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☒ Patente de invención		☐ Patente de Modelo de Utilidad	
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2) SOLICITANTE (71)	Nombre: FUTURELOGIC, INC. Dirección: 425 East Colorado St., Suite 100, Glendale, CA 91205, Estados Unidos Nacionalidad o domicilio: Glendale, CA, Estados Unidos Lugar de constitución: CA, Estados Unidos	IDENTIFICACIÓN C.C. ☐ NIT: ☐ C.E. ☐ OTRO ☐ Cual _____ NÚMERO _____	
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- 11) FIGURA CARACTERÍSTICA:**

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***** CONCEPTO *****

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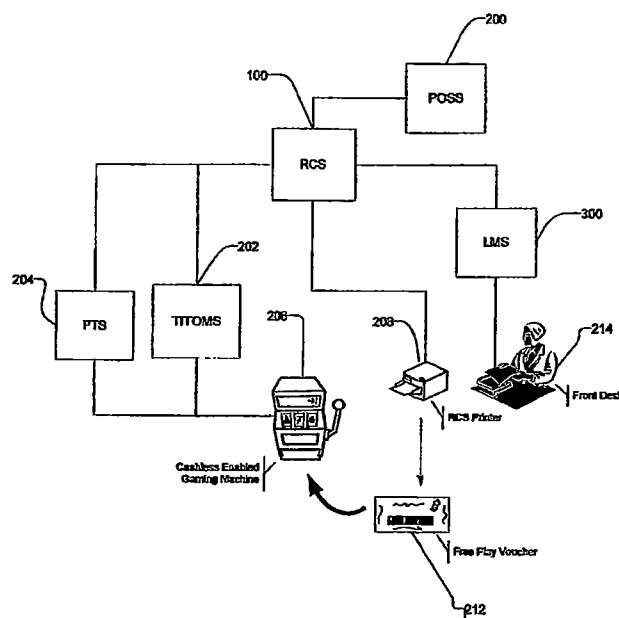
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(54) Title: METHOD AND APPARATUS FOR GAMING VOUCHERING SYSTEM



(57) Abstract: Method and apparatus for a shopping award system for gaming establishments and their affiliated retail stores, hospitality stores, service organizations, hotels, and other point-of-sale type businesses, which produces free play vouchers that are redeemable for free play credits by insertion into cashless enabled games located in the gaming establishment. The free play credits granted under the award system are related to the amount of any given purchase. The apparatus includes a reward control system connected to one or more servers managing various accounting and game control for the gaming establishment, and a network of printers located at point-of-sale locations which produce the free play vouchers.

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Description of the Related Art

Gaming machine manufacturers have introduced cashless enabled gaming machines to the market and these have found wide acceptance in the gaming industry. Cashless enabled gaming machines are so named because they conduct financial exchanges using a mixture of traditional currencies and vouchers produced by printers installed within a cashless enabled game. Typically, a cashless enabled gaming machine has a gaming printer to produce vouchers and a bill acceptor that supports automatic reading of vouchers.

To coordinate the activities of multiple cashless enabled gaming machines, one or more cashless enabled gaming machines are electronically coupled to a cashless enabled gaming machine system that controls the cashless operations of the cashless enabled gaming machines.

Gaming establishments use multiple promotion methods to induce individuals to patronize the gaming establishment or affiliated gaming establishments. One such promotion is a free play, wherein a gaming establishment offers a patron chips, tokens, coupons, or vouchers for the patron to play on gaming machines within the gaming establishment. These free play promotions are often used to promote certain gaming machines.

However, currently existing free play promotions suffer from the problem that patrons must request the free play while in the gaming establishment. This creates inconvenience for the patron. Additionally, the patron may have to apply for a complimentary card prior to playing the gaming machine.

Further, the effectiveness and redemption of promotions are reduced when the patron is not physically in the gaming establishment.

[illegible]

Another problem currently existing free play promotions suffer from is that promotions are sent via mail to patrons. This causes increased costs for the gaming establishment in creating and sending the promotion in, for example, printing, mailing, and handling redemption of the promotions.

Therefore, a need exists to provide a gaming vouchering system that allows for vouchers and promotions to be issued quickly to a patron that may not be physically present in the gaming establishment. A gaming vouchering system in accordance with various aspects of the present invention meets such a need.

Definitions

For the purposes of this document, the following definitions apply:

“Free Play Credits” - gaming machine credits which allow a patron to play a game in a casino for free. free play credits typically can only be played and may not be redeemed for cash.

“Free Play Voucher” - a voucher, card, or other media which is generated by a printer or encoding device and contains indicia necessary to allow it to be inserted into a cashless enabled game to obtain free play credits.

“Gaming Establishment” - a location where gambling and wagering is conducted, such as a casino, hotel, associated shopping and recreation areas, and affiliated businesses and locations.

“Gaming Management System” - a management system used in gaming establishments such as a Lodging Management System, Player Tracking System, Casino Management System, Customer Relations Management System, Point of Sale System, Event Management System, Slot Management System, and Table Management System.

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"Non-Gaming POS" - a retail store, hospitality store, service organization, attraction tickets sale location, hotel, or other point-of-sale location or business which is not part of a gaming establishment such as those located in proximity to a casino, but not within the casino.

"PTS" - Player Tracking System, a patron tracking and reward system within the gaming establishment which monitors the activity of participating players.

"RCS" - Reward Control System, a system which regulates, processes statistics on, and links to other systems for the issuance and redemption of free play Vouchers.

"RCS Printer" - a printer or encoding device used either standalone at a point-of-sale or other kiosk location, or a printer or encoding device installed in a cashless enabled game, which generates free play vouchers and other promotional vouchers.

"point-of-sale" - a location where a sale between a business and its patron is conducted, either within a gaming establishment, adjunct to it, at an affiliated gaming establishment, or at another participating point-of-sale establishment.

"POSS" - Point of Sale System. A system which monitors and controls transaction activity, typically through a cash register and other peripherals, at point-of-sale locations.

"TITOMS" - an acronym for TITO management system, the server system of the gaming establishment which controls the issuance and redemption of credit vouchers for the cashless enabled games within a gaming establishment. Cashless gaming is commonly referred to in the gaming industry as Ticket In Ticket Out, hence the TITO acronym.

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"automated redemption machine" - a machine usually located on a gaming floor which provides patron self service redemption of TITO vouchers and other transactions.

SUMMARY OF THE INVENTION

In one aspect of the invention, a method of operating a Reward Control System (RCS) providing free play vouchers including credits used in a gaming machine is provided. Sales transaction data are input for a sales transaction from a point of sale system and an amount of free play credits for a free play voucher is calculated using the sales transaction data. Additionally, the method includes requesting the amount of free play credits from a Ticket-In Ticket Out Management System (TITOMS) and receiving the amount of free play credits from the TITOMS. The method also includes transmitting the amount of free play credits to a RCS printer located where the sales transaction has taken place. The RCS printer prints the free play voucher for the amount of credits for the patron involved in the sales transaction. The free play voucher is capable of being inserted into a cashless enabled gaming machine to obtain free game play.

In another aspect of the invention, the sales transaction data includes the amount of the purchase, the particular product or service purchased, the location where the purchase has taken place, the time of the purchase, the date of the purchase, or any of these transaction metrics combined with random chance.

In another aspect of the invention, the calculation of the amount of credits for the free play voucher includes using the amount of sale, the type of sale, the location where the sale occurred, the time of the sale, the date of the sale, the amount of margin made on this type of sale, the house advantage percentage for machines on the gaming floor, the amounts of discounts or other promotions associated with the transaction, the house adjustment

percentage, whether a predetermined level of spending at participating locations by a particular patron has occurred, and whether a patron has recently joined a frequent player club.

In another aspect of the invention, the selection and weighting of the data used in the calculation of the amount of credits for the free play voucher can be set by an administrator.

In another aspect of the invention, the free play credits are for a specified gaming machine.

In another aspect of the invention, an alert is transmitted, to the location of the sales transaction, that creation of a free play voucher is being analyzed or processed.

In another aspect of the invention, the RCS includes means for processing, recording, and sending statistics on various parameters of participating point of sale locations, including the identity of the merchant, the location of the merchant, and the quantity of free play vouchers that have issued.

In another aspect of the invention, a notification of issuance of a free play voucher is appended to the patron's receipt.

In another aspect of the invention, an authorization code is provided to the patron at the point of sale. The authorization code is required to be entered into the RCS to print the free play voucher.

In another aspect of the invention, the calculation of the amount of free play credits further includes using player tracking data.

In another aspect of the invention, the calculation of the amount of free play credits further includes using player lodging data.

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In another aspect of the invention, the calculation of the amount of free play credits further includes using patron shopping data. The patron shopping data is stored in a patron shopping account unique to each patron. The RCS receives identity information from a patron to create and modify the patron shopping account data.

This summary has been provided so that the nature of the invention may be understood quickly. A more complete understanding of the invention can be obtained by reference to the following detailed description, appended claims, and accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a diagram illustrating the components of the RCS and its interface ports in accordance with an exemplary embodiment of the present invention.

FIG. 2 is a diagram illustrating connection of the RCS to its voucher producing printer and the point-of-sale system within a gaming establishment in accordance with an exemplary embodiment of the present invention.

FIG. 3 is a diagram of a gaming vouchering system illustrating a lodging check-in or check-out environment which utilizes the RCS, TITOMS, POS, PTS, and LMS in accordance with an exemplary embodiment of the present invention.

FIG. 4 is a diagram illustrating the correlation between the RCS and an accounting system in accordance with an exemplary embodiment of the present invention.

FIG. 5 is a diagram illustrating a point-of-sale environment and authorization code issuance process which involves the RCS, TITOMS and POSS in accordance with an exemplary embodiment of the present invention.

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FIG. 6 is a diagram illustrating the algorithm related to issuing vouchers based on purchases at a point-of-sale location.

FIG. 7 is a diagram illustrating a patron check-in to the gaming establishment process in accordance with an exemplary embodiment of the present invention.

FIG. 8 is a diagram illustrating a patron check-out of the gaming establishment process in accordance with an exemplary embodiment of the present invention.

FIG. 9 is a diagram illustrating a process to provide an incentive for a patron to join the gaming establishment's frequent player club in accordance with an exemplary embodiment of the present invention.

FIG. 10 is diagram of various issuance methods for free play vouchers and free play credits using an authorization code in accordance with an exemplary embodiment of the present invention.

FIG. 11 is a diagram illustrating a point-of-sale environment providing an alert to the patron and/or cashier in accordance with an exemplary embodiment of the present invention.

DETAILED DESCRIPTION

FIG. 1 is a diagram illustrating the components of the RCS in accordance with an exemplary embodiment of the present invention. As shown in FIG. 1, RCS 100 includes a processor 102, application code 104, memory 106, and storage 108. Storage 108 is a device for long term storage of data such as a disk drive or an Electrically Erasable Programmable Read-Only Memory (EEPROM). The RCS further includes ports for interfacing with external devices and systems. Interface ports include Ticket In Ticket Out Management System (TITOMS) port 110, Lodging Management System (LMS) port 112, Player Tracking

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System (PTS) port 114, Point Of Sale System (POSS) port 116, Accounting port 118, Other port 120, Printers port 122, Keypads port 124, Patron Alert Device port 126, and Administrator Link port 128.

In operation, processor 102 of the RCS executes application code 104 stored in memory 106 to perform the functions of an RCS as described herein. TITOMS port 110 performs communication with a TITOMS for the purpose of creation of free play credits within the cashless gaming system of the gaming establishment and additionally receives a validation code from the TITOMS against which the credits are logged within the TITOMS. LMS port 112 performs communication with a LMS to monitor the activity of a patron and exchanges data so that the RCS can determine whether a free play voucher should be issued to the patron at check-in or check-out of lodging. PTS port 114 communicates with a PTS system and exchanges data so that the RCS can determine whether a free play voucher should be issued or enhanced as a result of the patron performing the transaction being a member of a frequent player or membership club of the gaming establishment.

POSS port 116 communicates with a POSS and exchanges data so that the RCS can determine if a particular transaction meets the criteria necessary to qualify for the creation of a free play voucher, and further to determine the amount of free play credits to be issued on the voucher. In accordance with one embodiment of the invention, the POSS port additionally communicates with the POSS to request and receive an authorization code from the POSS which is provided to the patron at the time of a transaction.

Accounting port 118 is used for communication with an accounting system of the gaming establishment and communicates data such as activity logs. Other port 120 is used for communication with other miscellaneous devices. Printer port 122 interfaces with printers in the RCS system for the purpose of creating a free play voucher at the location

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1. The first part of the report is a general introduction to the project.

2. The second part of the report is a detailed description of the methodology used.

3. The third part of the report is a discussion of the results of the study.

4. The fourth part of the report is a conclusion and a list of references.

5. The fifth part of the report is an appendix containing additional data and figures.

6. The sixth part of the report is a bibliography of the literature cited.

7. The seventh part of the report is a list of the authors' names and affiliations.

8. The eighth part of the report is a list of the titles of the papers presented.

9. The ninth part of the report is a list of the names of the speakers.

10. The tenth part of the report is a list of the names of the organizers.

11. The eleventh part of the report is a list of the names of the sponsors.

12. The twelfth part of the report is a list of the names of the participants.

13. The thirteenth part of the report is a list of the names of the reviewers.

14. The fourteenth part of the report is a list of the names of the editors.

15. The fifteenth part of the report is a list of the names of the publishers.

16. The sixteenth part of the report is a list of the names of the distributors.

17. The seventeenth part of the report is a list of the names of the retailers.

18. The eighteenth part of the report is a list of the names of the wholesalers.

19. The nineteenth part of the report is a list of the names of the manufacturers.

20. The twentieth part of the report is a list of the names of the suppliers.

21. The twenty-first part of the report is a list of the names of the customers.

22. The twenty-second part of the report is a list of the names of the stakeholders.

23. The twenty-third part of the report is a list of the names of the interested parties.

24. The twenty-fourth part of the report is a list of the names of the relevant organizations.

25. The twenty-fifth part of the report is a list of the names of the relevant institutions.

where a qualifying transaction has taken place. Keypad port 124 receives communications containing an authorization code from a keypad and provides the information to the RCS. Patron Alert Devices port 126 exchanges data so that the RCS may alert a patron that a free play voucher is being processed. Administrator link port 128 communicates with a system administrator to accept programming as to the data to be used by the RCS in the course of its point-of-sale transaction processing to determine whether a free play voucher should be created and the amount of the voucher.

FIG. 2 is a diagram illustrating connection of the RCS to its voucher producing printer and a point-of-sale system within a gaming establishment in accordance with an exemplary embodiment of the present invention. As shown in FIG. 2, RCS 100 is coupled to a POSS 200. The POSS is coupled to one or more registers such as register 210. The RCS is also coupled to TITOMS 202 and at least one RCS printer 208. The RCS may additionally be coupled to a PTS 204. A cashless enabled gaming machine 206 is coupled to the TITOMS and may additionally be coupled to the PTS. Free play voucher 212 is created by RCS printer 208 and is used in the cashless enabled gaming machine.

A plurality of RCS printers may simultaneously be in operation and connected to the RCS or other components of the reward control system. The RCS printers may additionally be connected to each other via a network, or coupled together. Further, the RCS printers may be distributed in essentially any location. RCS printers may also be physically combined with other components in the reward control system. For example, in one embodiment, RCS printer 208 and POSS 200 are combined into a single terminal device.

In operation, the POSS signals the RCS that a sales transaction has occurred at the register. The POSS also transmits data to the RCS such as the amount, location and makeup of the transaction. Using data from the POS, and analyzing the data according to its

The following information was obtained from the records of the Department of the Interior, Bureau of Land Management, regarding the land owned by the United States in the State of California.

The land is located in the County of [County Name], State of California, and is situated in the [Section] of the [Township] and [Range] of the [Meridian].

The land is described as follows: [Detailed description of the land, including its size, location, and any other relevant information.]

The land is owned by the United States, and is being offered for sale to the highest bidder. The sale will take place on [Date] at [Location].

For further information, please contact the Bureau of Land Management, [Address].

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programming, the RCS determines the amount of free play credits for which a transaction is qualified. If credits are to be issued, the RCS requests the credits from the TITOMS. Upon receipt of the credits from the TITOMS, the RCS signals the RCS printer at the location where the transaction has taken place to issue a free play voucher for the amount of credits. Additionally, the RCS receives data from the PTS as to the player as a customer for the gaming establishment, which may be used as a metric within the calculation in the RCS to enhance the odds or quantity of free play credits to be issued. The free play vouchers printed by the RCS printer are inserted into the cashless enabled gaming machine, which in turn receives the free play credits from the TITOMS to which it has been coupled and which has logged the credits against the free play vouchers validation code.

FIG. 3 is a diagram of a gaming vouchering system illustrating a lodging check-in or check-out environment which utilizes the RCS, TITOMS, POSS, PTS, TITOMS and LMS in accordance with an exemplary embodiment of the present invention.

As shown in FIG. 3, RCS 100 is coupled to POSS 200, TITOMS 202, PTS 204 and RCS printer 208. Additionally, the RCS is coupled to LMS 300. A cashless enabled gaming machine 206 is coupled to the TITOMS and may additionally be coupled to the PTS. Free play voucher 212 is created by the RCS printer and is used in the cashless enabled gaming machine. Front desk 214 is coupled to the LMS.

In operation, the RCS receives signaling from the LMS and PTS during the check-in or check-out of a patron for the gaming establishment's hotel. During a check-in event, the RCS utilizes data from the LMS and PTS to determine if a particular player's stature or purchasing activity merits issuance of free play credits. If so, the RCS signals the RCS printer installed at the check-in location (such as the front desk) to issue a free play voucher. During a check-out event, the RCS utilizes data from the LMS and PTS to

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determine if the level of purchasing activity during that patron's stay at the gaming establishment merits free play credits. If so, the RCS signals the RCS printer installed at the check-out location to issue a free play voucher.

FIG. 4 is a diagram illustrating the correlation between the RCS and an accounting system in accordance with an exemplary embodiment of the present invention. As shown in FIG. 4, RCS 100 is coupled to accounting system 400 which manages and monitors financial activity within a gaming establishment.

In operation, free play parameters and data as described in Table 6 such as house advantage percentage and house adjustment percentage may be requested from the accounting system by the RCS. The RCS sends reports and logs regarding the amount of free play credits issued against transactions, so that the gaming establishment may perform accounting reconciliation of the RCS promotions within its financial system.

FIG. 5 is a diagram illustrating a point-of-sale environment and authorization code issuance process which utilizes the RCS, TITOMS, and POSS in accordance with an exemplary embodiment of the present invention.

As shown in FIG. 5, RCS 100 is coupled to POSS 200, TITOMS 202, RCS printer 208, and keypad 500. The TITOMS is coupled to cashless enabled gaming machine 206. Register 210 is coupled to the POSS. Receipt 502 is created by the register. Free play voucher 212 is created by the RCS printer and is used in the cashless enabled gaming machine.

In operation, the keypad is used to add a security feature to the system of FIG.

2. The purpose of the feature is to prevent unauthorized use or abuse of free play vouchers by either cashiers performing the transaction, or other parties which intend to steal the voucher when the patron is distracted or does not realize that a free play voucher has been issued to

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them. As a modification to the system activities described in FIG. 2, the RCS requests the POSS to append authorization code 510 to the transaction receipt given to the patron, rather than automatically printing a free play voucher. The patron is then required to enter the authorization code at the keypad (at that machine or another) in order to trigger printing of the free play voucher.

As an added level of security, a patron registers as a participant at a suitable location for where they were issued a shopper's card. The patron enters a personal identification number (PIN) to create a rewards account. When making purchases, the patron swipes their shopper's card and enters their PIN in order for the authorization code to be issued to the POSS to be appended to their receipt. To redeem the free play voucher, the patron again swipes their shopper's card and enters their PIN and authorization number from the receipt to cause the RCS to create a free play voucher. Once an authorization code is used to create a free play voucher, the RCS marks the authorization code as no longer valid.

Several combinations of the authorization code, shopper's card, and PIN are possible to ensure that the patron making the purchase at the POSS is actually the individual benefitting from the free play credits extended by the system.

FIG. 6 is a diagram illustrating the calculation related to issuing vouchers based on purchases at a point-of-sale location. As shown in FIG. 6, the process begins at step 600 with a purchase being made by way of accommodations 650, restaurants/dining 652, bars/nightclubs 654, room service 656, shows/entertainment 658, merchandise 660, or other POSS 662. In step 602, the RCS calculates the data from the purchase to determine if the purchase meets the requirements for issuance of free play credits.

