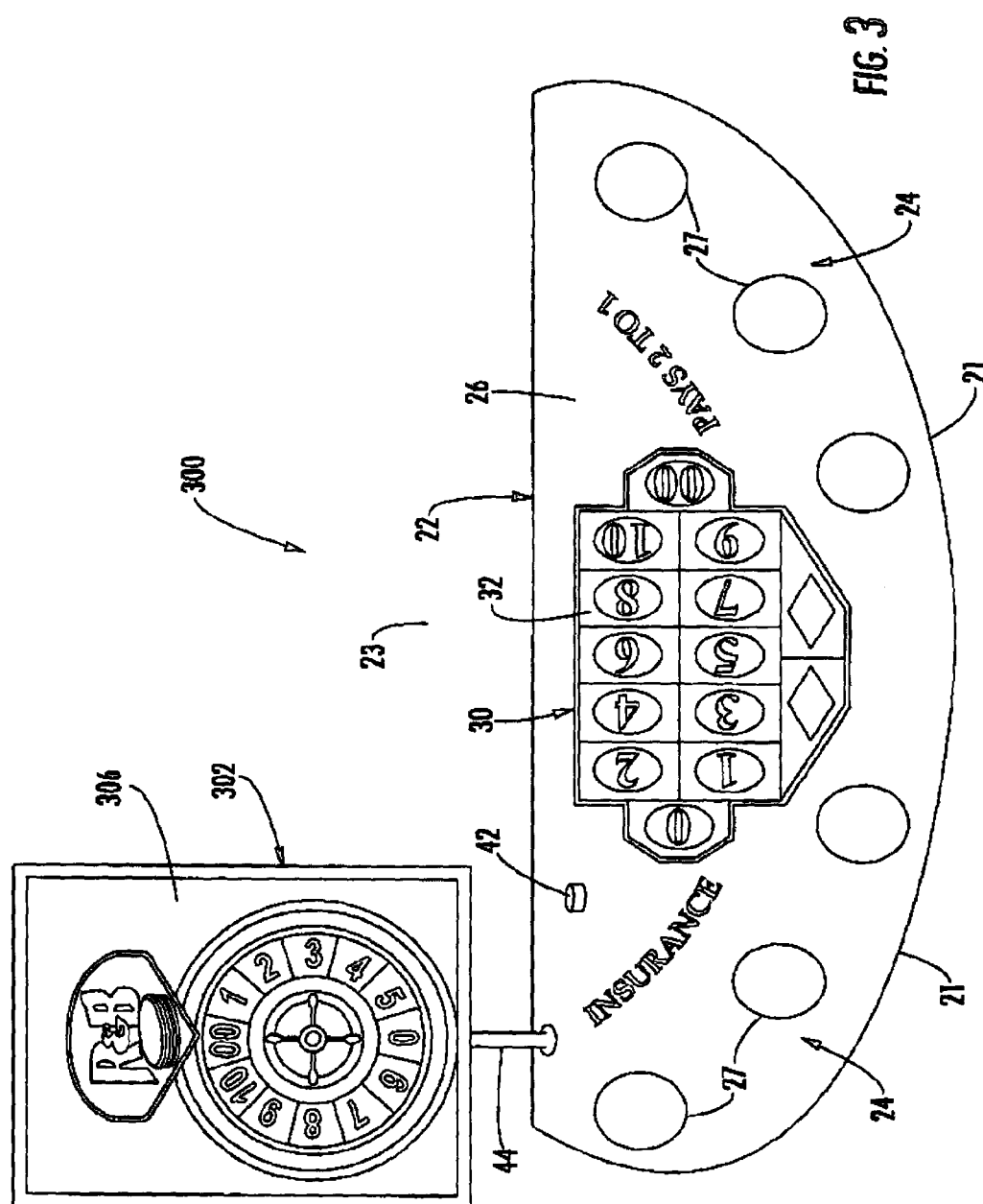
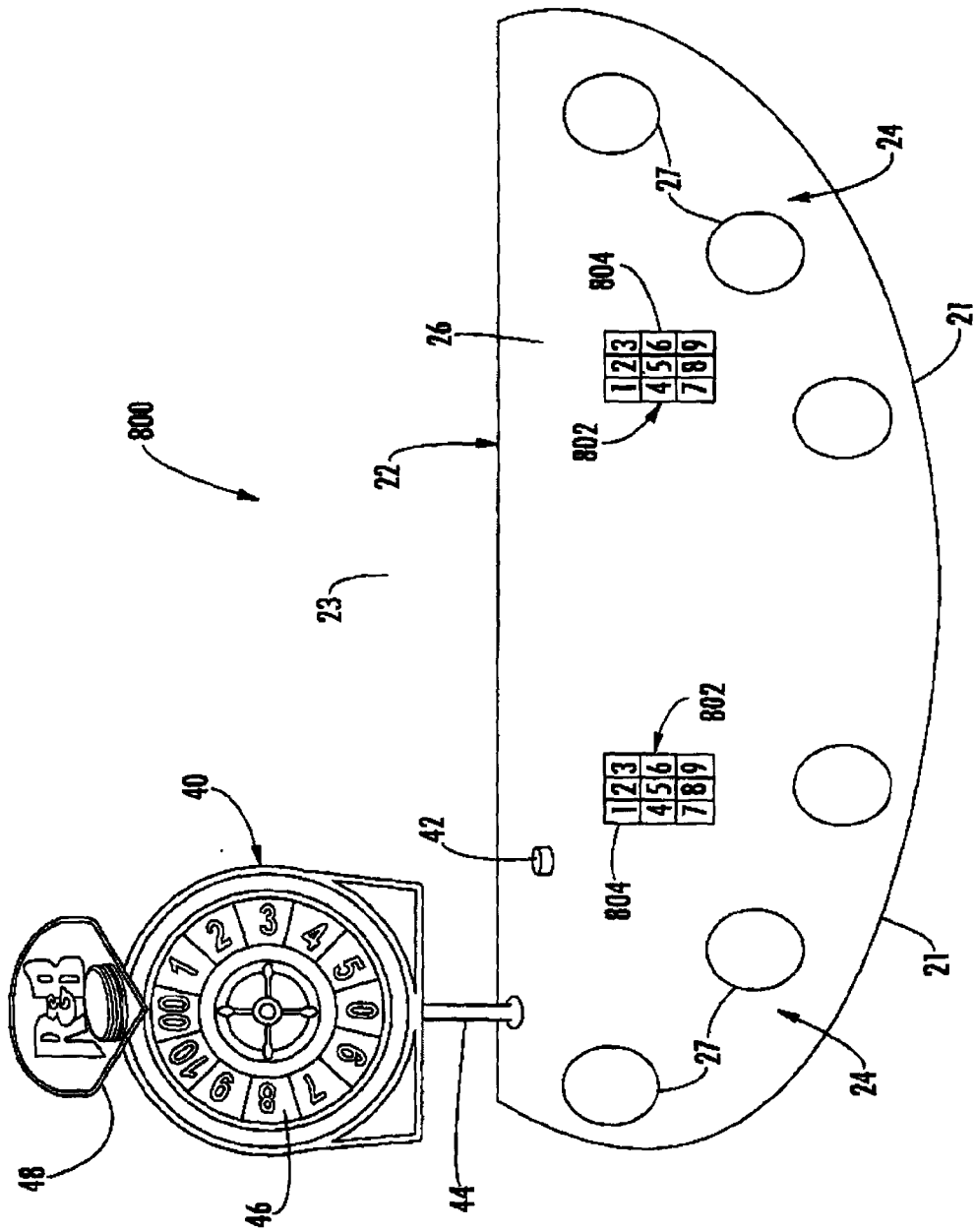