An example of a calculation to determine an amount of free play credits to issue is as follows:

$$\begin{aligned} & \$100 \{\text{transaction}\} - \$10 \{\text{sale}\} - \$50 \{\text{margin}\} = \$40 \{\text{sub-total1}\} + \$5 \{\text{adj.}\} = \$45 \\ & \{\text{sub-total2}\} - \$2.25 \{\text{house}\} = \$42.75 \text{ free play credits issued} \end{aligned}$$

where:

transaction = the amount of the transaction which has occurred

sale = any promotional discounts applied to the sale, beyond the RCS system

margin = margin for that particular product or service

adj. = a positive or negative adjustment applied to a sub-total of the calculation

which could be related to the particular product or service being purchased, or the location, date or time when the purchased happened. For example, during a particular month, purchase of women's clothes at a particular store could be cause 10% greater Free Play Credits to be extended.

house = the gaming establishment's percentage advantage on slot machines applied to total free play credits calculated.

If the purchase meets the requirement, then a free play voucher is issued in step 604. The process then ends at step 606. If the purchase does not meet the requirements, no free play voucher is issued and the process ends.

The process may additionally contain steps 608 and 610. In step 608, the RCS first accesses the PTS to determine the identification of a patron and the stature of that patron within the PTS. The amount of free play credits may then be enhanced depending on the PTS information. If the patron is not identified in the PTS system, the patron is offered membership in the PTS in step 610. The process then proceeds to step 602 as in the foregoing situation.

FIG. 7 is a diagram illustrating a process of a patron check-in to the gaming establishment's lodging in accordance with an exemplary embodiment of the present

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invention. As shown in FIG. 7, the process begins in Step 700 with the patron checking in to the gaming establishment lodging. The process proceeds to step 702, wherein the RCS reviews the shopping history of the patron and determines, according to its programming, whether the shopping activity merits the issuance of free play credits. Additionally, the RCS may calculate in step 702 that a promotion is currently active and issue credits accordingly. If a free play voucher is to be issued, the RCS issues the free play voucher in step 704 and the process ends at step 706. If the RCS determines that no free play voucher is to be issued, no free play voucher is issued and the process ends.

The process may additionally contain steps 708 and 710. In step 708, the RCS first accesses the PTS to determine the identification of a patron and the stature of that patron within the PTS. The amount of free play credits may then be enhanced depending on the PTS information. If the patron is not identified in the PTS system, the patron is offered membership in the PTS in step 710. The process then proceeds to step 702 as in the foregoing situation.

FIG. 8 is a diagram illustrating a patron check-out of the gaming establishment's lodging in accordance with an exemplary embodiment of the present invention. As shown in FIG. 8, the process begins in step 800 with the check-out of a patron from the gaming establishment's lodging. In step 802, the RCS requests the patron's shopping activity from the server. In step 804, the RCS reviews the shopping history of the patron and determines, according to its programming, whether the shopping activity merits the issuance of free play credits. Additionally, the RCS may calculate in step 804 that a promotion is currently active and issue credits accordingly. If a free play voucher is to be issued, the RCS issues the free play voucher in step 806 and the process ends at step 808. If

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the RCS determines that no free play voucher is to be issued, no free play voucher is issued and the process ends.

The process may additionally contain steps 810 and 812. In step 810, the RCS first accesses the PTS to determine the identification of a patron and the stature of that patron within the PTS. The amount of free play credits may then be enhanced depending on the PTS information. If the patron is not identified in the PTS system, the patron is offered membership in the PTS in step 812. The process then proceeds to step 802 as in the foregoing situation.

FIG. 9 is a diagram illustrating a process to provide an incentive for a patron to join the gaming establishment's frequent player club in accordance with an exemplary embodiment of the present invention. FIG. 9 appends a modification to the process described in FIG. 6, FIG. 7, and FIG. 8, in the case under FIG. 6 that it was determined that the patron was not part of the frequent player's club maintained in the PTS.

As shown in FIG. 9, the process begins in step 900 with the creation of a patron tracking incentive for the patron. For example, the patron could be offered an increased amount of free play credits to join the system. In step 902, it is determined whether the patron has accepted the incentive and thus decided to join the frequent player club. If the patron does not accept the offer, the process ends at step 908. If, however, the patron accepts the offer, the individual is registered in the PTS in step 904, and the incentive is issued to the patron in step 906. The process then ends at step 908.

FIG. 10 is a diagram of various issuance methods for free play vouchers and free play credits using an authorization code in accordance with an exemplary embodiment of the present invention. In addition to FIG. 2, FIG. 3, and FIG. 5, FIG. 10 illustrates additional issuance methods for free play vouchers and free play credits using an authorization code

recorded on a transaction receipt, TITOMS, a cashier cage and/or an automated redemption machine. 71

As shown in FIG. 10, RCS 100 is coupled to TITOMS 202, automated redemption machine 1104, and cashier's cage 1106. The TITOMS is coupled to cashless enabled gaming machine 206. Receipt 1100 contains authorization code 510. The automated redemption machine is coupled to a keypad 1106 and a RCS printer 1108. The cashier's cage is coupled to keypad 1112 and RCS printer 1114. Free play voucher 1116 is printed by RCS printer 1108 or RCS printer 1114.

In operation, the TITOMS requests from the RCS validation of the authorization code entered on a cashless enabled gaming machine. The RCS verifies the authorization code and issues a free play voucher as previously discussed. The voucher may then be directly inserted into the cashless enabled gaming machine for redemption.

In another embodiment, the RCS is coupled to a cashier's cage or a plurality of such. A cashier uses a keypad to enter the authorization code appended to the patron's receipt. The RCS verifies the authorization code and issues a free play voucher through as previously discussed. The voucher may then be directly inserted into the cashless enabled gaming machine for redemption.

In still another embodiment, the RCS is coupled to an automatic redemption machine or a plurality of such. A patron enters the authorization code from the receipt into the automated redemption machine. The automated redemption machine requests validation of the authorization code from the RCS. The RCS verifies the authorization code and notifies the automated redemption machine of such. The redemption machine then signals the RCS printer to issue a free play voucher.

As indicated earlier under FIG. 5, any of redemption methods of FIG. 10 may employ any combination of the security measures disclosed in the detailed description of FIG. 5 above, including a separate shopper's card and PIN.

FIG. 11 is a diagram illustrating a point-of-sale environment providing an alert to the patron and/or cashier in accordance with an exemplary embodiment of the present invention. The system described in FIG. 11 is intended to add on to any of the overall system operation described earlier in the detailed descriptions of FIG. 2, FIG. 3, FIG. 5, and FIG. 10. The purpose of the alert is to help ensure that the patron is aware that a free play voucher is pending or in the process of being created by the RCS printer, and thus the voucher is given to the patron, not discarded or taken by another party.

As shown in FIG. 11, RCS 100 is coupled to POSS 200, RCS printer 1202 and alert device 1204. The POSS is coupled to a register 1200. Additionally, the alert device may be coupled to the RCS printer. In operation, the alert device receives an alert signal from the RCS and alerts the patron or cashier of the pending issuance of a free play voucher. The alert device may be driven by either the RCS or the RCS printer itself.

Tables 1 to 6 indicate partial listings of data elements and parameters for a gaming vouchering system in accordance with exemplary embodiments of the present invention.

Table 1 discloses possible types of free game plays that may be issued by the RCS.

Table 1: Free Play Game Types

Specific Slot Machine
Any Slot Machine
Plurality of Slot Machines

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Specific Video Game
Any Video Game
Plurality of Video Games
Specific Gaming Table
Any Gaming Table
Plurality of Gaming Tables
Any Denomination
Specific Denomination
Multiple Denominations

Table 2 illustrates possible parameters of a POSS purchase which may be used by the RCS to calculate the amount of free play credits to be issued.

Table 2: POSS Purchase Parameters

Total Purchase Amount
Purchase Amount per POS
Type of Purchase
Margin For Type of Purchase
Purchase Date
Purchase Time
Discount Amount
Discount Percentage

Table 3 lists possible parameters of merchant information which may be used by the RCS in calculation of the amount of free play credits that should be issued.

Table 3: Merchant Information Parameters

Merchant Unique ID
Merchant Name
Merchant Account Number
Merchant Location

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Table 4 lists possible parameters of gaming establishment information which may be used by the RCS in calculation of the amount of free play credits that should be issued.

Table 4: Gaming Establishment Parameters

Unique ID
Name
Account Number
Location

Table 5 lists patron tracking incentive parameters which may be used by the RCS in calculation of the amount of free play credits that should be issued.

Table 5: Patron Tracking Incentive Parameters

Number of Additional Free Plays
Food/Beverages
Merchandise
Tickets
Other

Table 6 lists parameters for a free play that may be used by the RCS in calculation of the amount of free play credits that should be issued.

Table 6: Free Play Parameters

Promotion Begin Date
Promotion End Date
Promotion Begin Time
Promotion End Time
Voucher Issued Date
Voucher Issued Time
Voucher Number
RCS Printer Number
Authorization Code

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WHAT IS CLAIMED IS:

1. A method of providing a free play voucher used in a cashless gaming machine, comprising:
 - receiving sales transaction data for a sales transaction;
 - calculating an amount of free play credits for the free play voucher using the sales transaction data;
 - requesting the amount of free play credits from a Ticket-In Ticket Out Management System (TITOMS);
 - receiving the amount of free play credits from the TITOMS; and
 - printing the free play voucher including the amount of free play credits.
2. The method of Claim 1, wherein the sales transaction data includes an amount of the purchase.
3. The method of Claim 2, wherein the sales transaction data further includes a particular product or service purchased.
4. The method of Claim 2, wherein the sales transaction data further includes a location where the purchase has taken place.
5. The method of Claim 2, wherein the sales transaction data further includes a time of the purchase.

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6. The method of Claim 2, wherein the sales transaction data further includes a date of the purchase.

7. The method of Claim 2, wherein the sales transaction data further includes an amount of margin made on the type of sale.

8. The method of Claim 2, wherein the sales transaction data includes using random chance affecting the amount of free play credits.

9. The method of Claim 1, wherein the calculation of the amount of free play credits further includes using gaming establishment data.

10. The method of Claim 9, wherein the gaming establishment data includes a house advantage percentage for a gaming machine.

11. The method of Claim 9, wherein the gaming establishment data further includes an amount of another promotion associated with the transaction.

12. The method of Claim 9, wherein the gaming establishment data further includes a house adjustment percentage.

13. The method of Claim 9, wherein the gaming establishment data further includes whether a predetermined level of spending at participating locations by a particular patron has occurred.

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14. The method of Claim 9, wherein the gaming establishment data further includes whether a patron has recently joined a frequent player club.

15. The method of Claim 1, wherein a selection of sales transaction data used to calculate free play credits is provided by an administrator.

16. The method of Claim 15, further comprising providing the weighting of the sales transaction data to be used in the calculation by the administrator.

17. The method of Claim 1, wherein the free play credits are for a specified gaming machine.

18. The method of Claim 1, further comprising transmitting an alert to a location of the sales transaction that creation of the voucher is being processed.

19. The method of Claim 1, further comprising processing statistics on parameters of participating point of sale locations.

20. The method of Claim 19, wherein the statistics include an identity of a merchant.

21. The method of Claim 19, wherein the statistics further include a location of the merchant.

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22. The method of Claim 19, wherein the statistics further include a quantity of vouchers that have issued.

23. The method of Claim 1, wherein notification of issuance of the voucher is appended to a patron's receipt.

24. The method of Claim 1, further comprising providing an authorization code to a patron at a point of sale before printing the voucher.

25. The method of Claim 1, wherein the calculation of the amount of free play credits further includes using player tracking data.

26. The method of Claim 1, wherein the calculation of the amount of free play credits further includes using patron lodging data.

27. The method of Claim 1, wherein the calculation of the amount of free play credits further includes using patron shopping data.

28. The method of Claim 27, wherein the patron shopping data is stored in a patron shopping account unique to each patron.

29. The method of Claim 28, further comprising receiving identity information from a patron to create and modify the patron shopping account data.

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1. The first part of the document is a list of the names of the persons who were present at the meeting.

2. The second part of the document is a list of the names of the persons who were absent from the meeting.

3. The third part of the document is a list of the names of the persons who were present at the meeting.

4. The fourth part of the document is a list of the names of the persons who were absent from the meeting.

5. The fifth part of the document is a list of the names of the persons who were present at the meeting.

6. The sixth part of the document is a list of the names of the persons who were absent from the meeting.

7. The seventh part of the document is a list of the names of the persons who were present at the meeting.

8. The eighth part of the document is a list of the names of the persons who were absent from the meeting.

9. The ninth part of the document is a list of the names of the persons who were present at the meeting.

10. The tenth part of the document is a list of the names of the persons who were absent from the meeting.

11. The eleventh part of the document is a list of the names of the persons who were present at the meeting.

12. The twelfth part of the document is a list of the names of the persons who were absent from the meeting.

13. The thirteenth part of the document is a list of the names of the persons who were present at the meeting.

14. The fourteenth part of the document is a list of the names of the persons who were absent from the meeting.

15. The fifteenth part of the document is a list of the names of the persons who were present at the meeting.

16. The sixteenth part of the document is a list of the names of the persons who were absent from the meeting.

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30. A Reward Control System (RCS) for providing a free play voucher used in a cashless gaming machine, comprising:

means for receiving sales transaction data for a sales transaction;

means for calculating an amount of free play credits for the free play voucher using the sales transaction data;

means for requesting the amount of free play credits from a Ticket-In Ticket Out Management System (TITOMS);

means for receiving the amount of free play credits from the TITOMS; and

means for printing the free play voucher including the amount of free play credits.

31. The RCS of Claim 30, wherein the sales transaction data includes an amount of the purchase.

32. The RCS of Claim 31, wherein the sales transaction data further includes a particular product or service purchased.

33. The RCS of Claim 31, wherein the sales transaction data further includes a location where the purchase has taken place.

34. The RCS of Claim 31, wherein the sales transaction data further includes a time of the purchase.

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35. The RCS of Claim 31, wherein the sales transaction data further includes a date of the purchase.

36. The RCS of Claim 31, wherein the sales transaction data further includes an amount of margin made on the type of sale.

37. The RCS of Claim 31, wherein the sales transaction data includes using random chance affecting the amount of free play credits.

38. The RCS of Claim 30, wherein the calculation of the amount of free play credits further includes using gaming establishment data.

39. The RCS of Claim 38, wherein the gaming establishment data includes a house advantage percentage for a gaming machine.

40. The RCS of Claim 38, wherein the gaming establishment data further includes an amount of another promotion associated with the transaction.

41. The RCS of Claim 38, wherein the gaming establishment data further includes a house adjustment percentage.

42. The RCS of Claim 38, wherein the gaming establishment data further includes whether a predetermined level of spending at participating locations by a particular patron has occurred.

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43. The RCS of Claim 38, wherein the gaming establishment data further includes whether a patron has recently joined a frequent player club.

44. The RCS of Claim 30, wherein a selection of sales transaction data used to calculate free play credits is provided by an administrator.

45. The RCS of Claim 44, further comprising means for providing the weighting of the sales transaction data to be used in the calculation by the administrator.

46. The RCS of Claim 30, wherein the free play credits are for a specified gaming machine.

47. The RCS of Claim 30, further comprising means for transmitting an alert to a location of the sales transaction that creation of the voucher is being processed.

48. The RCS of Claim 30, further comprising means for processing statistics on parameters of participating point of sale locations.

49. The RCS of Claim 48, wherein the statistics include an identity of a merchant.

50. The RCS of Claim 48, wherein the statistics further include a location of the merchant.

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51. The RCS of Claim 48, wherein the statistics further include a quantity of vouchers that have issued.

52. The RCS of Claim 30, wherein notification of issuance of the voucher is appended to a patron's receipt.

53. The RCS of Claim 30, further comprising means for providing an authorization code to a patron at a point of sale before printing the voucher.

54. The RCS of Claim 30, wherein the calculation of the amount of free play credits further includes using player tracking data.

55. The RCS of Claim 30, wherein the calculation of the amount of free play credits further includes using patron lodging data.

56. The RCS of Claim 30, wherein the calculation of the amount of free play credits further includes using patron shopping data.

57. The RCS of Claim 56, wherein the patron shopping data is stored in a patron shopping account unique to each patron.

58. The RCS of Claim 57, further comprising means for receiving identity information from a patron to create and modify the patron shopping account data.

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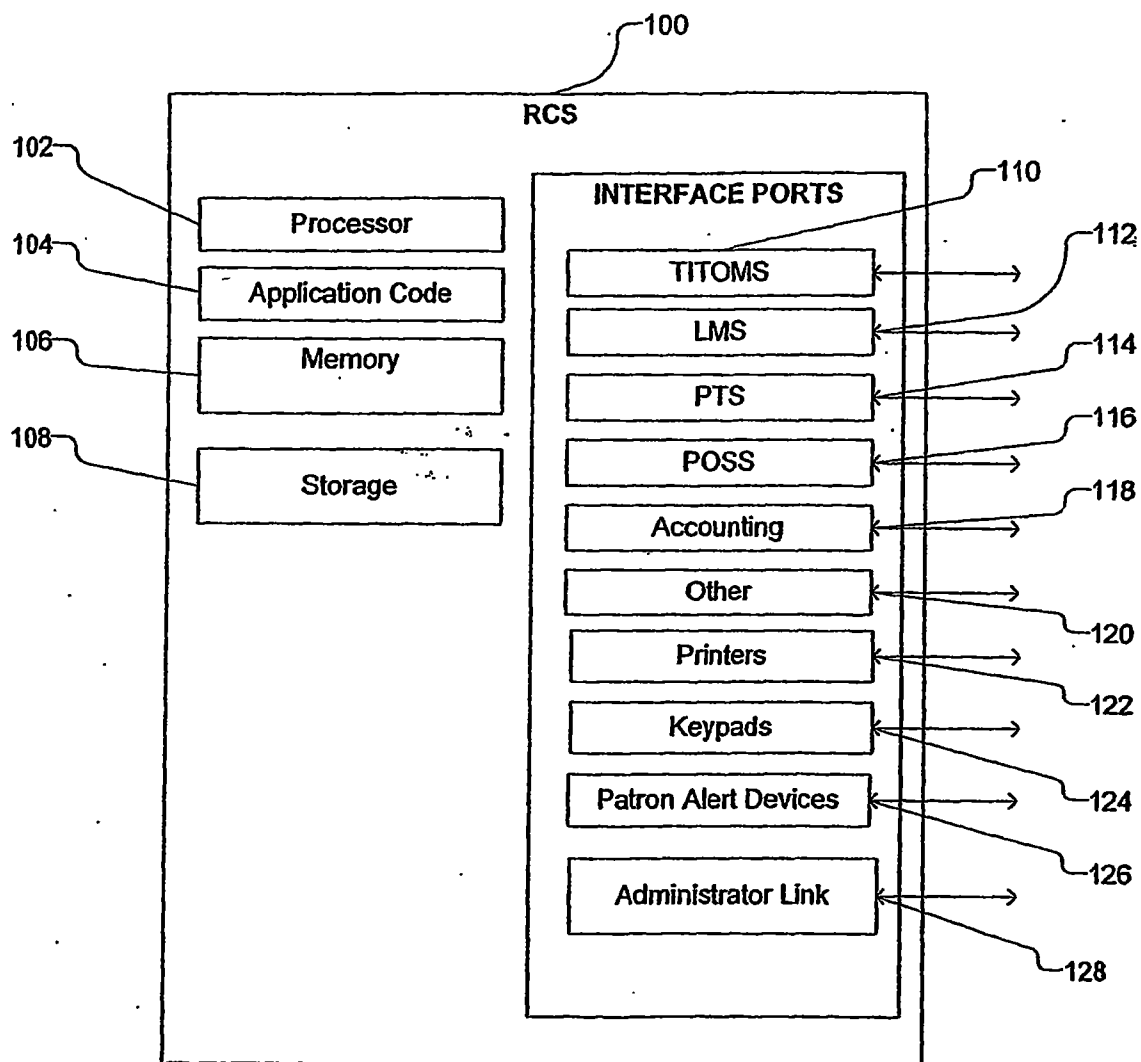
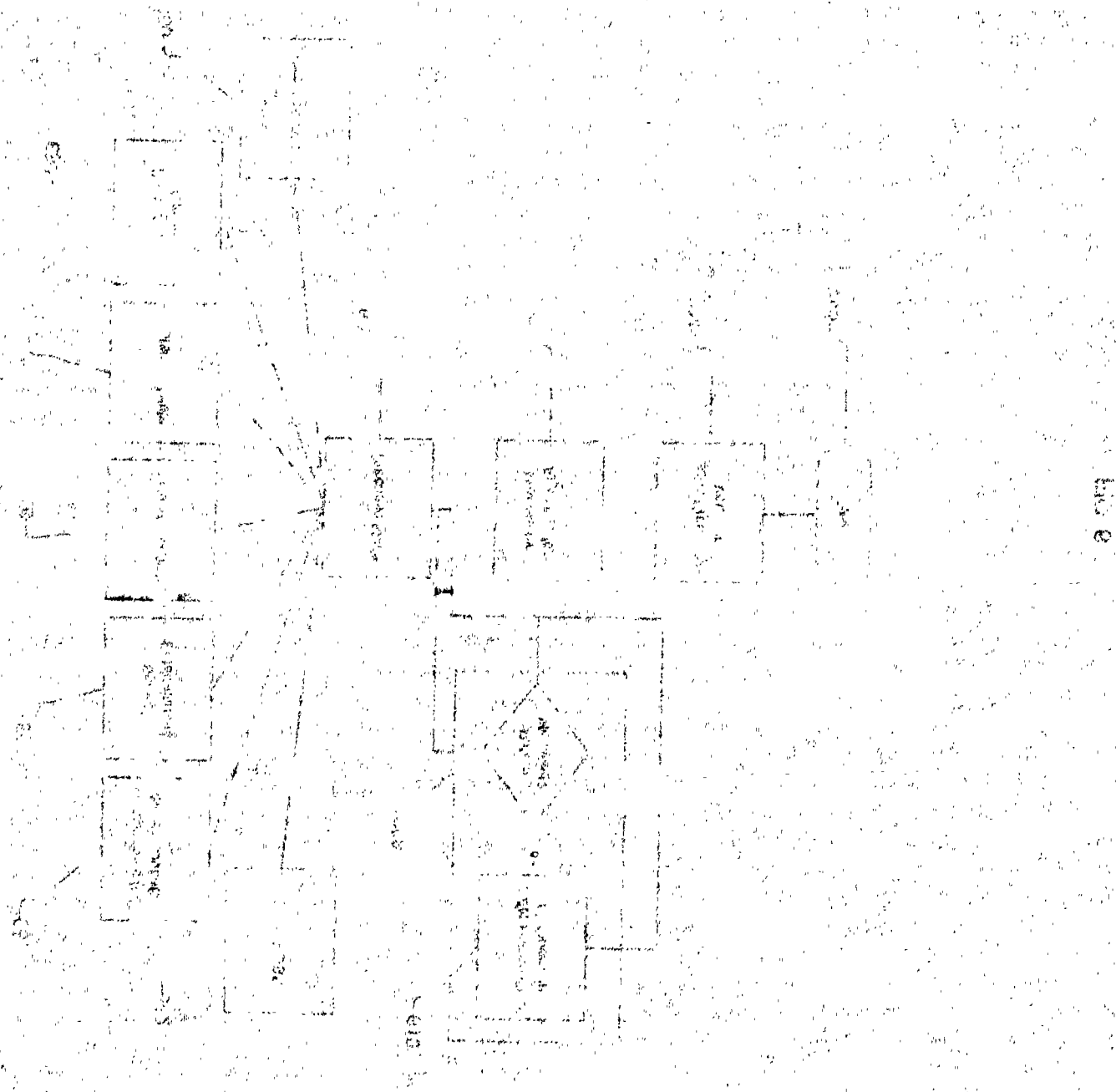


FIG. 1

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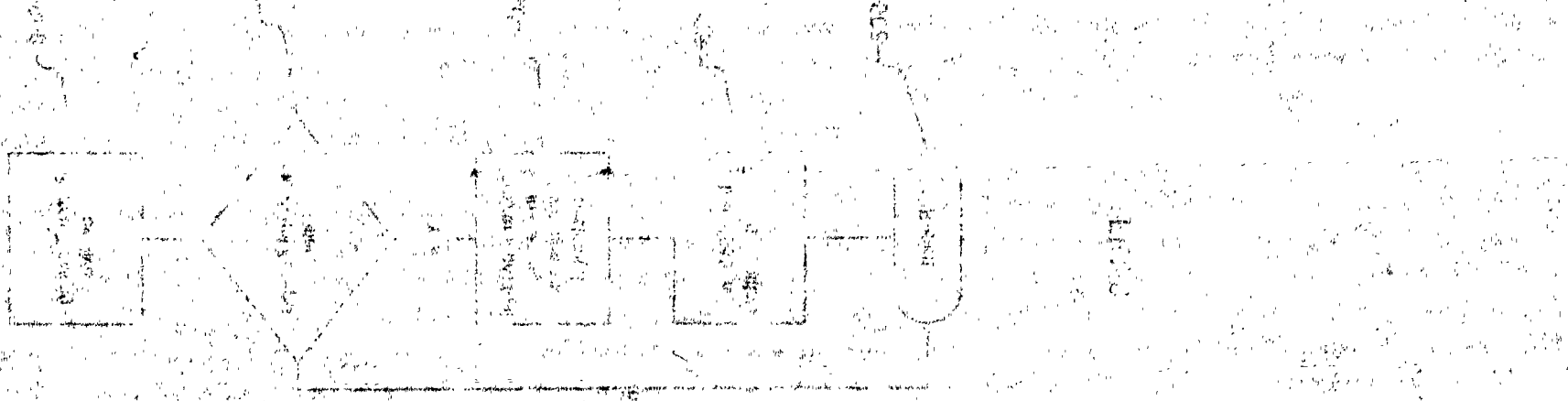




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Age Group	Gender	U.S. should take action (%)	U.S. should not take action (%)
18-29	Male	~75	~25
18-29	Female	~85	~15
30-49	Male	~70	~30
30-49	Female	~80	~20
50-69	Male	~65	~35
50-69	Female	~75	~25
70+	Male	~60	~40
70+	Female	~70	~30



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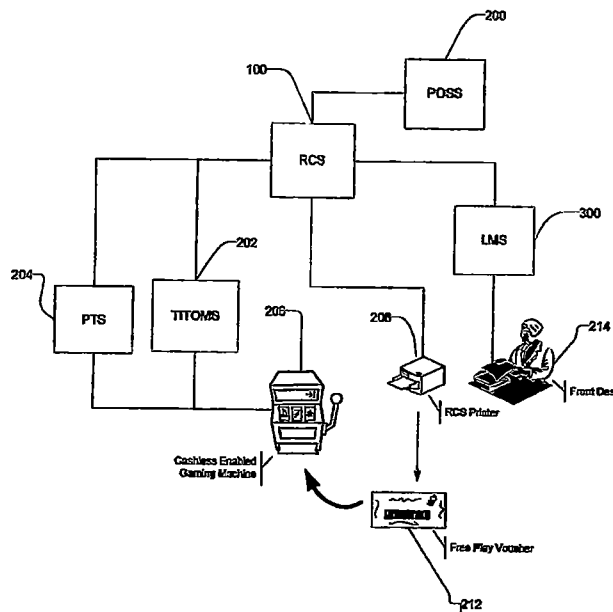
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[Continued on next page]

(54) Title: METHOD AND APPARATUS FOR GAMING VOUCHERING SYSTEM



(57) Abstract: Method and apparatus for a shopping award system for gaming establishments and their affiliated retail stores, hospitality stores, service organizations, hotels, and other point-of-sale type businesses, which produces free play vouchers that are redeemable for free play credits by insertion into cashless enabled games located in the gaming establishment. The free play credits granted under the award system are related to the amount of any given purchase. The apparatus includes a reward control system connected to one or more servers managing various accounting and game control for the gaming establishment, and a network of printers located at point-of-sale locations which produce the free play vouchers.

WO 2006/138061 A3

INTERNATIONAL SEARCH REPORT

International application No.

PCT/US 06/21151

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C. DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No
X Y	US 2003/0004871 A1 (Rowe) 02 January 2003 (02.01.2003), (paras [0118] to [0124], [0154], [0224] to [0237], Abstract)	1-4, 8-10, 12, 13, 17, 19-21, 24-33, 37-39, 41, 42, 46, 48-50, 53-58 5-7, 11, 14-16, 18, 22, 23, 34-36, 40, 43-45, 47, 51 and 52
Y	US 6,758,393 B1 (Luciano et al.) 06 July 2004 (06.07.2004), col 5, lines 45-50; col 9, lines 3-10; col 11, lines 1-24	5, 6, 11, 14-16, 18, 34, 35, 40, 43-45 and 47
Y	US 6,278,979 B1 (Williams) 21 August 2001 (21.08.2001), (col 1, lines 15-32; col 15, line 1)	22, 23, 51 and 52
Y	US 2005/0055272 A1 (Ryan et al.) 10 March 2005 (10.03.2005), (paras [0015] to [0021])	7 and 36
A	US 6,685,559 B2 (Luciano et al.) 03 February 2004 (03.02.2004), see the entire document	1-58
A	US 2003/0090699 A1 (Meyerhofer et al.) 15 May 2003 (15.05.2003), see the entire document	1-58
A	US 6,183,363 B1 (Boushy) 06 February 2001 (06.02.2001), see the entire document	1-58
☐ Further documents are listed in the continuation of Box C. ☐		
* Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent but published on or after the international filing date "I" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "P" document published prior to the international filing date but later than the priority date claimed "T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention "X" document of particular relevance: the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone "Y" document of particular relevance: the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family		
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Name and mailing address of the ISA/US Mail Stop PCT, Attn: ISA/US, Commissioner for Patents P.O. Box 1450, Alexandria, Virginia 22313-1450 Facsimile No. 571-273-3201		Authorized officer: Lee W. Young PCT Helpdesk: 571-272-4300 PCT OSP: 571-272-7774

MÉTODO Y APARATO PARA SISTEMA DE EMISIÓN DE CUPÓN POR JUEGO

CAMPO DE LA INVENCION

La presente invención se refiere generalmente a
5 la distribución de cupones para su utilización en una
máquinas de juegos y más específicamente a la distribución
de cupones de juego gratis basados en transacciones de
punto de venta.

10

ANTECEDENTES DE LA INVENCION

Los fabricantes de máquinas de juegos han
introducido máquinas de juegos habilitadas sin efectivo al
mercado y estas han encontrado amplia aceptación en la
industria del juego. Las máquinas de juego habilitadas sin
15 efectivo son nombradas así debido a que llevan a cabo
intercambios financieros utilizando una mezcla de divisas
tradicionales y cupones producidos por impresoras
instaladas dentro de un juego habilitado sin efectivo.
Típicamente, una máquinas de juegos habilitada sin efectivo
20 tiene una impresora de juego para producir cupones y un
aceptador de efectivo que soporta lectura automática de
cupones.

Para coordinar las actividades de múltiples
máquinas de juegos habilitadas sin efectivo, una o más
25 máquinas de juegos habilitadas sin efectivo se acoplan



electrónicamente a un sistema de máquinas de juegos habilitadas sin efectivo que controla las operaciones sin efectivo de las máquinas de juegos habilitadas sin efectivo.

5 Los establecimientos de juego utilizan múltiples métodos de promoción para inducir a individuos a que patrocinen el establecimiento de juego o establecimientos afiliados de juego. Tal promoción es un juego gratis, donde un establecimiento de juego ofrece a un patrocinador
10 pastillas con fichas, cupones, o comprobantes para que el patrocinador juegue en las máquinas de juego dentro del establecimiento de juego. Estas promociones de juego gratis con frecuencia se utilizan para promover ciertas máquinas de juego.

15 Sin embargo, las promociones de juego gratis que actualmente existen sufren del problema de que los patrocinadores deben solicitar el juego gratis mientras están en el establecimiento de juego. Esto crea inconveniencia para el patrocinador. Adicionalmente, el
20 patrocinador puede tener que solicitar una tarjeta complementaria antes de jugar la máquina de juego.

Además, la efectividad y amortización de las promociones se reducen cuando el patrocinador no está físicamente en el establecimiento de juego.

25 Otro problema que sufren las promociones de juego

gratis que existen actualmente es que las promociones se envían mediante correo a los patrocinadores. Esto provoca costos incrementados para el establecimiento de juego en crear y enviar la promoción por ejemplo en impresión,
5 correo y manejo de amortización de las promociones.

Por lo tanto, existe una necesidad de promocionar un sistema de cupones para juegos que permita que cupones y promociones sean emitidos rápidamente a un patrocinador que puede no estar presente físicamente en el establecimiento
10 de juego. Un sistema de cupones para juego de acuerdo con varios aspectos de la presente invención cumple tal necesidad.

Definiciones

15 Para los propósitos de este documento, las siguientes definiciones aplican:

"Créditos de Juego Gratis" - créditos de la máquina de juego que permiten a un patrocinador jugar un juego en un casino gratis. Los créditos de juego gratis
20 típicamente sólo se pueden jugar y no pueden cobrarse en efectivo.

"Cupón de Juego Gratis" - un cupón, tarjeta u otro medio el cual se genera por una impresora o dispositivo de codificación y contiene indicios necesarios
25 para permitir que se inserte en un juego habilitado sin

efectivo para obtener créditos de juego gratis.

"Establecimiento de Juego" - un lugar donde se lleva a cabo juego de azar y apuestas, tal como un casino, hotel, áreas de compras y recreación asociadas, y comercios
5 y lugares afiliados.

"Sistema de Administración de Juego" - un sistema de administración utilizado en establecimientos de juego tal como un Sistema de Administración de Alojamientos, Sistema de Seguimiento de Jugador, Sistema de
10 Administración de Casino, Sistema de Administración de Relaciones de Cliente, Sistema de Punto de Venta, Sistema de Administración de Eventos, Sistema de Administración de Ranuras, y Sistema de Administración de Mesas.

"POS Sin Juego" - un establecimiento comercial,
15 centro social, organización de servicios, ubicación de venta de boletos de atracciones, hotel, u otra ubicación de punto de venta o negocio el cual no es parte de un establecimiento de juego tal como aquellos localizados en proximidad a un casino pero no dentro del casino.

"PTS" - Sistema de Seguimiento de Jugador, un
20 sistema de seguimiento y recompensas del patrocinador dentro del establecimiento de juego que monitorea la actividad de los jugadores participantes.

"RCS" - Sistema de Control de Recompensas, un
25 sistema que regula, procesa estadísticas sobre y enlaces a

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The following information was obtained from the records of the [redacted] Office of the [redacted] Department of the Army, [redacted], [redacted].

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otros sistemas para la emisión y amortización de cupones de juego gratis.

"Impresora de RCS" - una impresora o dispositivo de codificación utilizado ya sea autónomamente en un punto de venta u otra ubicación de kiosco, o una impresora o dispositivo de codificación instalado en un juego habilitado sin efectivo, el cual genera cupones de juego gratis y otros cupones promocionales.

"punto de venta" - un lugar donde se lleva a cabo una venta entre un negocio y su patrocinador, ya sea dentro de un establecimiento de juego, adjunto al mismo, en un establecimiento de juego afiliado, o en otro establecimiento participante de punto de venta.

"POSS" - Sistema de Punto de Venta. Un sistema que monitorea y controla la actividad de transacción, típicamente a través de una caja registradora u otros periféricos, en los lugares de punto de venta.

"TITOMS" - un acrónimo para el sistema de administración de TITO, el sistema servidor del establecimiento de juego que controla la emisión y amortización de los cupones de crédito para los juegos habilitados sin efectivo dentro de un establecimiento de juego. El juego sin efectivo se refiere comúnmente en la industria de los juegos como Entrada de Boleto Salida de Boleto (Ticket In Ticket Out), por lo tanto el acrónimo de

6. 10. 1950. 11. 10. 1950. 12. 10. 1950. 13. 10. 1950. 14. 10. 1950.

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1. The first step in the process of the formation of the new state is the declaration of independence by the people of the state.

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THE UNIVERSITY OF CHICAGO

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the 1990s, the number of people in the world who are undernourished has declined from 1.1 billion to 800 million, and the number of people who are malnourished has declined from 1.5 billion to 1 billion. The number of people who are undernourished has declined from 1.1 billion to 800 million, and the number of people who are malnourished has declined from 1.5 billion to 1 billion. The number of people who are undernourished has declined from 1.1 billion to 800 million, and the number of people who are malnourished has declined from 1.5 billion to 1 billion.

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the 1990s, the number of people in the world who are under 15 years of age is expected to increase by 1.5 billion, from 1.1 billion in 1990 to 2.6 billion in 2010. The number of people aged 65 and over is expected to increase by 1 billion, from 350 million in 1990 to 1.4 billion in 2010. The number of people aged 15-64 is expected to increase by 1.5 billion, from 1.1 billion in 1990 to 2.6 billion in 2010. The number of people aged 65 and over is expected to increase by 1 billion, from 350 million in 1990 to 1.4 billion in 2010. The number of people aged 15-64 is expected to increase by 1.5 billion, from 1.1 billion in 1990 to 2.6 billion in 2010.

2. The following are the names of the persons who have been appointed to the various positions in the organization:

(1) 1990年12月28日，在《中华人民共和国香港特别行政区基本法》（以下简称《基本法》）颁布之前，香港特别行政区的行政长官是由英国政府委任的。

Journal of Management Studies, 19(1), 67-80.

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the 1990s, the number of people in the United States who are 65 years of age or older is projected to increase from 20 million to 30 million, and the number of people 75 years of age or older is projected to increase from 10 million to 15 million (U.S. Census Bureau, 1996).

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Journal of Management Inquiry 16(4) 409-427

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TITO.

"máquina de amortización automatizada" - una máquina normalmente localizada en un piso de juego que proporciona al patrocinador amortización de autoservicio de
5 cupones de TITO y otras transacciones.

SUMARIO DE LA INVENCION

En un aspecto de la invención, un método para operar un Sistema de Control de Recompensas (RCS) que
10 proporciona cupones de juego gratis que incluyen créditos utilizados en una máquina de juego se proporciona. Los datos de transacción de ventas ingresan para una transacción de venta desde un sistema de punto de venta y una cantidad de créditos de juego gratis para un cupón de
15 juego gratis se calcula utilizando los datos de transacción de ventas. Adicionalmente, el método incluye solicitar la cantidad de créditos de juego gratis de un Sistema de Administración de Entrada de Boleto Salida de Boleto (TITOMS) y recibir la cantidad de los créditos de juego
20 gratis del TITOMS. El método también incluye transmitir la cantidad de créditos de juegos gratis a una impresora de RCS localizada donde se ha llevado a cabo la transacción de venta. La impresora de RCS imprime el cupón de juego gratis por la cantidad de créditos para el patrocinador
25 involucrado en la transacción de venta. El cupón de juego

gratis es capaz de insertarse en una máquina de juego habilitada sin efectivo para obtener un juego gratis.

En otro aspecto de la invención, los datos de transacción de ventas incluyen la cantidad de la compra, el
5 productor particular o servicio comprado, la ubicación donde se lleva a cabo la compra, la hora de la compra, la fecha de la compra, o cualquiera de estas métricas de transacción combinadas con posibilidad al azar.

En otro aspecto de la invención, el cálculo de la
10 cantidad de créditos para el cupón de juego gratis incluye utilizar la cantidad de venta, el tipo de venta, la ubicación donde ocurrió la venta, la hora de la venta, la fecha de la venta, la cantidad del margen hecha sobre este tipo de venta, el porcentaje de ventaja para la casa para
15 máquinas sobre el piso de juego, las cantidades de descuentos u otras promociones asociadas con la transacción, el porcentaje de ajuste para la casa, si un nivel predeterminado de desembolso en ubicaciones participantes por un patrocinador particular ha ocurrido, y
20 si recientemente se ha unido un patrocinador a un club de jugadores frecuentes.

En otro aspecto de la invención, la selección y ponderación de los datos utilizados en el cálculo de la cantidad de créditos para el cupón de juego gratis puede
25 establecerse por un administrador.

En otro aspecto de la invención, los créditos de juegos gratis son para una máquina de juego específica.

En otro aspecto de la invención, se transmite una alerta a la ubicación de la transacción de venta, de que se
5 está analizando o procesando la creación de un cupón de juego gratis.