FIG. 8



[0024] FIG. 2 is substantially a schematic diagram of the gaming device of FIG. 1.

[0025] FIG. 3 is substantially a front perspective view of the gaming device of the present invention utilizing a video display.

[0026] FIG. 4 is substantially a schematic diagram of the gaming device of FIG. 3.

[0027] FIG. 5 is substantially a flow chart of the operation of the game of the present invention.

[0028] FIG. 6 is substantially a front perspective view of an alternative embodiment of the gaming device of the present invention used in conjunction with a slot machine.

[0029] FIG. 7 is substantially a front perspective view of another embodiment of the present invention using a keno display.

[0030] FIG. 8 is substantially a front perspective view of the gaming device of the present invention using a keypad.

DESCRIPTION OF THE PREFERRED EMBODIMENT

[0031] Table Gaming Device

[0032] As seen in FIG. 1, the present invention comprises a gaming device, generally indicated by reference number 20. Gaming device 20 comprises a table 22, top surface 26, card wagering area 24, roulette like wagering area 30 and roulette wheel 40. A button 42 is provided for activating the roulette wheel.

[0033] Gaming device 20 has a planar table 22 that would typically be covered with a felt material. Table 22 is constructed to allow several game players to be seated at player positions generally indicated by reference number 21. A dealer is located behind table 22 opposite the game players. The dealer is located in a dealer position 23. Table 22 has a card wagering area 24 located on top surface 26. Card wagering area 24 has several individual card wagering positions. Card wagering area 24 is shown as a conventional blackjack card wagering layout. Wagering area 24 could also be other card gaming layouts such as poker.

[0034] Table 22 has a number field or roulette like wagering area 30 located on top surface 26. Roulette wagering area 30 has 12 roulette wagering positions 32 with indicia numbered 00 and 0-10. Roulette wagering area 30 is slightly different than a conventional roulette wagering area in that there are fewer betting possibilities.

[0035] Alternatively, a keypad 802 or liquid crystal display (LCD) display as shown in FIG. 8, can be placed adjacent to card wagering areas 24 in order to place a roulette bet instead of using wagering area 30. If keypad 802 is used then wagering area 30 is removed from table 22. Gaming device 800 uses keypad 802. Keypad 802 has selector buttons 204 that allow the game players to select a roulette number. Keypad 802 may be connected to another display (not shown) to indicate each players bet.

[0036] A roulette wheel 40 is mounted on a pole 44 above table 22. Pole 44 is mounted to table 22. The roulette wheel 40 is positioned so that it is visible to the game players in player positions 21. Roulette wheel 40 is circular in shape and is divided into 12 regions 46. Each region 46 contains

indicia that correspond to the indicia in roulette wagering positions 32. A wheel pointer 48 is mounted to roulette wheel 40. Wheel pointer 48 indicates the winning roulette number 48 after the roulette wheel has stopped spinning. Turning to FIG. 2, roulette wheel 40 is a conventional roulette wheel that is driven by a stepper motor 202 that is controlled by a processor or controller 204. The controller has software that is designed to activate, spin and randomly stop the spinning roulette wheel 40 in conjunction with a random number generator corresponding to a pay table. The controller also can initiate sound and light sequences around the roulette wheel and collect game statistics. Controller 204 would be located under table 22 in a secure cabinet (not shown).

[0037] During game play, a game player would be seated in player position 21. A dealer in dealer position 23 deals cards for a conventional card game such as blackjack or poker. The game player has the option of playing the card game by placing a card game wager on card wagering area 24. In addition, the game player has the option of playing a roulette like game by placing a roulette wager on roulette wagering area 30 or on keypad 802 in the middle of table 22. The numbers of area 30 correspond to the numbers on roulette wheel 40 as do the numbers on keypad 802. Those players desiring to play the card game are dealt a hand of cards and the card game is played to its normal conclusion. The dealer collects or pays the card game bets along with collecting the cards. After the card game is completed, the dealer pushes button 42 to start the roulette wheel 40 spinning. The wheel stops on a winning roulette number indicated by wheel pointer 48. The dealer then collects or pays the roulette bets. A new game may now be played.

[0038] It is noted that gaming device 20 may be used with many different types of games and with many different types of card games in particular. For example, gaming device 20 can be used with poker and blackjack. The roulette like game and the card game are two separate independent games. The outcome of one of the games does not influence the outcome of the other game.

[0039] The game is designed so that the game player has the option of playing a card game, a roulette game or both. One or both of the games could be made mandatory for a game player to play during the game.

[0040] The game was shown using an additional game of roulette. Other games could be used for example, a lottery game, a keno game, a bingo game or almost any other game.

[0041] Video Display Embodiment

[0042] Referring to FIG. 3, a gaming device 300 is shown. Gaming device 300 is similar to gaming device 20 except that roulette wheel 40 has been replaced by a video display 302. Video display 302 presents an image 306 of the roulette wheel and wheel pointer that is shown to the player. Video display 302 may be any of a large number of display devices that are well known in the art. For example, video display 302 may be a cathode ray tube of a type that is used with many personal computers.

[0043] Video display 302 is in communication with a controller or processor 204 as shown in FIG. 4. The controller 204 transmits messages to video display 202 to request the display to produce different displays. For example, controller 204 may send a signal to video display

allow a game player to view the balls. The keno display 702 is positioned so that it is visible to the game players in player positions 21. Display balls 704 have an applied number indicia. In the example shown, the numbers 1-10 are placed on the balls. Display balls 704 can be moved or jumbled in the display by a mechanical agitator or by an air blower. A ball selection mechanism 706 is mounted to display 706. Ball selection mechanism 706 operates to either select one of the display balls 704 at random or can select and show another ball that is not obtained from display 702. The selected ball is a winning keno ball. Once a ball has been selected, it is displayed to the game player at ball display station 708. After the winning keno ball has been displayed, it can be returned to display 702.