En otro aspecto de la invención, el RCS incluye medios para procesar, registrar y enviar estadísticas sobre varios parámetros de las ubicaciones de punto de venta de
10 participantes, que incluye la identidad del comerciante, la ubicación del comerciante, y la cantidad de cupones de juego gratis que se han emitido.

En otro aspecto de la invención, una notificación de emisión de un cupón de juego gratis se anexa al recibo
15 del patrocinador.

En otro aspecto de la invención, un código de autorización se proporciona al patrocinador en el punto de venta. El código de autorización se requiere para ingresarse en el RCS para imprimir el cupón de juego
20 gratis.

En otro aspecto de la invención, el cálculo de la cantidad de créditos de juego gratis además incluye utilizar datos de seguimiento del jugador.

En otro aspecto de la invención, el cálculo de la
25 cantidad de créditos de juego gratis además incluye

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utilizar datos de alojamiento del jugador.

En otro aspecto de la invención, el cálculo de la cantidad de créditos de juego gratis además incluye utilizar datos de compras del patrocinador. Los datos de
5 compras del patrocinador se almacenan en una cuenta de compras del patrocinador única para cada patrocinador. El RCS recibe información de identidad de un patrocinador para crear y modificar los datos de la cuenta de compras del patrocinador.

10 Este resumen se ha proporcionado para que la naturaleza de la invención pueda entenderse rápidamente. Un entendimiento más completo de la invención puede obtenerse por referencia a la siguiente descripción detallada, reivindicaciones anexas y figuras anexas.

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BREVE DESCRIPCIÓN DE LAS FIGURAS

La FIGURA 1 es un diagrama que ilustra los componentes del RCS y sus puertos de interfaz de acuerdo con una modalidad ejemplar la presente invención.

20 La FIGURA 2 es un diagrama que ilustra la conexión del RCS a su impresora de producción de cupones y el sistema de punto de venta dentro de un establecimiento de juego de acuerdo con una modalidad ejemplar de la presente invención.

25 La FIGURA 3 es un diagrama de un sistema de

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cupones de juegos que ilustra un ambiente de registro de entrada o registro de salida de alojamiento que utiliza el RCS, TITOMS, POS, PTS y LMS de acuerdo con una modalidad ejemplar de la presente invención.

5 La FIGURA 4 es un diagrama que ilustra la correlación entre el RCS y un sistema de contabilidad de acuerdo con una modalidad ejemplar de la presente invención.

10 La FIGURA 5 es un diagrama que ilustra un ambiente de punto de venta y el proceso de emisión de códigos de autorización que involucra el RCS, TITOMS y POSS de acuerdo con una modalidad ejemplar de la presente invención.

15 La FIGURA 6 es un diagrama que ilustra el algoritmo relacionada con la emisión de cupones basados en compras en una ubicación de punto de venta.

20 La FIGURA 7 es un diagrama que ilustra un registro de entrada del patrocinador para el proceso de establecimiento de juego de acuerdo con una modalidad ejemplar de la presente invención.

 La FIGURA 8 es un diagrama que ilustra un registro de salida del patrocinador del proceso de establecimiento de juego de acuerdo con una modalidad ejemplar de la presente invención.

25 La FIGURA 9 es un diagrama que ilustra un proceso

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para proporcionar un incentivo para un patrocinador para que se una al club de jugadores frecuentes del establecimiento de juego de acuerdo con una modalidad ejemplar de la presente invención.

5 La FIGURA 10 es un diagrama de varios métodos de emisión para cupones de juego gratis y créditos de juego gratis utilizando un código de autorización de acuerdo con una modalidad ejemplar de la presente invención.

10 La FIGURA 11 es un diagrama que ilustra el ambiente de punto de venta que proporciona una advertencia al patrocinador y/o cajero de acuerdo con una modalidad ejemplar de la presente invención.

DESCRIPCIÓN DETALLADA DE LA INVENCION

15 La FIGURA 1 es un diagrama que ilustra los componentes del RCS de acuerdo con una modalidad ejemplar de la presente invención. Como se muestra en la FIGURA 1, el RCS 100 incluye un procesador 102, código 104 de aplicación, memoria 106, y almacén 108. El almacén 108 es
20 un dispositivo para almacenamiento a largo plazo de datos tal como una unidad de disco o una Memoria de Sólo Lectura Programable Eléctricamente Borrable (EEPROM). El RCS además incluye puertos para interconectarse con dispositivos y sistemas externos. Los puertos de interfaz incluyen el
25 puerto 110 de Sistema de Administración de Boleto de

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Entrada Boleto de Salida (TITOMS), el puerto 112 de Sistema de Administración de Alojamiento (LMS), puerto 114 de Sistema de Seguimiento de Jugador (PTS), puerto 116 de Sistema de Punto de Venta (POSS), puerto 118 de Contabilidad, puerto 120 de Otro, puerto 122 de Impresoras, puerto 124 de Teclados, puerto 126 de Dispositivo de Alerta para el Patrocinador y puerto 128 de Enlace de Administrador.

En operación, el procesador 102 del RCS ejecuta el código 104 de aplicación almacenado en la memoria 106 para realizar las funciones de un RCS como se describe en la presente. El puerto 110 de TITOMS realiza la comunicación con un TITOMS para el propósito de la creación de créditos de juego gratis dentro del sistema de juegos sin efectivo del establecimiento de juego y recibe adicionalmente un código de validación del TITOMS contra el cual los créditos se registran dentro del TITOMS. El puerto 112 de LMS realiza la comunicación con un LMS para monitorear la actividad de un patrocinador e intercambia datos de manera que el RCS pueden determinar si un cupón de juego gratis debe emitirse al patrocinador en registro de entrada o registro de salida del alojamiento. Puerto 114 de PTS se comunica con un sistema de PTS e intercambia datos de manera que el RCS pueda determinar si un cupón de juego gratis debe emitirse o mejorarse como resultado del

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1. The first part of the document discusses the importance of maintaining accurate records of all transactions and activities related to the project. It emphasizes the need for transparency and accountability in financial management.

2. The second part outlines the various methods used to collect and analyze data, ensuring that the information gathered is reliable and valid. This includes both qualitative and quantitative approaches.

3. The third section details the results of the research, highlighting key findings and trends observed during the study period. It also addresses any limitations or challenges encountered throughout the process.

4. Finally, the conclusion summarizes the overall objectives of the study and provides recommendations for future research and implementation based on the current findings.

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patrocinador que realiza la transacción que es un miembro de un club de jugadores frecuentes o de membresía del establecimiento de juego.

El puerto 116 de POSS se comunica con un POSS e
5 intercambia datos de manera que el RCS puede determinar si una transacción particular cumple los criterios necesarios para calificar para la creación de un cupón de juego gratis, y además para determinar la cantidad de créditos de juegos gratis para emitirse en el cupón. De acuerdo con una
10 modalidad de la invención, el puerto de POSS se comunica adicionalmente con el POSS para solicitar y recibir un código de autorización del POSS el cual proporciona al patrocinador al momento de una transacción.

El puerto 118 de Contabilidad se utiliza para la
15 comunicación con un sistema de contabilidad del establecimiento de juego y comunica datos tal como registros de actividad. El puerto 120 de Otro se utiliza para la comunicación con otros dispositivos misceláneos. El puerto 122 de Impresora se interconecta con impresoras en
20 el sistema de RCS para propósito de crear un cupón de juego gratis en la ubicación donde ha tenido lugar una transacción cualificativa. El puerto 124 de Teclado recibe comunicaciones que contienen un código de autorización de un teclado y proporcionan la información al RCS. El puerto
25 126 de dispositivos de Alerta de Patrocinador intercambia

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datos de manera que el RCS pueda alertar a un patrocinador de que se está procesando un cupón de juego gratis. El puerto 128 de enlace de administrador se comunica con un administrador de sistemas para aceptar la programación de
5 manera que los datos que se utilizan por el RCS en el transcurso de su procesamiento de transacción de punto de venta para determinar si debe crearse un cupón de juego gratis y la cantidad del cupón.

La FIGURA 2 es un diagrama que ilustra la
10 conexión del RCS a su impresora de producción de cupones y un sistema de punto de venta dentro un establecimiento de juegos de acuerdo con una modalidad ejemplar de la presente invención. Como se muestra en la FIGURA 2, el RCS 100 se acopla a un POSS 200. El POSS se acopla a uno o más
15 registros tal como el registro 210. El RCS también se acopla a TITOMS 202 y por lo menos a una impresora 208 de RCS. El RCS puede acoplarse adicionalmente a un PTS 204. Una máquina 206 de juegos habilitada sin efectivo se acopla a TITOMS y puede acoplarse adicionalmente al PTS: El cupón
20 212 de juego gratis se crea por la impresora 208 de RCS y se utiliza en la máquina de juego habilitada sin efectivo.

Una pluralidad de impresoras de RCS puede estar simultáneamente en operación y conectarse al RCS u otros componentes del sistema de control de recompensas. Las
25 impresoras de RCS pueden conectarse adicionalmente entre sí

mediante una red, o acoplarse juntas. Además, las impresoras de RCS pueden distribuirse en esencialmente cualquier ubicación. Las impresoras de RCS también pueden combinarse físicamente con otros componentes en el sistema de control de recompensas. Por ejemplo, en una modalidad, la impresora 208 de RCS y el POSS 200 se combinan en un dispositivo terminal sencillo.

En operación, el POSS señala al RCS que ha ocurrido una transacción de venta en el registro. El POSS también transmite datos al RCS tal como la cantidad, ubicación y formación de la transacción. Utilizando datos del POS, y analizando los datos de acuerdo con su programación, el RCS determina la cantidad de créditos de juego gratis para la cual se califica una transacción. Si van a emitirse créditos, el RCS solicita los créditos del TITOMS. Con la recepción de los créditos del TITOMS, el RCS señala la impresora de RCS en la ubicación donde ha tenido lugar la transacción para emitir un cupón de juego gratis por la cantidad de créditos.

Adicionalmente, el RCS recibe datos del PTS en cuanto al jugador como un cliente para el establecimiento de juego, el cual puede utilizarse como un métrica dentro del cálculo en el RCS para mejorar la probabilidad o cantidad de créditos de juego gratis que va a emitirse. Los cupones de juego gratis impresos por la impresora de RCS se

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insertan en la máquina de juegos habilitada sin efectivo, la cual a su vez recibe los créditos de juego gratis del TITOMS al cual se ha acoplado y que a registrado los créditos contra el código de validación de los cupones de juego gratis.

La FIGURA 3 es un diagrama de un sistema de cupones de juegos que ilustra un ambiente de registro de entrada o de registro de salida de alojamiento que utiliza el RCS, TITOMS, POSS, PTS, TITOMS y LMS de acuerdo con una modalidad ejemplar de la presente invención.

Como se muestra en la FIGURA 3, el RCS 100 se acopla a POSS 200, a TITOMS 202, a PTS 204 y a la impresora 208 de RCS. Adicionalmente, el RCS se acopla al LMS 300. Una máquina 206 de juego habilitada sin efectivo se acopla a TITOMS y puede acoplarse adicionalmente al PTS. El cupón 212 de juego gratis se crea por la impresora de RCS y se utiliza en la máquina de juegos habilitadas en efectivo. El escritorio de recepción 214 se acopla al LMS.

En operación, el RCS recibe señalación del LMS y PTS durante el registro de entrada o registro de salida de un patrocinador para el hotel de establecimiento de juego. Durante un evento de registro de entrada, el RCS utiliza los datos de LMS y PTS para determinar si una categoría de jugador particular o actividad de compras amerita emisión de créditos de juego gratis. Si es así, el RCS señala a la



TO THE HONORABLE SECRETARY OF THE ARMY
WASHINGTON, D. C.
FROM THE SECRETARY OF THE ARMY
SUBJECT: [Illegible]
[The following text is extremely faint and largely illegible due to the quality of the scan. It appears to be a formal memorandum or letter, possibly discussing military personnel or administrative matters.]

impresora de RCS instalada en la ubicación de registro de entrada (tal como el escritorio de recepción) para emitir un cupón de juego gratis. Durante un evento de registro de salida, el RCS utiliza datos del LMS y PTS para determinar si el nivel de actividad de compras durante la permanencia del patrocinador en el establecimiento de juego amerita créditos de juego gratis. Si es así, el RCS señala a la impresora de RCS instalada en la ubicación de registro de salida para que emita un cupón de juego gratis.

10 La FIGURA 4 es un diagrama que ilustra la correlación entre el RCS y un sistema de contabilidad de acuerdo con una modalidad ejemplar de la presente invención. Como se muestra en la FIGURA 4, el RCS 100 se acopla al sistema 400 de contabilidad que maneja y
15 monitorea la actividad financiera dentro de un establecimiento de juegos.

 En operación, los parámetros de juego gratis y los datos como se describe en la Tabla 6 tal como el porcentaje de ventaja para la casa y el porcentaje de
20 ajuste para la casa pueden solicitarse del sistema de contabilidad por el RCS. El RCS envía informes y registros con respecto a la cantidad de créditos de juego gratis emitidos contra las transacciones, de manera que el establecimiento de juegos puede realizar reconciliación de
25 cuentas de las promociones de RCS dentro de su sistema

1. The first of these is the fact that the average age of the population is increasing.

2. The second is the fact that the average income per capita is increasing.

3. The third is the fact that the average literacy rate is increasing.

4. The fourth is the fact that the average life expectancy is increasing.

5. The fifth is the fact that the average health care expenditure is increasing.

6. The sixth is the fact that the average government expenditure on social services is increasing.

7. The seventh is the fact that the average government expenditure on education is increasing.

8. The eighth is the fact that the average government expenditure on health care is increasing.

9. The ninth is the fact that the average government expenditure on social services is increasing.

10. The tenth is the fact that the average government expenditure on education is increasing.

11. The eleventh is the fact that the average government expenditure on health care is increasing.

12. The twelfth is the fact that the average government expenditure on social services is increasing.

13. The thirteenth is the fact that the average government expenditure on education is increasing.

14. The fourteenth is the fact that the average government expenditure on health care is increasing.

financiero.

La FIGURA 5 es un diagrama que ilustra un ambiente de punto de venta y proceso de emisión de código de autorización que utiliza RCS, TITOMS, y POSS de acuerdo con una modalidad ejemplar de la presente invención.

Como se muestra en la FIGURA 5, el RCS 100 se acopla al POSS 200, a TITOMS 202, a la impresora 208 de RCS y al teclado 500. El TITOMS se acopla a la máquina 206 de juegos habilitada sin efectivo. El registro 210 se acopla al POSS. La recepción 502 se crea por el registro. El cupón 212 de juego gratis se crea por la impresora de RCS y se utiliza en la máquina de juegos habilitada sin efectivo.

En operación, el teclado se utiliza para agregar una característica de seguridad al sistema de la FIGURA 2. El propósito de la característica es evitar el uso no autorizado o abuso de los cupones de juego gratis por cajeros que realizan la transacción, u otros participantes que pretenden robar el cupón cuando el patrocinador se distrae o no se da cuenta que un cupón de juego gratis se ha emitido al mismo. Como una modificación a las actividades del sistema descrita en la FIGURA 2, el RCS solicita la POSS anexar el código 510 de autorización al recibo de transacción dado al patrocinador, en lugar de imprimir automáticamente un cupón de juego gratis. El patrocinador entonces se requiere que ingrese el código de



autorización en el teclado (en esa máquina u otra) para poder activar la impresión del cupón de juego gratis.

Como un nivel agregado de seguridad, un patrocinador se registra como participante en una ubicación adecuada desde donde se le envió una tarjeta de comprador. El patrocinador ingresa un número de identificación personal (PIN) para crear una cuenta de recompensas. Cuando se hacen las compras, el patrocinador pasa su tarjeta de comprador e ingresa su PIN para que el código de autorización se emita al POSS para anexarse a su recibo. Para cobrar el cupón de juego gratis, el patrocinador nuevamente pasa su tarjeta de comprador e ingresa su PIN y número de autorización del recibo para provocar que el RCS cree un cupón de juego gratis. Una vez que se utiliza un código de autorización para crear un cupón de juego gratis, el RCS marca el código de autorización como ya no válido.

Varias combinaciones de código de autorización, la tarjeta de comprador, y PIN son posibles para asegurar que el patrocinador que hace la compra en el POSS realmente sea el individuo que se beneficia de los créditos de juego gratis extendidos por el sistema.

La FIGURA 6 es un diagrama que ilustra el cálculo relacionado con emitir cupones basados en compras en una ubicación de punto de venta. Como se muestra en la FIGURA 6, el proceso comienza en la etapa 600 con una compra

siendo hecha por medio de alojamiento 650, restaurantes/comedores 652, bares/clubes nocturnos 654, servicio 656 de cuarto, espectáculos/entretenimientos 658, mercancías 660, u otro POSS 662. En la etapa 602, el RCS
 5 calcula los datos a partir de la compra para determinar si la compra cumple los requerimientos para la emisión de créditos de juego gratis.

Un ejemplo de un cálculo para determinar una cantidad de créditos de juego gratis para emitir es como
 10 sigue:

$\$100 \text{ \{transacción\}} - \$10 \text{ \{venta\}} - \$50 \text{ \{margen\}} -$
 $\$40 \text{ \{sub-total\}} + \$5 \text{ \{adj.\}} = \$45 \text{ \{sub-total2\}} - \$2.25$
 $\text{\{casa\}} = \$42.75 \text{ créditos de juegos gratis emitidos}$

donde:

15 $\text{transacción} = \text{la cantidad de la transacción que se ha presentado}$

$\text{venta} = \text{cualesquier descuentos promocionales aplicados a la venta, más allá del sistema de RCS}$

$\text{margen} = \text{margen para ese producto particular o}$
 20 servicio

$\text{adj.} = \text{un ajuste positivo o negativo aplicado a un sub-total del calculo el cual puede relacionarse con el producto particular o servicio que se compra, o la}$
 $\text{ubicación, fecha u hora cuando sucedió la compra. Por}$
 25 $\text{ejemplo, durante un mes particular, la compra de ropa para}$

dama en un almacén particular podría provocar 10% más de Créditos de Juegos Gratis se extienda.

5 casa = ventaja de porcentaje del establecimiento de juego sobre máquinas traga monedas aplicadas a créditos totales de juego gratis calculados.

10 Si la compra cumple el requerimiento, entonces se emite un cupón de juego gratis en la etapa 604. El proceso entonces finaliza en la etapa 606. Si la compra no cumple los requerimientos, no se emite ningún cupón de juego gratis y el proceso finaliza.

15 El proceso puede contener adicionalmente etapas 608 y 610. En la etapa 608, el RCS primero accede al PTS para determinar la identificación de un patrocinador y la categoría de ese patrocinador dentro del PTS. La cantidad de créditos de juego gratis entonces puede mejorarse dependiendo de la información de PTS. Si no se identifica el patrocinador en el sistema de PTS, el patrocinador se le ofrece membresía en el PTS en la etapa 610. El proceso entonces procede en la etapa 602 como en la situación anterior.

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25 La FIGURA 7 es un diagrama que ilustra un proceso de un registro de entrada de patrocinador en el alojamiento de establecimiento de juego de acuerdo con una modalidad ejemplar de la presente invención. Como se muestra en la FIGURA 7, el proceso comienza en la Etapa 700 con el

patrocinador registrando su entrada en el alojamiento de establecimiento de juego. El proceso procede a la etapa 702, donde el RCS revisa el historial de compras del patrocinador, y determina, de acuerdo con su programación, si la actividad de compras amerita la emisión de créditos de juego gratis. Adicionalmente, el RCS puede calcular en la etapa 702 que una promoción actualmente está activa y emite créditos por consiguiente. Si va a emitirse un cupón de juego gratis, el RCS emite el cupón de juego gratis en la etapa 704 y el proceso finaliza en la etapa 706. Si el RCS determina que no va a emitirse ningún cupón de juego gratis, no se emite ningún cupón de juego gratis y el proceso finaliza.

El proceso puede contener adicionalmente etapas 708 y 710. En la etapa 708, el RCS primero accede al PTS para determinar la identificación de un patrocinador y la categoría del patrocinador dentro del PTS. La cantidad de créditos de juego gratis pueden entonces mejorarse dependiendo de la información de PTS. Si el patrocinador no se identifica en el sistema de PTS, se le ofrece al patrocinador la membresía en el PTS en la etapa 710. El proceso entonces procede a la etapa 702 como en la situación anterior.