[0057] A keno number wagering field 710 is located on table 22. Keno number wagering field 710 has several keno numbers 712 arranged on surface 26.

[0058] During game play, a game player would be seated in player position 21. A dealer in dealer position 23 deals cards for a conventional card game such as blackjack or poker. The game player has the option of playing the card game by placing a card game wager on card wagering area 24. In addition, the game player has the option of playing a keno game by placing a keno wager on keno number field 710 in the middle of table 22. The numbers of keno number field 710 correspond to the numbers on keno display balls 704. Those players desiring to play the card game are dealt a hand of cards and the card game is played to its normal conclusion. The dealer collects or pays the card game bets along with collecting the cards. After the card game is completed, the dealer pushes button 42 to start the display balls 704 moving. Ball selection mechanism 706 selects a winning keno ball and displays it at ball display station 708. The dealer then collects or pays the keno bets. The winning keno ball is returned to display 702. A new game may now be played.

[0059] The keno display 702 could also be mounted to the top of a conventional slot machine as a bonus game. This would add a keno bonus game to a slot machine.

CONCLUSION

[0060] It can now be seen that the present invention solves many of the problems associated with the prior art. The present invention provides a gaming device that may be used with well known games to increase a players enjoyment of the game. The present invention provides a game that allows a game player to place additional bets during a game so that if one game does not win there is an increased probability of another game winning. The present invention provides a gaming device for table games that provides multiple wagering opportunities. Although the description above contains many specifications, these should not be construed as limiting the scope of the invention but as merely providing illustrations of some of the presently preferred embodiments of this invention. Thus, the scope of the invention should be determined by the appended claims and their legal equivalents rather than by the examples given.

What is claimed is:

1. A gaming device comprising:

(A) a first game of chance having a first game outcome, the first game of chance allowing the player to place a

first wager and potentially entitling the player to a first prize, the first game of chance comprising:

- (a) a first wagering scheme;
- (b) a first game play area; and
- (c) a wager input;

(B) a second game of chance having a second game outcome, the second game of chance allowing the player to place a second wager and potentially entitling the player to a second prize, the second game of chance comprising:

- (a) a second wagering scheme;
- (b) a second game play area, and
- (c) a wager input.

2. The gaming device of claim 1 wherein the first game outcome and the second game outcome are independent.

3. The gaming device of claim 1 wherein the award of the first prize is independent of the second game outcome and the award of the second prize is independent of the first game outcome.

4. The gaming device of claim 1 wherein the first game is a card game and the second game is a wheel game.

5. The gaming device of claim 4 wherein the wheel game is roulette-like.

6. The gaming device of claim 5 wherein the card game is blackjack.

7. The gaming device of claim 1 wherein the player is required to wager on the first and second games of chance.

8. The gaming device of claim 1 wherein the player may wager on either or both of the first and second games of chance.

9. The gaming device of claim 1 wherein the first and second games of chance are operatively coupled to each other.

10. The gaming device of claim 1, the first game of chance comprising a table, the first wagering scheme appearing on the table.

11. The gaming device of claim 1, the second game of chance comprising a rotatable wheel.

12. The gaming device of claim 11, wherein the rotatable wheel comprises a roulette-like wheel.

13. The gaming device of claim 1, the first game of chance comprising a table, the second game of chance comprising a rotatable wheel, the rotatable wheel being mounted to the table.

14. The gaming device of claim 13, the rotatable wheel being mounted to the table such that it may rotate about a horizontal axis.

15. The gaming device of claim 1, wherein the second game comprises a ball game.

16. The gaming device of claim 15, wherein the second game is keno.

17. The gaming device of claim 1, wherein the first game of chance comprises a slot machine.

18. The gaming device of claim 17, wherein the second game of chance comprises a rotatable wheel.

19. The gaming device of claim 1, wherein the first wagering scheme comprises a roulette-like wagering scheme.

20. The gaming device of claim 1, wherein the first game play area comprises a video display.

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SUPERINTENDENCIA DE INDUSTRIA Y COMERCIO
DIVISIÓN DE NUEVAS CREACIONES

2020
Bogotá, D.C.,

Abogado
Juan P. Cadena S.
(Apoderado)

ASUNTO Radicación 05 – 109 679
 Trámite 002
 Evento 001
 Actuación 430 2103
 Oficio
 Folios 057

Patente de Invención ☒ Patente de Modelo de Utilidad ☐
Vía Nacional ☐
Vía PCT (fase nacional) ☐ Cap. I ☐ Cap. II ☐
Solicitud Internacional n.º _____
Fecha de Presentación Intrnl. _____

Como resultado del examen de fondo, realizado con fundamento en el artículo 45 de la Decisión 486 de la Comisión de la Comunidad Andina, se le comunica:

1. Documentos estudiados

Descripción: Folios 6 a 58 y 80 a 83 como se radicó inicialmente
Reivindicaciones: Folios 59 y 60 como se radicó inicialmente
Dibujos: Folios 62 a 79 como se radicó inicialmente
Oposiciones: Folios 266 a 406;
 Heal Technology SAC (PE)
Prioridad: Folios 124 a 263; 2004-10-29, JP, 2004-316057
Respuesta del solicitante a la oposición: Folios 410 a 413. Folios 410 a 413.

2. Objeto de la invención

- Título de la solicitud: *Máquina de juego de ruleta*, folio 1.

- El objeto de la presente solicitud de patente de invención consiste en suministrar una máquina que le permite a los jugadores realizar sus apuestas teniendo en cuenta los resultados anteriores del juego de ruleta, en otras palabras, le permite al jugador seleccionar su apuesta basándose en la historia de los resultados ganadores en un momento dado.

El problema planteado en esta solicitud es satisfacer la necesidad de facilitar los cálculos a los jugadores que se basan en la historia de los resultados anteriores antes de realizar sus apuestas de acuerdo con diversas modalidades.

Para solucionar este problema técnico la solicitud en estudio proporciona una máquina que tiene medios para almacenar los resultados y realizar diferentes operaciones con ellos, calculando las frecuencias con que suceden ciertos resultados; tiene también medios para visualizar los resultados tanto del juego como de los cálculos; y, además, tiene medios para abonar puntos al ganador y manejar la cuenta de cada jugador, permitiéndole realizar sus apuestas.

- Clasificación Internacional de Patentes (IPC) asignada: A63F 5/00, 13/06,
13/10, 13/12

3. De la solicitud de Patente

Descripción (artículo 28 D. 486)

- Durante el análisis del texto de la descripción y de las ilustraciones anexadas, se observaron los siguientes defectos:
 - 1) En la página 1, folio 6, aparece por primera vez el término *medalla*, que, si bien es correcto, no es un término de uso frecuente en Colombia, en donde se emplea *ficha* para designar la pieza que se usa en el juego de la ruleta y en otros juegos para realizar apuestas. Se le sugiere al solicitante que haga la sustitución.
 - 2) En la página 2, folio 7, aparece la expresión *el jugador emplea el resultado de ganar pasado en el juego de ruleta* cuyo significado es confuso.
 - 3) En la misma página 2 aparece la expresión *el jugador puede hacer el seguimiento del resultado del juego solamente a los ojos del jugador* cuyo significado, también, es confuso.
 - 4) En la página 3, folio 8, aparece por primera vez el término *lotería* cuyo significado, según el Diccionario de la Real Academia Española (DRAE), no corresponde al contexto. Se le sugiere al solicitante que lo sustituya por *sorteo* u otra expresión que se ajuste mejor al contexto.
 - 5) En la misma página 3 aparece por primera vez una sigla (*RAM*) cuyo significado no se encuentra explícito. El solicitante debe incluir el significado de todas y cada una de las siglas que utilice, en la primera ocasión en que las emplee. Esto es especialmente importante porque, por ejemplo, en la página 4, folio 9, aparece la expresión *un CPU* donde, aparentemente, debería ser *una CPU*, si se tratara de una unidad. Lo análogo es aplicable en la página 28, folio 33, donde aparece por primera vez la expresión *el ROM*, que debería ser *la ROM*, si se tratara de una memoria.
 - 6) En la página 8, folio 13, aparecen por primera vez expresiones en las cuales no está claro a qué corresponde el etcétera, porque no hay suficientes elementos de juicio:

-un jugador pronostica el número, etc., determinado (...)

-tal como sus monedas en el número pronosticado, etc., y cuando el número, etc., sobre el cual (...)

Algo similar ocurre en la página 9, folio 14, donde dice: *una sección de control 6 que consiste en botones de control, etc., operada por (...)*

7) En la misma página 8 aparece la expresión *una rueda de ruleta 4 proporcionada rápidamente en el centro (...)* en la cual no está justificado el adverbio *rápidamente*.

Incidentalmente, se le sugiere al solicitante que se encierre los números de referencia entre paréntesis, para distinguirlos de los demás números que se encuentran dentro de la solicitud.

8) En la misma página 8 aparece la expresión *El satélite 2 es de la siguiente manera: se instalan uno o más satélites 2 para (...)* que carece de sentido.