La FIGURA 8 es un diagrama que ilustra un registro de salida de patrocinador del alojamiento de

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establecimiento de juego de acuerdo con una modalidad ejemplar de la presente invención. Como se muestra en la FIGURA 8, el proceso comienza en la etapa 800 con el registro de salida de un patrocinador del alojamiento de
5 establecimiento de juego. En la etapa 802, el RCS solicita la actividad de compras del patrocinador del servidor. En la etapa 804, el RCS revisa el historial de compras del patrocinador y determina, de acuerdo con su programación, si la actividad de compras amerita la emisión de créditos
10 de juego gratis. Adicionalmente, el RCS puede calcular en la etapa 804 que actualmente está activa una promoción y emite créditos por consiguiente. Si un cupón de juego gratis va a emitirse, el RCS emite el cupón de juego gratis en la etapa 806 y el proceso finaliza en la etapa
15 808. Si el RCS determina que ningún cupón de juego gratis va a emitirse, ningún cupón de juego gratis se emite y el proceso finaliza.

El proceso puede contener adicionalmente las etapas 810 y 812. En la etapa 810, el RCS primero accede al
20 PTS para determinar la identificación de un patrocinador y la categoría de ese patrocinador dentro del PTS. La cantidad de créditos de juego gratis pueden entonces mejorarse dependiendo de la información de PTS. Si el patrocinador no se identifica en el sistema de PTS, se le
25 ofrece al patrocinador la membresía del PTS en la etapa

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812. El proceso entonces procede en la etapa 802 como en la situación anterior.

La FIGURA 9 es un diagrama que ilustra un proceso para proporcionar un incentivo para un patrocinador para que se una al club de jugadores frecuentes del establecimiento de juegos de acuerdo con una modalidad ejemplar de la presente invención. La FIGURA 9 anexa una modificación al proceso descrito en la FIGURA 6, la FIGURA 7 y la FIGURA 8, en el caso bajo la FIGURA 6 que se determinó que el patrocinador no era parte del club de jugadores frecuentes mantenido en el PTS.

Como se muestra en la FIGURA 9, el proceso comienza en la etapa 900 con la creación de un incentivo de seguimiento de patrocinador para el patrocinador. Por ejemplo, al patrocinador podría ofrecérsele una cantidad incrementa de créditos de juegos gratis para unirse al sistema. En etapa 902, se determina si el patrocinador ha aceptado el incentivo y de este modo decide unirse al club de jugadores frecuentes. Si el patrocinador no acepta la oferta, el proceso finaliza en la etapa 908. Sin embargo, si el patrocinador acepta la oferta, el individuo se registra en el PTS en la etapa 904, y el incentivo se emite al patrocinador en el etapa 906. El procesador entonces finaliza en la etapa 908.

La FIGURA 10 es un diagrama de varios métodos de

1. The first step in the process is to identify the problem or issue that needs to be addressed. This involves gathering information and understanding the context of the problem.

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1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

the 1990s, the number of people in the United States who are 65 years of age or older is projected to increase from 20 million to 35 million, and the number of people 75 years of age or older is projected to increase from 10 million to 17 million (U.S. Census Bureau, 1996). The number of people 85 years of age or older is projected to increase from 2 million to 4 million (U.S. Census Bureau, 1996). The number of people 90 years of age or older is projected to increase from 500,000 to 1 million (U.S. Census Bureau, 1996). The number of people 95 years of age or older is projected to increase from 100,000 to 200,000 (U.S. Census Bureau, 1996). The number of people 100 years of age or older is projected to increase from 10,000 to 20,000 (U.S. Census Bureau, 1996).

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the 1990s, the number of people in the world who are under 15 years of age is expected to increase by 1.5 billion, from 1.1 billion in 1990 to 2.6 billion in 2010. The number of people aged 65 and over is expected to increase by 1 billion, from 350 million in 1990 to 1.4 billion in 2010. The number of people aged 15-64 is expected to increase by 1.5 billion, from 1.1 billion in 1990 to 2.6 billion in 2010. The number of people aged 65 and over is expected to increase by 1 billion, from 350 million in 1990 to 1.4 billion in 2010. The number of people aged 15-64 is expected to increase by 1.5 billion, from 1.1 billion in 1990 to 2.6 billion in 2010.

1. The first group of respondents (10%) was made up of 100% females, 100% of whom were married. The majority of this group (70%) was aged 40-50 years, 10% were aged 30-40 years, and 20% were aged 50-60 years. The majority of this group (70%) was employed full-time, 10% were employed part-time, and 20% were unemployed. The majority of this group (70%) was employed in the health care sector, 10% were employed in the education sector, and 20% were employed in the retail sector. The majority of this group (70%) was employed in a senior position, 10% were employed in a junior position, and 20% were employed in a middle position. The majority of this group (70%) was employed in a permanent position, 10% were employed in a casual position, and 20% were employed in a contract position. The majority of this group (70%) was employed in a full-time position, 10% were employed in a part-time position, and 20% were employed in a casual position. The majority of this group (70%) was employed in a permanent position, 10% were employed in a casual position, and 20% were employed in a contract position. The majority of this group (70%) was employed in a full-time position, 10% were employed in a part-time position, and 20% were employed in a casual position. The majority of this group (70%) was employed in a permanent position, 10% were employed in a casual position, and 20% were employed in a contract position.

... ..

the 1990s, the number of people in the world who are under 15 years of age is expected to increase from 1.1 billion to 1.5 billion. The number of people aged 65 and over is expected to increase from 250 million to 450 million. The number of people aged 15 and over is expected to increase from 3.5 billion to 4.5 billion. The number of people aged 15 and over is expected to increase from 3.5 billion to 4.5 billion. The number of people aged 15 and over is expected to increase from 3.5 billion to 4.5 billion.

1. *Journal of the American Medical Association*, 2000; 284: 2689-2694.

the 1990s, the number of people in the world who are under 15 years of age is expected to increase from 1.1 billion to 1.5 billion. The number of people aged 65 and over is expected to increase from 200 million to 400 million. The number of people aged 15 and over is expected to increase from 3.5 billion to 4.5 billion. The number of people aged 15 and over is expected to increase from 3.5 billion to 4.5 billion. The number of people aged 15 and over is expected to increase from 3.5 billion to 4.5 billion.

1. The first step is to identify the problem or goal. This involves understanding the current situation, identifying the problem, and setting a clear goal. The goal should be specific, measurable, achievable, relevant, and time-bound (SMART).

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Journal of Management Studies, 36(7), 809–827.

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Journal of Management Studies, 19(6), 701-718.

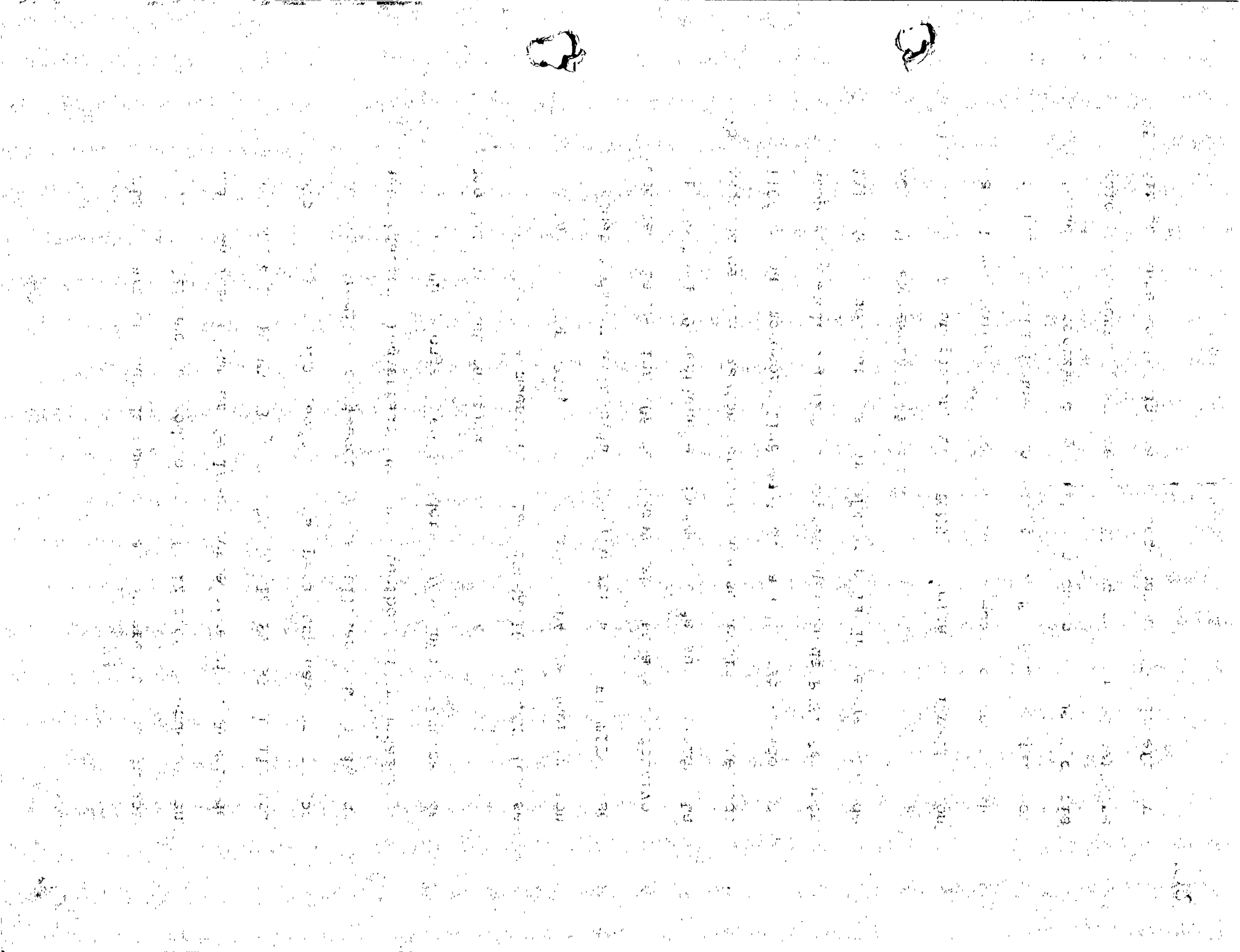
Journal of Management Education 36(7) 809–826

1. The first part of the paper is devoted to the study of the asymptotic behavior of the solutions of the system (1) as $\epsilon \rightarrow 0$. It is shown that the solutions of the system (1) converge to the solutions of the system (2) in the sense of the weak convergence in the space $L^2(\Omega; \mathbb{R}^n)$. The second part of the paper is devoted to the study of the asymptotic behavior of the solutions of the system (1) as $\epsilon \rightarrow 0$. It is shown that the solutions of the system (1) converge to the solutions of the system (2) in the sense of the weak convergence in the space $L^2(\Omega; \mathbb{R}^n)$.

emisión para cupones de juegos gratis y créditos de juegos gratis utilizando un código de autorización de acuerdo con una modalidad ejemplar de la presente invención. Además de la FIGURA 2, FIGURA 3 y FIGURA 5, la FIGURA 10 ilustra 5 métodos de emisión adicionales para cupones de juegos gratis y créditos de juegos gratis utilizando un código de autorización registrado en un recibo de transacción, TITOMS, una caja registradora y/o una máquina de amortización automatizada.

10 Como se muestra en la FIGURA 10, el RCS 100 se acopla a TITOMS 202, a la máquina 1104 de amortización automatizada, y a la caja 1106 registradora. El TITOMS se acopla a la máquina 206 de juegos habilitada sin efectivo. El recibo 1100 contiene el código 510 de autorización. La 15 máquina de amortización automatizada se acopla a un teclado 1106 y una impresora 1108 de RCS. La caja registradora se acopla al teclado 1112 y la impresora 1114 de RCS. El cupón 1116 de juego gratis se imprime por la impresora 1108 de RCS o la impresora 1114 de RCS.

20 En operación, el TITOMS solicita de la validación de RCS del código de autorización ingresado en una máquina de juegos habilitada sin efectivo. El RCS verifica el código de autorización y emite un cupón de juego gratis como se discute previamente. El cupón puede insertarse 25 directamente en la máquina de juego habilitada sin efectivo



para la amortización.

En otra modalidad, el RCS se acopla a una caja registradora o una pluralidad de tales. Un cajero utiliza un teclado para ingresar el código de autorización anexo al recibo del patrocinador. El RCS verifica el código de autorización y emite un cupón de juego gratis directamente como se discute previamente. El cupón entonces puede insertarse directamente en la máquina de juegos habilitada sin efectivo para la amortización.

En aún otra modalidad, el RCS se acopla a una máquina de amortización ejemplar automática o a una pluralidad de tales. Un patrocinador ingresa el código de autorización desde el recibo en la máquina de amortización automatizada. La máquina de amortización automatizada solicita validación del código de autorización del RCS. El RCS verifica el código de autorización y notifica a la máquina de amortización automatizada de tal cosa. La máquina de amortización entonces señala a la impresora de RCS para que emita un cupón de juego gratis.

Como se indica previamente bajo la FIGURA 5, cualquiera de los métodos de amortización de la FIGURA 10 pueden emplear cualquier combinación de las medidas de seguridad descritas en la descripción detallada de la FIGURA 5 anterior, incluyendo una tarjeta de comprador separada y PIN.

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DEPARTMENT OF THE ARMY

OFFICE OF THE ADJUTANT GENERAL

WASHINGTON, D. C.

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La FIGURA 11 es un diagrama que ilustra un ambiente de punto de venta que proporciona una alerta al patrocinador y/o cajero de acuerdo con una modalidad ejemplar de la presente invención. El sistema descrito en la FIGURA 11 se pretende para agregarse a cualquier operación del sistema general descrita previamente en las descripciones detalladas de la FIGURA 2, FIGURA 3, FIGURA 5 y FIGURA 10. El propósito de la alerta es ayudar a asegurar que el patrocinador siempre esté al tanto de que un cupón de juego gratis está pendiente o en el proceso de ser creado por la impresora de RCS, y de este modo el cupón se le da al patrocinador, no descartado o tomado por otro participante.

Como se muestra en la FIGURA 11, el RCS 100 se acopla a POSS 200, a la impresora 1202 de RCS y al dispositivo 1204 de alerta. El POSS se acopla a un registro 1200. Adicionalmente, el dispositivo de alerta puede acoplarse a la impresora de RCS. En operación, el dispositivo de alerta recibe una señal de alerta del RCS y alerta al patrocinador o cajero de la emisión pendiente de un cupón de juego gratis. El dispositivo de alerta puede ser impulsado por el RCS o la impresora de RCS misma.

Las Tablas 1 a 6 indican listas parciales de elementos de datos y parámetros para un sistema de cupones de juegos de acuerdo con modalidades ejemplares de la

1. The first part of the document discusses the importance of maintaining accurate records of all transactions and activities. It emphasizes the need for transparency and accountability in financial reporting.

2. The second part of the document outlines the various methods and techniques used to collect and analyze data. It includes a detailed description of the experimental setup and the procedures followed during the study.

3. The third part of the document presents the results of the study, showing the data collected and the analysis performed. It includes tables and graphs to illustrate the findings.

4. The fourth part of the document discusses the implications of the study and the conclusions drawn from the results. It highlights the significance of the findings and their potential applications in the field.

5. The fifth part of the document provides a summary of the study and a list of references. It also includes a list of figures and tables used in the document.

1

1. The first part of the document discusses the importance of maintaining accurate records of all transactions and activities. It emphasizes that proper record-keeping is essential for transparency and accountability, particularly in financial matters.

2. The second part outlines the specific procedures for recording transactions. It details the steps involved in capturing data, ensuring its accuracy, and storing it securely. This section also addresses the challenges associated with data collection and the importance of regular audits.

3. The third part focuses on the analysis and interpretation of the recorded data. It describes various methods for identifying trends, patterns, and anomalies. This section highlights the role of statistical tools and software in facilitating data analysis.

4. The fourth part discusses the implications of the data analysis for decision-making. It explains how the insights gained from the data can be used to inform strategic planning, resource allocation, and operational improvements.

5. The fifth part concludes the document by summarizing the key findings and recommendations. It reiterates the importance of a systematic approach to data management and encourages ongoing monitoring and evaluation.

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7

presente invención.

La Tabla 1 describe tipos posibles de juegos gratis que pueden emitirse por el RCS.

5

Tabla 1: Tipos de Juegos Gratis.

10

15

| |
|-------------------------------------|
| Máquina Tragamonedas Específica |
| Cualquier Máquina Tragamonedas |
| Pluralidad de Máquinas Tragamonedas |
| Videojuego Específico |
| Cualquier Videojuego |
| Pluralidad de Videojuegos |
| Mesa de Juego Específica |
| Cualquier Mesa de Juego |
| Pluralidad de Mesas de Juego |
| Cualquier Denominación |
| Denominación Específica |
| Múltiples Denominaciones |

20

La Tabla 2 ilustra posibles parámetros de una compra de POSS que puede utilizarse por el RCS para calcular la cantidad de créditos de juegos gratis para emitirse.

Tabla 2: Parámetros de Compra de POSS

25

| |
|----------------------------|
| Cantidad de Compra Total |
| Cantidad de Compra por POS |

4

45

78

5

| |
|-------------------------------|
| Tipo de Compra |
| Margen para el Tipo de Compra |
| Fecha de la Compra |
| Hora de la Compra |
| Cantidad de Descuento |
| Porcentaje de Descuento |

La Tabla 3 lista parámetros posibles de la información del comerciante que puede utilizarse por el RCS en el cálculo de la cantidad de créditos de juegos gratis que deben emitirse.

Tabla 3: Parámetros de Información del Comerciante.

15

| |
|----------------------------------|
| ID Única del Comerciante |
| Nombre del Comerciante |
| Número de Cuenta del Comerciante |
| Ubicación del Comerciante |

La Tabla 4 lista parámetros posibles de la información de establecimiento de juego que puede utilizarse por el RCS en el cálculo de la cantidad de créditos de juegos gratis que debe emitirse.

Tabla 4: Parámetros de Establecimiento del Juego

| |
|----------|
| ID Única |
| Nombre |

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Form 100-10 (Rev. 1-25-60)

| | |
|------------------------------------|----------------|
| NAME (Last, first, middle initial) | DATE OF BIRTH |
| SEX | EDUCATION |
| RELIGION | ETHNIC OR RACE |
| HEIGHT | WEIGHT |
| HAIR | COLORED |
| SCARS, WOUNDS, OR TATTOOS | REMARKS |

1. Name of person to whom this report is being made

2. Name of person making this report

3. Address of person making this report

| | |
|----------------|---------------------------|
| DATE OF BIRTH | SEX |
| EDUCATION | RELIGION |
| ETHNIC OR RACE | HEIGHT |
| WEIGHT | HAIR |
| COLORED | SCARS, WOUNDS, OR TATTOOS |
| REMARKS | |

4. Name of person to whom this report is being made

5. Name of person making this report

6. Address of person making this report

| | |
|----------------|---------------------------|
| DATE OF BIRTH | SEX |
| EDUCATION | RELIGION |
| ETHNIC OR RACE | HEIGHT |
| WEIGHT | HAIR |
| COLORED | SCARS, WOUNDS, OR TATTOOS |
| REMARKS | |

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| |
|------------------|
| Número de Cuenta |
| Ubicación |

La Tabla 5 lista los parámetros incentivos de seguimiento del patrocinador que pueden utilizarse por el

5 RCS en el cálculo de la cantidad de créditos de juegos gratis que debe emitirse.

Tabla 5: Parámetros Incentivos del Seguimiento del Patrocinador

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| |
|-------------------------------------|
| Número de Juegos Gratis Adicionales |
| Alimentos/Bebidas |
| Mercancía |
| Boletos |
| Otros |

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La Tabla 6 lista los parámetros para un juego gratis que puede utilizarse por el RCS en el cálculo de la cantidad de créditos de juego gratis que deben emitirse.

Tabla 6: Parámetros de Juego Gratis

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| |
|---------------------------------------|
| Fecha de Comienzo de la Promoción |
| Fecha de Finalización de la Promoción |
| Hora del Comienzo de la Promoción |
| Hora de Finalización de la Promoción |
| Fecha Emitida del Cupón |
| Hora Emitida del Cupón |

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|--|
| Número del Cupón |
| Número de Impresora de RCS |
| Código de Autorización |
| Código de Validación |
| Porcentaje de Ventaja para la Casa |
| Porcentaje de Ajuste para la Casa |
| Límite sobre la Promoción por Patrocinador |
| Límite por Ubicación |
| Validez con otras Promociones |
| Número de Emisión de Cupones |
| Identificación del Juego |
| Valor de Efectivo |
| Cantidad de Créditos |
| Número de Juegos Gratis |
| Alerta del Patrocinador |

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1. The first part of the document is a list of names and their corresponding addresses. The names are listed in the first column, and the addresses are listed in the second column. The names are: John Doe, Jane Smith, and Bob Johnson. The addresses are: 123 Main St, 456 Elm St, and 789 Oak St.