9) La descripción de los números de referencia 22 a 24 se encuentra en la página 11, folio 16, a pesar de que estos números se encuentran en la figura 1, cuya descripción se encuentra en las páginas 8 y 9, folios 13 y 14. El solicitante debe organizar el texto de la descripción.

10) En la página 12, folio 17, aparece la expresión *Los mismos números que los números 0, 00 y 1 a 36 indicados en las placas que indican los números 14 se disponen (...)* que es confusa.

11) En la página 13, folio 18, aparece la expresión *Debajo del tablero de apuestas de mesa 30 que se muestra a continuación se encuentran (...)* pero, después de este texto no se muestra ningún tablero ni ninguna mesa.

12) En la página 14, folio 19, aparece la expresión *la cantidad de los números que no se convierten en número ganador en es de 16; (...)* que carece de sentido.

13) En las figuras 10 a 16, folios 71 a 77, se encuentran figuras con textos en japonés. El solicitante debe presentarlas con los textos en español o, alternativamente, con números de referencia en lugar de los textos, dando el significado, explicado, dentro de la descripción.

14) En el folio 74, aparece en el encabezamiento la expresión *Fig. 13* y en el pie de página: *Fig. 14*. Como en dicho folio solamente se encuentra una ilustración, el solicitante debe suprimir la denominación sobrante.

15) En el folio 75 se encuentra una ilustración sin la correspondiente denominación.

- La descripción no cumple con los requisitos de claridad y divulgación completa, lo que dificulta o impide su comprensión y ejecución de acuerdo al art. 28 de la Decisión 486

Reivindicaciones (artículo 30 D 486)

- Durante el análisis del texto de las reivindicaciones se observaron los siguientes defectos:

1) En la reivindicación 1, folio 59, aparece la expresión *una rueda de ruleta con sobre la cual se coloca una pluralidad de marcas* que carece de significado.

2) En la misma reivindicación 1 aparece dos veces el término *lotería* que fue objetado con relación a la descripción.

3) En la misma reivindicación 1 no está bien definida la separación entre lo que pertenece al estado de la técnica y lo novedoso que pretende proteger el solicitante, ya que, por ejemplo, las máquinas de juego de ruleta convencionales tienen, siempre, una rueda de ruleta con una pluralidad de marcas. El solicitante debe separar las dos cuestiones mediante una expresión como *caracterizada por u otra, análoga*.

4) En la misma reivindicación 1 aparece la expresión *un medio de lotería para dibujar (...)* que no corresponde a lo divulgado en la descripción, porque allí no se divulga ningún medio para dibujar. Esta reivindicación carece, entonces, de soporte.

- Las reivindicaciones no cumplen con los requisitos de definición, claridad, o, sustento por la descripción de acuerdo al art. 30 de la Decisión 486. Debe entenderse que las reivindicaciones dependientes de la reivindicación objetada son, asimismo, objetadas, por razones análogas.

Se deben presentar, entonces, nuevos capítulos descriptivo y reivindicatorio, ambos completos, junto con un nuevo juego de dibujos, donde se hayan corregido todas las objeciones que se han hecho arriba. Esto con el fin de evitar -cuando solo se presentan algunas páginas sueltas corregidas- que el lector tenga que desplazarse desde un sitio a otro de la solicitud y luego regresar a donde estaba antes sin perder la ilación de la lectura, porque esto produce confusión y afecta negativamente la claridad de dichos capítulos.

4. Determinación del Estado de la Técnica

- La fecha que se ha tenido en cuenta para determinar el Estado de la Técnica es la

Fecha de presentación de la solicitud prioritaria 2004-10-29

- Se realizó la búsqueda en el estado de la técnica de documentos relacionados con la solicitud teniendo en cuenta la fecha indicada; y durante la búsqueda de anterioridades se encontraron los siguientes documentos, que forman parte de la familia de patentes de la presente solicitud: Publicación JP Abstract 2006122441 A del 06-05-18; Publicación US 2006/0094493 A1 del 06-05-04; publicación EP 1 653 418 A1 del 06-05-03. Se anexa la copia de las primeras páginas de estos documentos junto con la copia del Informe de Búsqueda Europeo.
- También se encontraron los siguientes documentos que forman parte del estado de la técnica más cercano al objeto de la solicitud:

n.º	Documento	Título	Fecha de publicación
D1	Patente US 5 634 639, cuyos inventores son Tetsuo Tokito, Shuishi Nakatome, Yasufumi Tanabe, Toshitake Inagaki, Tatsuo Kawabuchi, Hiroshi Takeuchi, Kotaro Nakano, Takaharu Aoki, Hideyuki Kaneko, Teruyoshi Takahashi, Shinya Niwa, Kiyoshi Minami y Manabu Matsuo, quienes le cedieron sus derechos a la Namco Ltd.	«Ball game apparatus with a plurality of different balls and winning pocket portions»(Un aparato de juego con una pluralidad de bolas diferentes y porciones de bolsillos ganadoras)	1997-06-03
(*) D2	Patente US 5 775 993, cuyos inventores son Barry W. Fentz, D. Bradley Olah, Donald F. Lovely y Cory James Hanscom, quienes le cedieron sus derechos a la Innovative Gaming Corporation of America	«Roulette gaming machine»(Una máquina de juego de ruleta)	1998-07-07

n.º	Documento	Título	Fecha de publicación
D3	Publicación GB 2 322 217 A, cuyo inventor es Dov Liam Randall, quien le cedió sus derechos a la Barcrest Limited	«Entertainment machine system»(Un sistema de máquina de diversión)	1998-08-19
D4	Publicación US 2003/0148804 A1, cuyos inventores son Tomonobu Ikeya y Keiri Yoshioka, quienes le cedieron sus derechos a la Konami Corp.	«Multi-station game machine»(Una máquina de juego con múltiples estaciones)	2003-08-07
D5	Publicación US 2003/0199308 A1, cuyo inventor es Alan Geoffrey Parker, quien le cedió sus derechos a la Gamesoft Limited	«Gaming apparatus»(Un aparato para juego)	2003-10-23
D6	Publicación US 2004/0072609 A1, cuyos inventores son Mark Curran Ungaro y Carlo Palombo	«Pro-aggressive roulette»(Una ruleta agresiva profesional)	2004-04-15
D7	Publicación US 2004/0198484 A1, cuyo inventor es Bradley W. Johnson, quien le cedió sus derechos a la Paltronics, Inc.	«Table bonus game»(Un juego de mesa con bonos)	2004-10-07

(*) El opositor incluyó, en los folios 354 a 406, una traducción oficial del documento D2. Se anexa aquí la copia de la primera página de este documento y la copia de las páginas pertinentes de los documentos D1 y D3 a D7.

El opositor, además, anexó las traducciones oficiales de las siguientes patentes: US 4 077 631: folios 296 a 314, US 4 732 385: folios 315 a 329 y US 4 906 005: folios 330 a 353, pero se considera que tales documentos no son importantes dentro del estudio de la solicitud. Se mencionan como información complementaria.

NOTAS: No se realizaron las evaluaciones de los demás requisitos de patentabilidad, porque se hicieron algunas objeciones respecto a la definición, la claridad y el sustento por la descripción de las reivindicaciones.

A pesar de lo anterior, con base en el Informe de Búsqueda Europeo y en las enseñanzas de los documentos encontrados hasta ahora se prevén objeciones respecto al nivel inventivo del objeto de la solicitud porque no se encontraría ningún efecto sorprendente o inesperado en ella. El problema técnico planteado en esta solicitud se habría resuelto previamente mediante el mismo tipo de soluciones técnicas ya conocidas. Por esta razón se considera que las sustituciones reivindicadas serían evidentes para una persona medianamente versada en la materia. Una persona conocedora de la materia motivada por las sugerencias establecidas en algunos de estos documentos lograría las soluciones propuestas en esta solicitud; de manera que para una persona medianamente versada en la materia sería obvio combinar las enseñanzas de los documentos, tomados discriminadamente. Por lo cual carecería de nivel inventivo la solución que pretende proteger el solicitante.

Teniendo en cuenta lo anterior, se le sugiere al solicitante que, si considera que el objeto de la solicitud reúne los requisitos para ello -en especial los determinados por el artículo 81 de la Decisión 486-, cambie la modalidad de su solicitud a patente de modelo de utilidad. De aceptar esta sugerencia, deberá expresarlo así y deberá realizar los ajustes que considere necesarios en el capítulo reivindicatorio para que no se encuentre ninguna objeción previsible -en el momento en que la Oficina examine su solicitud para verificar el cumplimiento de los requisitos, bajo esta nueva modalidad-.

Esta sugerencia se hace en concordancia con lo dispuesto en el artículo 35 de la mencionada Decisión.

5. Análisis sobre el escrito de la oposición y la respuesta del solicitante.

El opositor, en la página 2 de su escrito, folio 267, incluye como uno de los HECHOS el de que *la invención que se pretende patentar no cumple con los requisitos de patentabilidad* lo cual es prematuro, porque falta demostrarlo.