2. The second part of the document is a table with two columns. The first column is labeled "Name" and the second column is labeled "Address". The table contains the following data:

| Name | Address |
|-------------|-------------|
| John Doe | 123 Main St |
| Jane Smith | 456 Elm St |
| Bob Johnson | 789 Oak St |

3. The third part of the document is a list of names and their corresponding addresses. The names are listed in the first column, and the addresses are listed in the second column. The names are: John Doe, Jane Smith, and Bob Johnson. The addresses are: 123 Main St, 456 Elm St, and 789 Oak St.

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NOVEDAD DE LA INVENCION

Habiendo descrito la presente invención se considera como novedad y por lo tanto se reclama como propiedad lo descrito en las siguientes reivindicaciones.

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REIVINDICACIONES

1. Un método para proporcionar un cupón de juego gratis utilizado en una máquina de juego sin efectivo, caracterizado porque comprende:

10 recibir datos de transacción de ventas para una transacción de venta;

 calcular una cantidad de créditos de juegos gratis para el cupón de juego gratis utilizando los datos de transacción de ventas;

15 solicitar la cantidad de créditos de juegos gratis de un Sistema de Administración de Boleto de Entrada Boleto de Salida (TITOMS);

 recibir la cantidad de créditos de juegos gratis del TITOMS; e

20 imprimir el cupón de juego gratis que incluye la cantidad de créditos de juego gratis.

 2. El método de conformidad con la reivindicación 1, caracterizado porque los datos de transacción de ventas incluyen una cantidad de la compra.

25 3. El método de conformidad con la reivindicación

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COMMISSIONER OF THE GENERAL LAND OFFICE

TO THE HONORABLE SECRETARY OF THE INTERIOR
WASHINGTON, D. C.

RE: [Illegible text]

[Illegible text]

[Illegible text]

[Illegible text]

[Illegible text]

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2, caracterizado porque los datos de transacción de ventas además incluyen un producto particular o servicio comprado.

4. El método de conformidad con la reivindicación 2, caracterizado porque los datos de transacción de ventas
5 además incluyen una ubicación donde la compra ha tenido lugar.

5. El método de conformidad con la reivindicación 2, caracterizado porque los datos de transacción de ventas además incluyen una hora de la compra.

10 6. El método de conformidad con la reivindicación 2, caracterizado porque los datos de transacción de ventas además incluyen una fecha de la compra.

7. El método de conformidad con la reivindicación 2, caracterizado porque los datos de transacción de ventas
15 además incluyen una cantidad de margen formado en el tipo de venta.

8. El método de conformidad con la reivindicación 2, caracterizado porque los datos de transacción de ventas incluyen utilizar posibilidad al azar que afecta la
20 cantidad de créditos de juego gratis.

9. El método de conformidad con la reivindicación 1, caracterizado porque el cálculo de la cantidad de los créditos de juego gratis además incluye utilizar datos de establecimiento de juegos.

25 10. El método de conformidad con la

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reivindicación 9, caracterizado porque los datos de establecimiento de juegos incluyen un porcentaje de ventaja para la casa para una máquina de juego.

11. El método de conformidad con la
5 reivindicación 9, caracterizado porque cuando los datos de establecimiento de juegos además incluyen una cantidad de otra promoción asociada con la transacción.

12. El método de conformidad con la
10 reivindicación 9, caracterizado porque los datos de establecimiento de juegos además incluyen un porcentaje de ajuste para la casa.

13. El método de conformidad con la
15 reivindicación 9, caracterizado porque los datos de establecimiento de juegos además incluyen si un nivel predeterminado de desembolso en ubicaciones de participante por un patrocinador particular ha ocurrido.

14. El método de conformidad con la
20 reivindicación 9, caracterizado porque los datos del establecimiento de juegos además incluyen si un patrocinador se ha unido recientemente a un club de jugadores frecuentes.

15. El método de conformidad con la
25 reivindicación 1, caracterizado porque una selección de datos de transacción de ventas utilizados para calcular créditos de juegos gratis se proporciona por un

administrador.

16. El método de conformidad con la reivindicación 15, caracterizado además porque proporcionar la ponderación de los datos de transacción de ventas que se
5 utilizan en el cálculo por el administrador.

17. El método de conformidad con la reivindicación 1, caracterizado porque los créditos de juegos gratis son para una máquina de juego específica.

18. El método de conformidad con la
10 reivindicación 1, caracterizado además porque comprende transmitir una alerta a una ubicación de la transacción de venta que la creación del cupón se está procesando.

19. El método de conformidad con la reivindicación 1, caracterizado además porque comprende
15 estadísticas de procesamiento sobre parámetros de ubicaciones de punto de venta de participantes.

20. El método de conformidad con la reivindicación 19, caracterizado porque las estadísticas incluyen una identidad de un comerciante.

21. El método de conformidad con la reivindicación 19, caracterizado porque las estadísticas además incluyen una ubicación del comerciante.

22. El método de conformidad con la reivindicación 19, caracterizado porque las estadísticas
25 además incluyen una cantidad de cupones que se han emitido.

1. The first part of the report is a summary of the work done during the year.

2. The second part is a detailed account of the work done during the year.

3. The third part is a summary of the work done during the year.

4. The fourth part is a summary of the work done during the year.

5. The fifth part is a summary of the work done during the year.

6. The sixth part is a summary of the work done during the year.

7. The seventh part is a summary of the work done during the year.

8. The eighth part is a summary of the work done during the year.

9. The ninth part is a summary of the work done during the year.

10. The tenth part is a summary of the work done during the year.

11. The eleventh part is a summary of the work done during the year.

12. The twelfth part is a summary of the work done during the year.

13. The thirteenth part is a summary of the work done during the year.

14. The fourteenth part is a summary of the work done during the year.

15. The fifteenth part is a summary of the work done during the year.

16. The sixteenth part is a summary of the work done during the year.

17. The seventeenth part is a summary of the work done during the year.

18. The eighteenth part is a summary of the work done during the year.

19. The nineteenth part is a summary of the work done during the year.

20. The twentieth part is a summary of the work done during the year.

21. The twenty-first part is a summary of the work done during the year.

22. The twenty-second part is a summary of the work done during the year.

23. The twenty-third part is a summary of the work done during the year.

24. The twenty-fourth part is a summary of the work done during the year.

23. El método de conformidad con la reivindicación 1, caracterizado porque la notificación de emisión del cupón se anexa al recibo de un patrocinador.

24. El método de conformidad con la
5 reivindicación 1, caracterizado además porque comprende proporcionar un código de autorización a un patrocinador en un punto de venta antes de imprimir el cupón.

25. El método de conformidad con la
10 reivindicación 1, caracterizado porque el cálculo de la cantidad de crédito de juegos gratis además incluye utilizar datos de seguimiento del jugador.

26. El método de conformidad con la
15 reivindicación 1, caracterizado porque el cálculo de la cantidad de créditos de juego gratis además incluye utilizar datos de alojamiento del patrocinador.

27. El método de conformidad con la reivindicación 1, caracterizado porque el cálculo de la cantidad de los créditos de juegos gratis además incluye utilizar datos de compras del patrocinador.

20 28. El método de conformidad con la reivindicación 27, caracterizado porque los datos de compras del patrocinador se almacenan en una cuenta única de compras del patrocinador para cada patrocinador.

29. El método de conformidad con la
25 reivindicación 28, caracterizado además porque comprende

1. The first part of the report is a summary of the work done during the year.

2. The second part is a detailed account of the work done during the year.

3. The third part is a summary of the work done during the year.

4. The fourth part is a detailed account of the work done during the year.

5. The fifth part is a summary of the work done during the year.

6. The sixth part is a detailed account of the work done during the year.

7. The seventh part is a summary of the work done during the year.

8. The eighth part is a detailed account of the work done during the year.

9. The ninth part is a summary of the work done during the year.

10. The tenth part is a detailed account of the work done during the year.

11. The eleventh part is a summary of the work done during the year.

12. The twelfth part is a detailed account of the work done during the year.

13. The thirteenth part is a summary of the work done during the year.

14. The fourteenth part is a detailed account of the work done during the year.

15. The fifteenth part is a summary of the work done during the year.

16. The sixteenth part is a detailed account of the work done during the year.

17. The seventeenth part is a summary of the work done during the year.

18. The eighteenth part is a detailed account of the work done during the year.

19. The nineteenth part is a summary of the work done during the year.

20. The twentieth part is a detailed account of the work done during the year.

21. The twenty-first part is a summary of the work done during the year.

22. The twenty-second part is a detailed account of the work done during the year.

23. The twenty-third part is a summary of the work done during the year.

recibir información de identidad de un patrocinador para crear y modificar los datos de la cuenta de compras del patrocinador.

30. Un Sistema de Control de Recompensas (RCS)
5 para proporcionar un cupón de juego gratis utilizado en una máquina de juegos sin efectivo, caracterizado porque comprende:

medios para recibir datos de transacción de ventas para una transacción de venta;

10 medios para calcular una cantidad de créditos de juegos gratis para el cupón de juego gratis utilizando los datos de transacción de ventas;

medios para solicitar la cantidad de créditos de juegos gratis de un Sistema de Administración de Boleto de
15 Entrada Boleto de Salida (TITOMS);

medios para recibir la cantidad de créditos de juego gratis del TITOMS; y

medios para imprimir el cupón de juego gratis incluyendo la cantidad de créditos de juego gratis.

20 31. El RCS de conformidad con la reivindicación 30, caracterizado porque los datos de transacción de ventas incluyen una cantidad de la compra.

32. El RCS de conformidad con la reivindicación 31, caracterizado porque los datos de transacción de ventas
25 además incluyen un producto particular o servicio comprado.

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33. El RCS de conformidad con la reivindicación 31, caracterizado porque los datos de transacción de ventas además incluyen una ubicación donde ha tenido lugar la compra.

5 34. El RCS de conformidad con la reivindicación 31, caracterizado porque los datos de transacción de ventas además incluyen una hora de la compra.

35. El RCS de conformidad con la reivindicación 31, caracterizado porque los datos de transacción de ventas
10 además incluyen una fecha de la compra.

36. El RCS de conformidad con la reivindicación 31, caracterizado porque los datos de transacción de ventas además incluyen una cantidad de margen formado en el tipo de venta.

15 37. El RCS de conformidad con la reivindicación 31, caracterizado porque los datos de transacción de ventas incluyen utilizar posibilidad al azar que afecta la cantidad de créditos de juego gratis.

38. El RCS de conformidad con la reivindicación
20 30, caracterizado porque el cálculo de la cantidad de créditos de juego gratis además incluye utilizar datos del establecimiento de juego.

39. El RCS de conformidad con la reivindicación
38, caracterizado porque los datos de establecimiento del
25 juego incluyen un porcentaje de ventaja para la casa para

una máquina de juego.

40. El RCS de conformidad con la reivindicación 38, caracterizado porque los datos de establecimiento de juego además incluyen una cantidad de otra promoción asociada con la transacción.

41. El RCS de conformidad con la reivindicación 38, caracterizado porque los datos de establecimiento de juego además incluyen un porcentaje de ajuste para la casa.

42. El RCS de conformidad con la reivindicación 38, caracterizado porque los datos de establecimiento del juego además incluyen si un nivel predeterminado de desembolso en ubicaciones participantes por un patrocinador particular ha ocurrido.

43. El RCS de conformidad con la reivindicación 38, caracterizado porque los datos del establecimiento de juego además incluyen si un patrocinador se ha unido recientemente a un club de jugadores frecuentes.

44. El RCS de conformidad con la reivindicación 30, caracterizado porque una selección de los datos de transacción de ventas utilizados para calcular créditos de juegos gratis se proporciona por un administrador.

45. El RCS de conformidad con la reivindicación 44, caracterizado además porque comprende medios para proporcionar la ponderación de los datos de transacción de ventas que se utilizan en el cálculo por el administrador.

46. El RCS de conformidad con la reivindicación 30, caracterizado porque los créditos de juegos gratis son para una máquina de juego específica.

5 47. El RCS de conformidad con la reivindicación 30, caracterizado además porque comprende medios para transmitir una alerta a una ubicación de la transacción de venta que la creación del cupón se está procesando.

10 48. El RCS de conformidad con la reivindicación 30, caracterizado además porque comprende medios para procesar estadísticas sobre parámetros de las ubicaciones de puntos de venta de participantes.

49. El RCS de conformidad con la reivindicación 48, caracterizado porque las estadísticas incluyen una identidad de un comerciante.

15 50. El RCS de conformidad con la reivindicación 48, caracterizado porque las estadísticas además incluyen una ubicación del comerciante.

20 51. El RCS de conformidad con la reivindicación 48, caracterizado porque las estadísticas además incluyen una cantidad de cupones que se han emitido.

52. El RCS de conformidad con la reivindicación 30, caracterizado porque la notificación de la emisión del cupón se anexa al recibo de un patrocinador.

25 53. El RCS de conformidad con la reivindicación 30, caracterizado además porque comprende medios para

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proporcionar un código de autorización a un patrocinador en un punto de venta antes de la impresión del cupón.

54. El RCS de conformidad con la reivindicación 30, caracterizado porque el cálculo de la cantidad de los
5 créditos de juego gratis además incluye utilizar datos de seguimiento del jugador.

55. El RCS de conformidad con la reivindicación 30, caracterizado porque el cálculo de la cantidad de créditos de juego gratis además incluye utilizar datos de
10 alojamiento del patrocinador.

56. El RCS de conformidad con la reivindicación 30, caracterizado porque el cálculo de la cantidad de los créditos de juego gratis además incluye utilizar datos de compras del patrocinador.

15 57. El RCS de conformidad con la reivindicación 56, caracterizado porque los datos de compras del patrocinador se almacenan en una cantidad de compras del patrocinador única para cada patrocinador.

58. El RCS de conformidad con la reivindicación
20 57, caracterizado además porque comprende medios para recibir información de identidad de un patrocinador para crear y modificar los datos de la cuenta de compras del patrocinador.

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RESUMEN DE LA INVENCION

Método y aparato para un sistema de recompensa por compras para establecimientos de juego y sus almacenes afiliados, almacenes de atenciones sociales, organizaciones
5 de servicio, hoteles y otros negocios tipo punto de venta, que producen cupones para juego gratuito que son canjeables por créditos de juego gratuito mediante la inserción en juegos permitidos sin efectivo ubicados en el establecimiento del juego. Los créditos de juego gratuito
10 otorgados bajo el sistema de recompensa se relacionan a la cantidad de cualquier compra dada. El aparato incluye un sistema de control de recompensa conectado a uno o más servidores que manejan varias cuentas y control de juego para el establecimiento de juego, y una red de impresoras
15 localizadas en las ubicaciones de punto de venta que producen los cupones de juego gratuito.

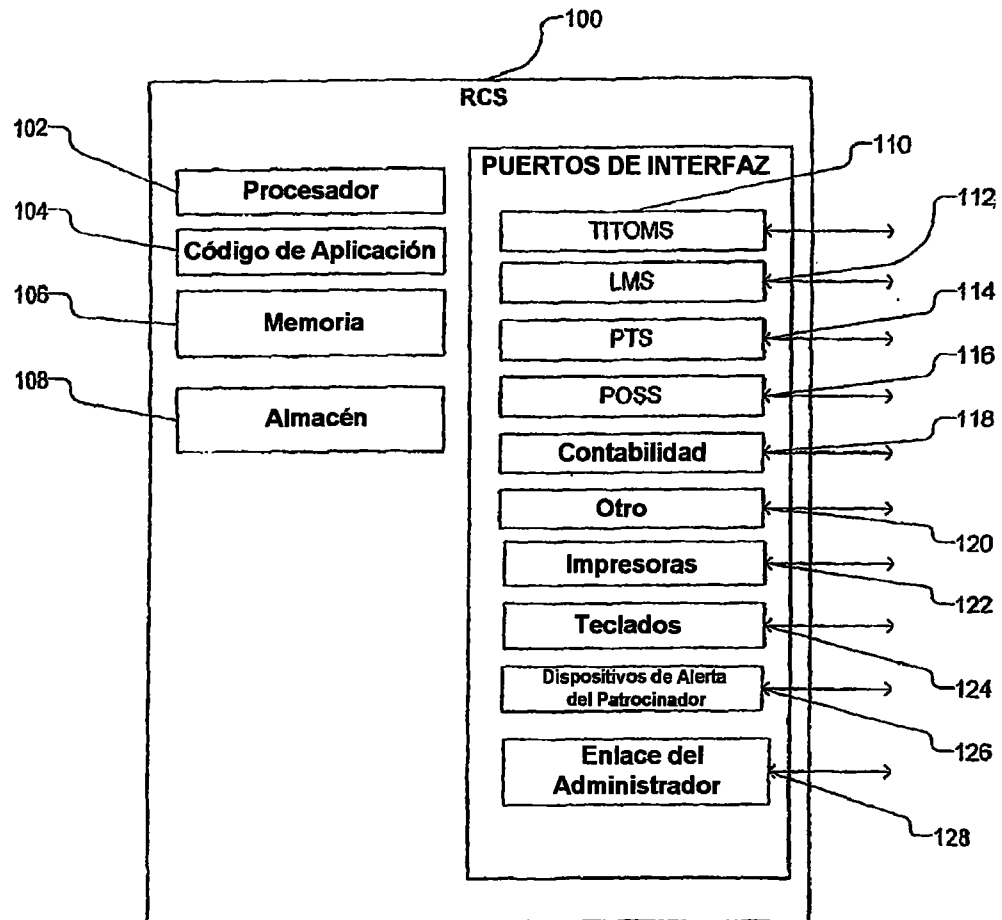


FIG. 1

PCT

INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY (Chapter I of the Patent Cooperation Treaty)

(PCT Rule 44bis)

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| | | |
|--|--|--|
| Applicant's or agent's file reference
3226.123.51 | FOR FURTHER ACTION | See item 4 below |
| International application No.
PCT/US2006/021151 | International filing date (<i>day/month/year</i>)
01 June 2006 (01.06.2006) | Priority date (<i>day/month/year</i>)
14 June 2005 (14.06.2005) |
| International Patent Classification (8th edition unless older edition indicated)
See relevant information in Form PCT/ISA/237 | | |
| Applicant
FUTURELOGIC, INC. | | |

1. This international preliminary report on patentability (Chapter I) is issued by the International Bureau on behalf of the International Searching Authority under Rule 44 bis.1(a).

2. This REPORT consists of a total of 7 sheets, including this cover sheet.

In the attached sheets, any reference to the written opinion of the International Searching Authority should be read as a reference to the international preliminary report on patentability (Chapter I) instead.