- El opositor, por otra parte, en las páginas 2 a 4 de su escrito, folios 267 a 269, demuestra el legítimo interés para presentar la oposición.
- En el punto *II Concepto de Invención*, página 4, folio 269, el opositor sostiene que una máquina de juego de ruleta no puede considerarse como un invento y se fundamenta en la doctrina para hacer esa afirmación. No obstante, la ley establece taxativamente, en el artículo 15, qué es lo que no se puede considerar como invención. El opositor no hace alusión a la norma, por lo que su argumentación carece de fundamento legal.
- En el punto *III Requisitos de patentabilidad*, apartado 1. *Novedad*, el opositor concluye, entre otras cosas, que ninguna *máquina de ruleta que se pretenda registrar hoy en día, cumple con el requisito legal de la novedad* basándose en el hecho de que las ruletas se conocen desde hace mucho tiempo. De seguir este razonamiento hasta las últimas consecuencias, ninguna máquina se podría patentar porque carecería de novedad, ya que las máquinas se conocen desde la antigüedad. El opositor no realiza una comparación puntual de las características reclamadas en las reivindicaciones con respecto a lo que se conoce sino que compara el título o nombre de la invención que se pretende patentar con lo que pertenece al estado de la técnica. La argumentación del opositor carece entonces de un fundamento válido para desvirtuar la novedad de lo reclamado en la solicitud.
- En el apartado 2. *Nivel Inventivo*, páginas 7 a 10, folios 272 a 275, si bien el opositor transcribe la reivindicación 1 de la solicitud en cuestión, pasa por alto la oportunidad de comparar lo que allí se reclama con las enseñanzas en el estado de la técnica; se limita a realizar alusiones generales a los documentos que menciona explícitamente, sin entrar a detallar las características comunes entre éstos y aquella. De todo ello el opositor concluye que *en esencia estamos frente a un invento que posee características similares o idénticas a otros que ya han sido patentados*, se subraya, sin haberlas establecido explícitamente, por lo que no puede dársele la razón.

El opositor concluye su escrito con el apartado *PRUEBAS* en donde, en primer lugar, relaciona los documentos que anexa; y, en segundo lugar, solicita que se expidan ciertos oficios. Al respecto, a juzgar por la falta de fundamentación en sus argumentos, se recomienda no proceder a las expediciones solicitadas, por considerarlas inconducentes, ya que no se sabría su razón de ser: ¿pruebas de qué o para demostrar qué?

No obstante lo anterior, algunos -no todos y cada uno- de los documentos citados por el opositor deben ser tenidos en cuenta para el estudio técnico posterior de la solicitud; porque se advierte que algunos de ellos carecen, evidentemente, de pertinencia: los relativos a las marcas registradas y los relativos a registros de derechos de autor sobre soporte lógico (software).

El solicitante en su respuesta a la oposición, ver folios 410 a 413, argumenta básicamente que el opositor no ha realizado una comparación -de las enseñanzas establecidas en la documentación que cita como prueba- con las características que el solicitante ha reclamado explícitamente en las reivindicaciones; en lo que el examinador se encuentra completamente de acuerdo.

470

420

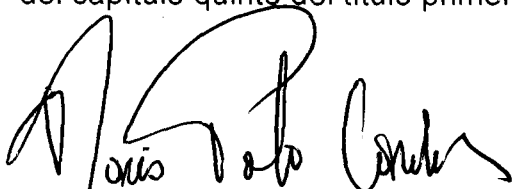
En concordancia con el análisis anterior, se concluye que la oposición carece de fundamento.

6. Conclusión:

Los requisitos de patentabilidad de la presente solicitud se encuentran afectados negativamente por la falta de claridad de la descripción y las reivindicaciones y por la falta de definición, de sustento y de concisión de estas últimas.

En cumplimiento del artículo 45 de la Decisión 486 de la Comisión de la Comunidad Andina, se le indica que debe dar respuesta dentro del término de sesenta días contados a partir de la fecha de notificación de la presente comunicación. En caso de no dar respuesta al presente requerimiento, o si a pesar de la respuesta subsistieran los impedimentos para la concesión, se denegará la patente.

Notifíquese el presente oficio conforme a lo dispuesto en el número 5.2, letra e), del capítulo quinto del título primero de la Circular Única n.º 10 de 2001.



Doris Elena Polo Córdoba
Jefe de División de Nuevas Creaciones (E)

El anterior requerimiento fue notificado por fijación en lista, de fecha

17 9 FEB 2009

CONCEPTO TÉCNICO n.º 0317

EXAMINADOR TÉCNICO
Código n.º 202009