3. This report contains indications relating to the following items:

- | | |
|---|---|
| ☒ Box No. I | Basis of the report |
| ☐ Box No. II | Priority |
| ☐ Box No. III | Non-establishment of opinion with regard to novelty, inventive step and industrial applicability |
| ☐ Box No. IV | Lack of unity of invention |
| ☒ Box No. V | Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement |
| ☐ Box No. VI | Certain documents cited |
| ☐ Box No. VII | Certain defects in the international application |
| ☐ Box No. VIII | Certain observations on the international application |

4. The International Bureau will communicate this report to designated Offices in accordance with Rules 44bis.3(c) and 93bis.1 but not, except where the applicant makes an express request under Article 23(2), before the expiration of 30 months from the priority date (Rule 44bis .2).

| | |
|---|---|
| The International Bureau of WIPO
34, chemin des Colombettes
1211 Geneva 20, Switzerland

Facsimile No. +41 22 338 82 70 | Date of issuance of this report
17 December 2007 (17.12.2007) |
| | Authorized officer

Philippe Becamel

e-mail: pt12.pct@wipo.int |

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PATENT COOPERATION TREATY

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From the
INTERNATIONAL SEARCHING AUTHORITY

PCT

WRITTEN OPINION OF THE
INTERNATIONAL SEARCHING AUTHORITY

(PCT Rule 43bis.1)

To: Frank L Cire
Fitzpatrick Cella Harper & Scinto
30 Rockefeller Plaza
New York NY 10112-3801

Date of mailing
(day month year)

13 SEP 2007

Applicant's or agent's file reference
3226.123.51

FOR FURTHER ACTION

See paragraph 2 below

International application No.
PCT/US 06/21151

International filing date (day month year)
01 June 2006 (01.06.2006)

Priority date (day month year)
14 June 2005 (14.06.2005)

International Patent Classification (IPC) or both national classification and IPC
IPC(8) - A63F 9/24 (2007.01)
USPC - 463/25

Applicant **FutureLogic Inc**

1. This opinion contains indications relating to the following items:

- ☒ Box No. I Basis of the opinion
- ☐ Box No. II Priority
- ☐ Box No. III Non-establishment of opinion with regard to novelty, inventive step and industrial applicability
- ☐ Box No. IV Lack of unity of invention
- ☒ Box No. V Reasoned statement under Rule 43bis.1(a)(i) with regard to novelty, inventive step or industrial applicability: citations and explanations supporting such statement
- ☐ Box No. VI Certain documents cited
- ☐ Box No. VII Certain defects in the international application
- ☐ Box No. VIII Certain observations on the international application

2. FURTHER ACTION

If a demand for international preliminary examination is made, this opinion will be considered to be a written opinion of the International Preliminary Examining Authority ("IPEA") except that this does not apply where the applicant chooses an Authority other than this one to be the IPEA and the chosen IPEA has notified the International Bureau under Rule 66.1bis(b) that written opinions of this International Searching Authority will not be so considered.

If this opinion is, as provided above, considered to be a written opinion of the IPEA, the applicant is invited to submit to the IPEA a written reply together, where appropriate, with amendments, before the expiration of 3 months from the date of mailing of Form PCT/ISA/220 or before the expiration of 22 months from the priority date, whichever expires later.

For further options, see Form PCT/ISA/220.

3. For further details, see notes to Form PCT/ISA/220.

Name and mailing address of the ISA/US
Mail Stop PCT Attn: ISA/US
Commissioner for Patents
P O. Box 1450, Alexandria, Virginia 22313-1450
Facsimile No **571-273-3201**

Date of completion of this opinion
07 July 2007 (07.07.2007)

Authorized officer:

Lee W. Young

PCT Helpdesk: 571-272-4300
PCT OSP: 571-272-7774

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WRITTEN OPINION OF THE
INTERNATIONAL SEARCHING AUTHORITY

International application No.

PCT/US 06/21151

Box No. 1 Basis of this opinion

1. With regard to the language, this opinion has been established on the basis of:

- ☒ the international application in the language in which it was filed
☐ a translation of the international application into _____, which is the language of a translation furnished for the purposes of international search (Rules 12.3(a) and 23.1(b)).

2. With regard to any nucleotide and/or amino acid sequence disclosed in the international application and necessary to the claimed invention, this opinion has been established on the basis of:

a. type of material

- ☐ a sequence listing
☐ table(s) related to the sequence listing

b. format of material

- ☐ on paper
☐ in electronic form

c. time of filing, furnishing

- ☐ contained in the international application as filed
☐ filed together with the international application in electronic form
☐ furnished subsequently to this Authority for the purposes of search

3. ☐ In addition, in the case that more than one version or copy of a sequence listing and/or table(s) relating thereto has been filed or furnished, the required statements that the information in the subsequent or additional copies is identical to that in the application as filed or does not go beyond the application as filed, as appropriate, were furnished.

4. Additional comments:

**WRITTEN OPINION OF THE
INTERNATIONAL SEARCHING AUTHORITY**

International application No.

PCT/US 06/21151

Box No. V Reasoned statement under Rule 43bis.1(a)(i) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement

1 Statement

| | | | |
|-------------------------------|--------|---|-----|
| Novelty (N) | Claims | 5-7, 10-12, 14-16, 18, 22, 23, 34-36, 39-41, 43-45, 47, 51 and 52 | YES |
| | Claims | 1-4, 8, 9, 13, 17, 19-21, 24-33, 37, 38, 42, 46, 48-50 and 53-58 | NO |
| Inventive step (IS) | Claims | NONE | YES |
| | Claims | 1-58 | NO |
| Industrial applicability (IA) | Claims | 1-58 | YES |
| | Claims | NONE | NO |

2. Citations and explanations.

Claims 1-4, 8, 9, 13, 17, 19-21, 24-33, 37, 38, 42, 46, 48-50 and 53-58 lack novelty under PCT Article 33(2) as being anticipated by US 2003/0004871 A1 to Rowe.

Regarding claim 1, Rowe discloses a method of providing a free play voucher used in a cashless gaming machine, comprising:
- receiving sales transaction data for a sales transaction (para [0230]); calculating an amount of free play credits for the free play voucher using the sales transaction data (paras [0154], [0224] and [0225]); requesting the amount of free play credits from a Ticket-In Ticket Out Management System (TITOMS) (para [0237]); receiving the amount of free play credits from the TITOMS (para [0237]); and printing the free play voucher including the amount of free play credits (para [0237]). (Abstract)

Regarding claim 2, Rowe discloses the method of claim 1, wherein:
- the sales transaction data includes an amount of the purchase. (paras [0230], [0253])

Regarding claim 3, Rowe discloses the method of claim 2, wherein:
- the sales transaction data further includes a particular product or service purchased. (paras [0230], [0253])

Regarding claim 4, Rowe discloses the method of claim 2, wherein:
- the sales transaction data further includes a location where the purchase has taken place. (paras [0230], [0253])

Regarding claim 8, Rowe discloses the method of claim 2, wherein:
the sales transaction data includes using random chance affecting the amount of free play credits. (paras [0033], [0225])

Regarding claim 9, Rowe discloses the method of claim 1, wherein:
- the calculation of the amount of free play credits further includes using gaming establishment data. (para [0154])

Regarding claim 13, Rowe discloses the method of claim 9, wherein:
- the gaming establishment data further includes whether a predetermined level of spending at participating locations by a particular patron has occurred. (para [0154])

Regarding claim 17, Rowe discloses the method of claim 1, wherein:
- the free play credits are for a specified gaming machine. (para [0154])

Regarding claim 19, Rowe discloses the method of claim 1, further comprising:
- processing statistics on parameters of participating point of sale locations. (para [0253])

Regarding claim 20, Rowe discloses the method of claim 19, wherein:
- the statistics include an identity of a merchant. (para [0253])

Regarding claim 21, Rowe discloses the method of claim 19, wherein:
- the statistics further include a location of the merchant. (para [0253])

Regarding claim 24, Rowe discloses the method of claim 1, further comprising:
- providing an authorization code to a patron at a point of sale before printing the voucher. (para [0247])

Regarding claim 25, Rowe discloses the method of claim 1, wherein:
- the calculation of the amount of free play credits further includes using player tracking data. (para [0154])

Regarding claim 26, Rowe discloses the method of claim 1, wherein:
- the calculation of the amount of free play credits further includes using patron lodging data. (para [0253])

Regarding claim 27, Rowe discloses the method of claim 1, wherein:
- the calculation of the amount of free play credits further includes using patron shopping data. (para [0253])

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Supplemental Box

In case the space in any of the preceding boxes is not sufficient.
Continuation of:

Box V 2. - Citations and explanations:

Regarding claim 28, Rowe discloses the method of claim 27, wherein:

- the patron shopping data is stored in a patron shopping account unique to each patron. (para [0253])

Regarding claim 29, Rowe discloses the method of claim 28, further comprising:

- receiving identity information from a patron to create and modify the patron shopping account data. (para [0253])

Regarding claim 30, Rowe discloses a Reward Control System (RCS) for providing a free play voucher used in a cashless gaming machine comprising:

- means for receiving sales transaction data for a sales transaction; means for calculating an amount of free play credits for the free play voucher using the sales transaction data; means for requesting the amount of free play credits from a Ticket-In Ticket Out Management System (TITOMS); means for receiving the amount of free play credits from the TITOMS; and means for printing the free play voucher including the amount of free play credits. See the discussion regarding claim 1.

Regarding claim 31, Rowe discloses the RCS of claim 30, wherein:

- the sales transaction data includes an amount of the purchase. (paras [0230], [0253])

Regarding claim 32, Rowe discloses the RCS of claim 31, wherein:

- the sales transaction data further includes a particular product or service purchased. (paras [0230], [0253])

Regarding claim 33, Rowe discloses the RCS of claim 31, wherein:

- the sales transaction data further includes a location where the purchase has taken place. (paras [0230], [0253])

Regarding claim 37, Rowe discloses the RCS of claim 31, wherein:

- the sales transaction data includes using random chance affecting the amount of free play credits. (paras [0033], [0225])

Regarding claim 38, Rowe discloses the RCS of claim 30, wherein:

- the calculation of the amount of free play credits further includes using gaming establishment data. (para [0154])

Regarding claim 42, Rowe discloses the RCS of claim 38, wherein:

- the gaming establishment data further includes whether a predetermined level of spending at participating locations by a particular patron has occurred. (para [0154])

Regarding claim 46, Rowe discloses the RCS of claim 30, wherein:

- the free play credits are for a specified gaming machine. (para [0154])

Regarding claim 48, Rowe discloses the RCS of claim 30, further comprising:

- means for processing statistics on parameters of participating point of sale locations. (paras [0118], [0124] and [0125])

Regarding claim 49, Rowe discloses the RCS of claim 48, wherein:

- the statistics include an identity of a merchant. (para [0253])

Regarding claim 50, Rowe discloses the RCS of claim 48, wherein:

- the statistics further include a location of the merchant. (para [0253])

Regarding claim 53, Rowe discloses the RCS of claim 30, further comprising:

- means for providing an authorization code to a patron at a point of sale before printing the voucher. (para [0247])

Regarding claim 54, Rowe discloses the RCS of claim 30, wherein:

- the calculation of the amount of free play credits further includes using player tracking data. (para [0154])

Regarding claim 55, Rowe discloses the RCS of claim 30, wherein:

- the calculation of the amount of free play credits further includes using patron lodging data. (paras [0230], [0253])

Regarding claim 56, Rowe discloses the RCS of claim 30, wherein:

- the calculation of the amount of free play credits further includes using patron shopping data. (paras [0230], [0253])

Regarding claim 57, Rowe discloses the RCS of claim 56, wherein:

- the patron shopping data is stored in a patron shopping account unique to each patron. (paras [0230], [0253])

Regarding claim 58, Rowe discloses the RCS of claim 57, further comprising:

- means for receiving identity information from a patron to create and modify the patron shopping account data. (paras [0230], [0253])

Claims 10, 12, 39, and 41 lack an inventive step under PCT Article 33(3) as being obvious over Rowe.

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Continuation of:

Box V 2. - Citations and explanations:

Regarding claims 10 and 39, Rowe makes obvious the RCS of claim 38, wherein:

- the gaming establishment data includes a house advantage percentage for a gaming machine. Rowe fails to teach that the gaming establishment data includes a house advantage percentage for a gaming machine. However, since Rowe teaches that how much a player wins or loses may be a factor in determining the value of a credit or voucher (para [0154]), this would inherently include taking into account the house advantage percentage, since all casino games are designed such that the house always has some advantage against the typical player. Therefore, it would have been obvious to one skilled in the art to modify the gaming establishment data of Rowe to include a house advantage percentage, since it is well-known in the art that all casino games are inherently designed with a house advantage.

Regarding claims 12 and 41, Rowe makes obvious the RCS of claim 38, wherein:

- the gaming establishment data further includes a house adjustment percentage. Rowe fails to teach that the gaming establishment data includes a house adjustment percentage for a gaming machine. However, since Rowe teaches that how much a player wins or loses may be a factor in determining the value of a credit or voucher (para [0154]), this would inherently include taking into account the house adjustment percentage, since all casino games are designed such that the house always has some advantage against the typical player. Therefore, it would have been obvious to one skilled in the art to modify the gaming establishment data of Rowe to include a house advantage percentage, since it is well-known in the art that all casino games are inherently designed with a house adjustment percentage.

Claims 5, 6, 11, 14-16, 18, 34, 35, 40, 43-45 and 47 lack an inventive step under PCT Article 33(3) as being obvious over Rowe in view of US 6,758,393 B1 to Luciano et al. (Luciano).

Regarding claims 5 and 34, Rowe in view of Luciano make obvious the method of claim 2, wherein:

- the sales transaction data further includes a time of the purchase. Rowe fails to teach including a time of the purchase. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers that include a time of the purchase. (col 5, lines 45-50; col 9, lines 3-10) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that the sales transaction data further includes a time of the purchase as taught in Luciano, in order to determine the time of day a voucher was printed, or a purchase or sale was made.

Regarding claims 6 and 35, Rowe in view of Luciano make obvious the method of claim 2, wherein:

- the sales transaction data further includes a date of the purchase. Rowe fails to teach including a date of the purchase. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers that include a date of the purchase. (col 5, lines 45-50; col 9, lines 3-10) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that the sales transaction data further includes the date of the purchase as taught in Luciano, in order to determine the date a voucher was printed, or a purchase or sale was made.

Regarding claims 11 and 40, Rowe in view of Luciano make obvious the method of claim 9, wherein:

- the gaming establishment data further includes an amount of another promotion associated with the transaction. Rowe fails to teach including an amount of another promotion associated with the transaction. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers that include an amount of another promotion associated with the transaction. (col 11, lines 1-24) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that the sales transaction data further includes an amount of another promotion associated with the transaction as taught in Luciano, in order to inform the player of additional promotions.

Regarding claims 14 and 43, Rowe in view of Luciano make obvious the RCS of claim 38, wherein:

- the gaming establishment data further includes whether a patron has recently joined a frequent player club. Rowe fails to teach including if a patron has recently joined a frequent player club. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers that include a frequent player club affiliation. (col 11, line 10) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that sales transaction data further includes a frequent player club affiliation as taught in Luciano, in order to inform the player that a purchase has been credited to their player's club account.

Regarding claims 15, 16, 44, and 45, Rowe in view of Luciano make obvious the method of claim 1, wherein:

- a selection of sales transaction data used to calculate free play credits is provided by an administrator. Rowe fails to teach that the selection of sales transaction data used to calculate free play credits is provided by an administrator. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers wherein sales transaction data used to calculate free play credits is provided by an administrator (i.e., cashier). (col 10, lines 50-67) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that the sales transaction data used to calculate free play credits is provided by an administrator (i.e., cashier) as taught in Luciano, in order to allow a casino to better administer free game play allocations.

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Supplemental Box

In case the space in any of the preceding boxes is not sufficient.
Continuation of:

Box V 2. - Citations and explanations:

Regarding claims 18 and 47, Rowe in view of Luciano makes obvious the RCS of claim 30, further comprising::

- means for transmitting an alert to a location of the sales transaction that creation of the voucher is being processed. Rowe fails to teach transmitting an alert to a location of the sales transaction that a voucher is being processed. However, Luciano teaches a cashier for providing the means for alerting a player that a voucher is being produced by handing the voucher to the player. (col 9, lines 26-47; see Fig 13) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that a patron is notified during a sales transaction that a voucher was processed as taught by Luciano, in order to provide the player with a voucher upon completion of the transaction.

Claims 7 and 36 lack an inventive step under PCT Article 33(3) as being obvious over Rowe in view of US 2005/0055272 A1 to Ryan et al. (Ryan).

Regarding claims 7 and 36, Rowe in view of Ryan makes obvious the method of claim 2, wherein:

- the sales transaction data further includes an amount of margin made on the type of sale. Rowe fails to explicitly teach including margin made on a sales transaction. However, Ryan teaches methods and systems for providing benefits to consumers, such as retail establishments providing consumers with vouchers, coupons and the like, wherein the most-valued consumers are identified based on at least one criterion that can vary depending on the importance it has relative to the retail establishment. The criterion can include, but is not limited to, sales transaction data such as the retail establishment's gross profit margin on the consumer's purchases. (paras [0015] to [0021])

It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that the sales transaction data includes an amount of margin made on the type of sale as taught in Ryan, in order to enable the retail establishment to identify most-valued consumers.

Claims 22, 23, 51 and 52 lack an inventive step under PCT Article 33(3) as being obvious over Rowe in view of US 6,278,979 B1 to Williams.

Regarding claims 22 and 51, Rowe in view of Williams makes obvious the method of claim 19, wherein:

- the statistics include a quantity of vouchers that issued. Rowe fails to teach statistics that include a quantity of vouchers issued. However, Williams teaches a voucher and coupon accounting system used in generating, issuing, and tracking vouchers and coupons. The system includes retrieving and counting the number or quantity of vouchers or coupons issued. (col 14, line 60 to col 15, line 11) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that the statistics include the quantity of vouchers or coupons issued as taught by Williams, in order to provide an appropriate accounting methodology for keeping track of the number of vouchers or coupons issued.

Regarding claims 23 and 52, Rowe in view of Williams makes obvious the method of claim 1, wherein:

- notification of issuance of the voucher is appended to a patron's receipt. Rowe fails to teach notification of issuance of the voucher appended to a receipt. However, Williams teaches a receipt, printed out in response to virtually any transaction, and a coupon, voucher or other like incentive, based upon the details of a transaction, printed out and appended to the receipt. (col 1, lines 15-32) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that notification that a voucher, coupon or the like has been issued is appended to the receipt, as taught by Williams, in order to provide a patron tangible acknowledgement that they have earned a voucher or coupon in response to a transaction.

Claims 1-58 have industrial applicability as defined by PCT Article 33(4) because the subject matter can be made or used in industry.

PATENT COOPERATION TREATY

From the
INTERNATIONAL SEARCHING AUTHORITY

PCT

WRITTEN OPINION OF THE
INTERNATIONAL SEARCHING AUTHORITY

(PCT Rule 43bis.1)

To: Frank L Cire
Fitzpatrick Cella Harper & Scinto
30 Rockefeller Plaza
New York NY 10112-3801

Date of mailing
(day month year)

13 SEP 2007

Applicant's or agent's file reference
3226.123.51

FOR FURTHER ACTION

See paragraph 2 below

International application No.
PCT/US 06/21151

International filing date (day month year)
01 June 2006 (01.06.2006)

Priority date (day month year)
14 June 2005 (14.06.2005)

International Patent Classification (IPC) or both national classification and IPC
IPC(8) - A63F 9/24 (2007.01)
USPC - 463/25

Applicant **FutureLogic Inc**

1. This opinion contains indications relating to the following items:

- ☒ Box No. I Basis of the opinion
- ☐ Box No. II Priority
- ☐ Box No. III Non-establishment of opinion with regard to novelty, inventive step and industrial applicability
- ☐ Box No. IV Lack of unity of invention
- ☒ Box No. V Reasoned statement under Rule 43bis.1(a)(i) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement
- ☐ Box No. VI Certain documents cited
- ☐ Box No. VII Certain defects in the international application
- ☐ Box No. VIII Certain observations on the international application

2. FURTHER ACTION

If a demand for international preliminary examination is made, this opinion will be considered to be a written opinion of the International Preliminary Examining Authority ("IPEA") except that this does not apply where the applicant chooses an Authority other than this one to be the IPEA and the chosen IPEA has notified the International Bureau under Rule 66.1bis(b) that written opinions of this International Searching Authority will not be so considered.

If this opinion is, as provided above, considered to be a written opinion of the IPEA, the applicant is invited to submit to the IPEA a written reply together, where appropriate, with amendments, before the expiration of 3 months from the date of mailing of Form PCT/ISA/220 or before the expiration of 22 months from the priority date, whichever expires later.

For further options, see Form PCT/ISA/220.

3. For further details, see notes to Form PCT/ISA/220.

Name and mailing address of the ISA/US
Mail Stop PCT, Attn. ISA/US
Commissioner for Patents
P.O. Box 1450, Alexandria, Virginia 22313-1450
Facsimile No **571-273-3201**

Date of completion of this opinion
07 July 2007 (07.07.2007)

Authorized officer:

Lee W. Young

PCT Helpdesk: 571-272-4300
PCT OSP: 571-272-7774

WRITTEN OPINION OF THE
INTERNATIONAL SEARCHING AUTHORITY

International application No.

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Box No. 1 Basis of this opinion

1. With regard to the language, this opinion has been established on the basis of:

- ☒ the international application in the language in which it was filed
☐ a translation of the international application into _____, which is the language of a translation furnished for the purposes of international search (Rules 12.3(a) and 23.1(b)).

2. With regard to any nucleotide and/or amino acid sequence disclosed in the international application and necessary to the claimed invention, this opinion has been established on the basis of:

a. type of material

- ☐ a sequence listing
☐ table(s) related to the sequence listing

b. format of material

- ☐ on paper
☐ in electronic form

c. time of filing/furnishing

- ☐ contained in the international application as filed
☐ filed together with the international application in electronic form
☐ furnished subsequently to this Authority for the purposes of search

3. ☐ In addition, in the case that more than one version or copy of a sequence listing and/or table(s) relating thereto has been filed or furnished, the required statements that the information in the subsequent or additional copies is identical to that in the application as filed or does not go beyond the application as filed, as appropriate, were furnished.

4. Additional comments:

**WRITTEN OPINION OF THE
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Box No. V Reasoned statement under Rule 43bis.1(a)(i) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement

1 Statement

| | | | |
|-------------------------------|--------|---|-----|
| Novelty (N) | Claims | 5-7, 10-12, 14-16, 18, 22, 23, 34-36, 39-41, 43-45, 47, 51 and 52 | YES |
| | Claims | 1-4, 8, 9, 13, 17, 19-21, 24-33, 37, 38, 42, 46, 48-50 and 53-58 | NO |
| Inventive step (IS) | Claims | NONE | YES |
| | Claims | 1-58 | NO |
| Industrial applicability (IA) | Claims | 1-58 | YES |
| | Claims | NONE | NO |

2. Citations and explanations.

Claims 1-4, 8, 9, 13, 17, 19-21, 24-33, 37, 38, 42, 46, 48-50 and 53-58 lack novelty under PCT Article 33(2) as being anticipated by US 2003/0004871 A1 to Rowe.

Regarding claim 1, Rowe discloses a method of providing a free play voucher used in a cashless gaming machine, comprising:
- receiving sales transaction data for a sales transaction (para [0230]); calculating an amount of free play credits for the free play voucher using the sales transaction data (paras [0154], [0224] and [0225]); requesting the amount of free play credits from a Ticket-In Ticket Out Management System (TITOMS) (para [0237]); receiving the amount of free play credits from the TITOMS (para [0237]); and printing the free play voucher including the amount of free play credits (para [0237]). (Abstract)

Regarding claim 2, Rowe discloses the method of claim 1, wherein:
- the sales transaction data includes an amount of the purchase. (paras [0230], [0253])

Regarding claim 3, Rowe discloses the method of claim 2, wherein:
- the sales transaction data further includes a particular product or service purchased. (paras [0230], [0253])

Regarding claim 4, Rowe discloses the method of claim 2, wherein:
- the sales transaction data further includes a location where the purchase has taken place. (paras [0230], [0253])

Regarding claim 8, Rowe discloses the method of claim 2, wherein:
the sales transaction data includes using random chance affecting the amount of free play credits. (paras [0033], [0225])

Regarding claim 9, Rowe discloses the method of claim 1, wherein:
- the calculation of the amount of free play credits further includes using gaming establishment data. (para [0154])

Regarding claim 13, Rowe discloses the method of claim 9, wherein:
- the gaming establishment data further includes whether a predetermined level of spending at participating locations by a particular patron has occurred. (para [0154])

Regarding claim 17, Rowe discloses the method of claim 1, wherein:
- the free play credits are for a specified gaming machine. (para [0154])

Regarding claim 19, Rowe discloses the method of claim 1, further comprising:
- processing statistics on parameters of participating point of sale locations. (para [0253])

Regarding claim 20, Rowe discloses the method of claim 19, wherein:
- the statistics include an identity of a merchant. (para [0253])

Regarding claim 21, Rowe discloses the method of claim 19, wherein:
- the statistics further include a location of the merchant. (para [0253])

Regarding claim 24, Rowe discloses the method of claim 1, further comprising:
- providing an authorization code to a patron at a point of sale before printing the voucher. (para [0247])

Regarding claim 25, Rowe discloses the method of claim 1, wherein:
- the calculation of the amount of free play credits further includes using player tracking data. (para [0154])

Regarding claim 26, Rowe discloses the method of claim 1, wherein:
- the calculation of the amount of free play credits further includes using patron lodging data. (para [0253])

Regarding claim 27, Rowe discloses the method of claim 1, wherein:
- the calculation of the amount of free play credits further includes using patron shopping data. (para [0253])

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In case the space in any of the preceding boxes is not sufficient.
Continuation of:

Box V 2. - Citations and explanations:

Regarding claim 28, Rowe discloses the method of claim 27, wherein:

- the patron shopping data is stored in a patron shopping account unique to each patron. (para [0253])

Regarding claim 29, Rowe discloses the method of claim 28, further comprising:

- receiving identity information from a patron to create and modify the patron shopping account data. (para [0253])

Regarding claim 30, Rowe discloses a Reward Control System (RCS) for providing a free play voucher used in a cashless gaming machine comprising:

- means for receiving sales transaction data for a sales transaction; means for calculating an amount of free play credits for the free play voucher using the sales transaction data; means for requesting the amount of free play credits from a Ticket-In Ticket Out Management System (TITOMS); means for receiving the amount of free play credits from the TITOMS; and means for printing the free play voucher including the amount of free play credits. See the discussion regarding claim 1.

Regarding claim 31, Rowe discloses the RCS of claim 30, wherein:

- the sales transaction data includes an amount of the purchase. (paras [0230], [0253])

Regarding claim 32, Rowe discloses the RCS of claim 31, wherein:

- the sales transaction data further includes a particular product or service purchased. (paras [0230], [0253])

Regarding claim 33, Rowe discloses the RCS of claim 31, wherein:

- the sales transaction data further includes a location where the purchase has taken place. (paras [0230], [0253])

Regarding claim 37, Rowe discloses the RCS of claim 31, wherein:

- the sales transaction data includes using random chance affecting the amount of free play credits. (paras [0033], [0225])

Regarding claim 38, Rowe discloses the RCS of claim 30, wherein:

- the calculation of the amount of free play credits further includes using gaming establishment data. (para [0154])

Regarding claim 42, Rowe discloses the RCS of claim 38, wherein:

- the gaming establishment data further includes whether a predetermined level of spending at participating locations by a particular patron has occurred. (para [0154])

Regarding claim 46, Rowe discloses the RCS of claim 30, wherein:

- the free play credits are for a specified gaming machine. (para [0154])

Regarding claim 48, Rowe discloses the RCS of claim 30, further comprising:

- means for processing statistics on parameters of participating point of sale locations. (paras [0118], [0124] and [0125])

Regarding claim 49, Rowe discloses the RCS of claim 48, wherein:

- the statistics include an identity of a merchant. (para [0253])

Regarding claim 50, Rowe discloses the RCS of claim 48, wherein:

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Regarding claim 53, Rowe discloses the RCS of claim 30, further comprising:

- means for providing an authorization code to a patron at a point of sale before printing the voucher. (para [0247])

Regarding claim 54, Rowe discloses the RCS of claim 30, wherein:

- the calculation of the amount of free play credits further includes using player tracking data. (para [0154])

Regarding claim 55, Rowe discloses the RCS of claim 30, wherein:

- the calculation of the amount of free play credits further includes using patron lodging data. (paras [0230], [0253])

Regarding claim 56, Rowe discloses the RCS of claim 30, wherein:

- the calculation of the amount of free play credits further includes using patron shopping data. (paras [0230], [0253])

Regarding claim 57, Rowe discloses the RCS of claim 56, wherein:

- the patron shopping data is stored in a patron shopping account unique to each patron. (paras [0230], [0253])

Regarding claim 58, Rowe discloses the RCS of claim 57, further comprising:

- means for receiving identity information from a patron to create and modify the patron shopping account data. (paras [0230], [0253])

Claims 10, 12, 39, and 41 lack an inventive step under PCT Article 33(3) as being obvious over Rowe.

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Regarding claims 10 and 39, Rowe makes obvious the RCS of claim 38, wherein:

- the gaming establishment data includes a house advantage percentage for a gaming machine. Rowe fails to teach that the gaming establishment data includes a house advantage percentage for a gaming machine. However, since Rowe teaches that how much a player wins or loses may be a factor in determining the value of a credit or voucher (para [0154]), this would inherently include taking into account the house advantage percentage, since all casino games are designed such that the house always has some advantage against the typical player. Therefore, it would have been obvious to one skilled in the art to modify the gaming establishment data of Rowe to include a house advantage percentage, since it is well-known in the art that all casino games are inherently designed with a house advantage.

Regarding claims 12 and 41, Rowe makes obvious the RCS of claim 38, wherein:

- the gaming establishment data further includes a house adjustment percentage.
Rowe fails to teach that the gaming establishment data includes a house adjustment percentage for a gaming machine. However, since Rowe teaches that how much a player wins or loses may be a factor in determining the value of a credit or voucher (para [0154]), this would inherently include taking into account the house adjustment percentage, since all casino games are designed such that the house always has some advantage against the typical player. Therefore, it would have been obvious to one skilled in the art to modify the gaming establishment data of Rowe to include a house advantage percentage, since it is well-known in the art that all casino games are inherently designed with a house adjustment percentage.

Claims 5, 6, 11, 14-16, 18, 34, 35, 40, 43-45 and 47 lack an inventive step under PCT Article 33(3) as being obvious over Rowe in view of US 6,758,393 B1 to Luciano et al. (Luciano).

Regarding claims 5 and 34, Rowe in view of Luciano make obvious the method of claim 2, wherein:

- the sales transaction data further includes a time of the purchase. Rowe fails to teach including a time of the purchase. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers that include a time of the purchase. (col 5, lines 45-50; col 9, lines 3-10) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that the sales transaction data further includes a time of the purchase as taught in Luciano, in order to determine the time of day a voucher was printed, or a purchase or sale was made.

Regarding claims 6 and 35, Rowe in view of Luciano make obvious the method of claim 2, wherein:

- the sales transaction data further includes a date of the purchase. Rowe fails to teach including a date of the purchase. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers that include a date of the purchase. (col 5, lines 45-50; col 9, lines 3-10) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that the sales transaction data further includes the date of the purchase as taught in Luciano, in order to determine the date a voucher was printed, or a purchase or sale was made.

Regarding claims 11 and 40, Rowe in view of Luciano make obvious the method of claim 9, wherein:

- the gaming establishment data further includes an amount of another promotion associated with the transaction. Rowe fails to teach including an amount of another promotion associated with the transaction. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers that include an amount of another promotion associated with the transaction. (col 11, lines 1-24) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that the sales transaction data further includes an amount of another promotion associated with the transaction as taught in Luciano, in order to inform the player of additional promotions.

Regarding claims 14 and 43, Rowe in view of Luciano make obvious the RCS of claim 38, wherein:

- the gaming establishment data further includes whether a patron has recently joined a frequent player club. Rowe fails to teach including if a patron has recently joined a frequent player club. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers that include a frequent player club affiliation. (col 11, line 10) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that sales transaction data further includes a frequent player club affiliation as taught in Luciano, in order to inform the player that a purchase has been credited to their player's club account.

Regarding claims 15, 16, 44, and 45, Rowe in view of Luciano make obvious the method of claim 1, wherein:

- a selection of sales transaction data used to calculate free play credits is provided by an administrator. Rowe fails to teach that the selection of sales transaction data used to calculate free play credits is provided by an administrator. However, Luciano teaches cashier terminals that issue a wide variety of vouchers such as non-cash vouchers/merchandise vouchers, and game play vouchers wherein sales transaction data used to calculate free play credits is provided by an administrator (i.e., cashier). (col 10, lines 50-67) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe such that the sales transaction data used to calculate free play credits is provided by an administrator (i.e., cashier) as taught in Luciano, in order to allow a casino to better administer free game play allocations.

continues on the supplemental page

WRITTEN OPINION OF THE
INTERNATIONAL SEARCHING AUTHORITY

International application No.

PCT/US 06/21151

Supplemental Box

In case the space in any of the preceding boxes is not sufficient.
Continuation of:

Box V 2. - Citations and explanations:

Regarding claims 18 and 47, Rowe in view of Luciano makes obvious the RCS of claim 30, further comprising::

- means for transmitting an alert to a location of the sales transaction that creation of the voucher is being processed. Rowe fails to teach transmitting an alert to a location of the sales transaction that a voucher is being processed. However, Luciano teaches a cashier for providing the means for alerting a player that a voucher is being produced by handing the voucher to the player. (col 9, lines 26-47; see Fig 13) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that a patron is notified during a sales transaction that a voucher was processed as taught by Luciano, in order to provide the player with a voucher upon completion of the transaction.

Claims 7 and 36 lack an inventive step under PCT Article 33(3) as being obvious over Rowe in view of US 2005/0055272 A1 to Ryan et al. (Ryan).

Regarding claims 7 and 36, Rowe in view of Ryan makes obvious the method of claim 2, wherein:

- the sales transaction data further includes an amount of margin made on the type of sale. Rowe fails to explicitly teach including margin made on a sales transaction. However, Ryan teaches methods and systems for providing benefits to consumers, such as retail establishments providing consumers with vouchers, coupons and the like, wherein the most-valued consumers are identified based on at least one criterion that can vary depending on the importance it has relative to the retail establishment. The criterion can include, but is not limited to, sales transaction data such as the retail establishment's gross profit margin on the consumer's purchases. (paras [0015] to [0021])

It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that the sales transaction data includes an amount of margin made on the type of sale as taught in Ryan, in order to enable the retail establishment to identify most-valued consumers.

Claims 22, 23, 51 and 52 lack an inventive step under PCT Article 33(3) as being obvious over Rowe in view of US 6,278,979 B1 to Williams.

Regarding claims 22 and 51, Rowe in view of Williams makes obvious the method of claim 19, wherein:

- the statistics include a quantity of vouchers that issued. Rowe fails to teach statistics that include a quantity of vouchers issued. However, Williams teaches a voucher and coupon accounting system used in generating, issuing, and tracking vouchers and coupons. The system includes retrieving and counting the number or quantity of vouchers or coupons issued. (col 14, line 60 to col 15, line 11) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that the statistics include the quantity of vouchers or coupons issued as taught by Williams, in order to provide an appropriate accounting methodology for keeping track of the number of vouchers or coupons issued.

Regarding claims 23 and 52, Rowe in view of Williams makes obvious the method of claim 1, wherein:

- notification of issuance of the voucher is appended to a patron's receipt. Rowe fails to teach notification of issuance of the voucher appended to a receipt. However, Williams teaches a receipt, printed out in response to virtually any transaction, and a coupon, voucher or other like incentive, based upon the details of a transaction, printed out and appended to the receipt. (col 1, lines 15-32) It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify the method of providing a free play voucher used in a cashless gaming machine as taught in Rowe, such that notification that a voucher, coupon or the like has been issued is appended to the receipt, as taught by Williams, in order to provide a patron tangible acknowledgement that they have earned a voucher or coupon in response to a transaction.

Claims 1-58 have industrial applicability as defined by PCT Article 33(4) because the subject matter can be made or used in industry.

From the INTERNATIONAL BUREAU

PCT

NOTIFICATION CONCERNING SUBMISSION OR TRANSMITTAL OF PRIORITY DOCUMENT

(PCT Administrative Instructions, Section 411)

To:

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Fitzpatrick, Cella, Harper & Scinto
30 Rockefeller Plaza
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| | |
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| Date of mailing (day/month/year)
11 September 2006 (11.09.2006) | |
| Applicant's or agent's file reference
3226.123.51 | IMPORTANT NOTIFICATION |
| International application No.
PCT/US2006/021151 | International filing date (day/month/year)
01 June 2006 (01.06.2006) |
| International publication date (day/month/year)
Not yet published | Priority date (day/month/year)
14 June 2005 (14.06.2005) |
| Applicant
FUTURELOGIC, INC. et al | |

- By means of this Form, which replaces any previously issued notification concerning submission or transmittal of priority documents, the applicant is hereby notified of the date of receipt by the International Bureau of the priority document(s) relating to all earlier application(s) whose priority is claimed. Unless otherwise indicated by the letters "NR", in the right-hand column or by an asterisk appearing next to a date of receipt, the priority document concerned was submitted or transmitted to the International Bureau in compliance with Rule 17.1(a) or (b).
- (If applicable)* The letters "NR" appearing in the right-hand column denote a priority document which, on the date of mailing of this Form, had not yet been received by the International Bureau under Rule 17.1(a) or (b). Where, under Rule 17.1(a), the priority document must be submitted by the applicant to the receiving Office or the International Bureau, but the applicant fails to submit the priority document within the applicable time limit under that Rule, the attention of the applicant is directed to Rule 17.1(c) which provides that no designated Office may disregard the priority claim concerned before giving the applicant an opportunity, upon entry into the national phase, to furnish the priority document within a time limit which is reasonable under the circumstances.
- (If applicable)* An asterisk (*) appearing next to a date of receipt, in the right-hand column, denotes a priority document submitted or transmitted to the International Bureau but not in compliance with Rule 17.1(a) or (b) (the priority document was received after the time limit prescribed in Rule 17.1(a) or the request to prepare and transmit the priority document was submitted to the receiving Office after the applicable time limit under Rule 17.1(b)). Even though the priority document was not furnished in compliance with Rule 17.1(a) or (b), the International Bureau will nevertheless transmit a copy of the document to the designated Offices, for their consideration. In case such a copy is not accepted by the designated Office as the priority document, Rule 17.1(c) provides that no designated Office may disregard the priority claim concerned before giving the applicant an opportunity, upon entry into the national phase, to furnish the priority document within a time limit which is reasonable under the circumstances.

| Priority date | Priority application No. | Country or regional Office
or PCT receiving Office | Date of receipt
of priority document |
|----------------------------|--------------------------|---|---|
| 14 June 2005 (14.06.2005) | 60/690,135 | US | 31 July 2006 (31.07.2006) |
| 05 April 2006 (05.04.2006) | 11/397,614 | US | 31 July 2006 (31.07.2006) |

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SUPERINTENDENCIA

REQUISITOS MINIMOS PARA ADMISION A TRAMITE PCT

PATENTE DE INVENCION

[]

MODELO DE UTILIDAD

[]

- ◆ Indicación de que se solicita la concesión de una patente. []
- ◆ Datos de identificación del solicitante o de la persona que presenta la solicitud []
- ◆ Descripción de la invención []
- ◆ Dibujos de ser estos pertinentes []
- ◆ Comprobante de pago de las tasas establecidas []

COMPLETA []

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DISEÑO INDUSTRIAL []

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ESQUEMA DE TRAZADO []

- ◆ Indicación de que se solicita el registro de un Esquema de Trazado []
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Fecha 11 - EN - 8

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11/6

REPUBLICA DE COLOMBIA
SUPERINTENDENCIA DE INDUSTRIA Y COMERCIO

Bogotá,
2020

Doctor(a)
RODRIGUEZ DILIA MARIA

| | | |
|------------|----------------------------|-------------------|
| REFERENCIA | Radicación No. | 08 2326 |
| | Solicitud internacional | PCT/US2006/021151 |
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| | Trámite | 11 |
| | Evento | 378 |
| | Actuación | 430 |
| | Oficio No. | 2691 |

Como resultado del examen de forma, realizado con fundamento en el artículo 38 de la Decisión 486 de la Comisión de la Comunidad Andina, artículo 27 del Tratado de Cooperación en Materia de Patentes (PCT), regla 51 bis del Reglamento y Circular Única de la Superintendencia de Industria y Comercio, se le comunica que:

1. La solicitud no contiene la copia del documento en que consta la cesión del derecho a la patente del inventor al solicitante o a su causante. (Art. 26-k) Decisión 486.

2. La solicitud no contiene el poder debidamente otorgado, con el lleno de los requisitos exigidos por los artículos 63 y subsiguientes del Código de Procedimiento Civil. Adicionalmente, deberá presentar el documento que acredita la existencia y representación legal de la sociedad solicitante, cuando ésta fuere persona jurídica.

En cumplimiento de lo dispuesto por el artículo 39 de la Decisión 486, se le requiere para que dentro del término de dos meses siguientes a la fecha de notificación del presente oficio, complete los requisitos anteriormente enunciados. En caso de no dar cumplimiento al presente requerimiento, la solicitud se considerará abandonada y perderá su prelación.

Notifíquese el presente oficio conforme a lo dispuesto en el numeral 5.2, literal e), del capítulo quinto del título primero de la Circular Unica No.10 de 2001.

ALIX CARMEN CESPEDES DE VERGEL
Jefe de la división de Nuevas Creaciones

El anterior requerimiento fue notificado por fijación en lista de fecha 22 FEB. 2008
cegomez

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