

Search history

Search 1: SFT=(gaming and machine and terminal and seat) (Results 913)
Search 2: SFT=(gaming and machine and terminal and seat and coupling) (Results 249)

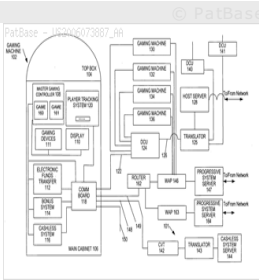
1) Family number: 32802788 (US2006073887A)

WIDE AREA PROGRESSIVE JACKPOT SYSTEM AND METHODS

Abstract: Source: US2006073887A A progressive jackpot system for allowing access to multiple wide area progressive jackpots at a gaming machine is described. The gaming machine connected to the progressive systems can be switched between two or more different progressive games where each progressive game provides the chance to win a different wide area progressive jackpot. The gaming machine may be operable to dynamically connect to and communicate with one or more different progressive systems. Switches can be triggered based upon a player input at the gaming machine or based upon a command received from a remote gaming device.

Probable Assignee: IGT

Earliest Publication Date: 20060406



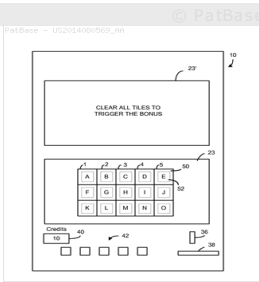
2) Family number: 56021205 (US2014080569A)

SECONDARY GAME TRIGGERING TECHNIQUE FOR BONUS GAME

Abstract: Source: US2014080569A A secondary game is played continuously over a series of reel-type main games on a video gaming device, where the successful outcome of the secondary game is the initiation of a bonus game. Therefore, the player is enticed to keep playing due to the player's investment in the secondary game and the expectation of playing the bonus game. At the beginning of a playing session, a visual indicator, such as a colored tile, is located at each of the symbol positions. The virtual reels are then spun and randomly stopped to display random symbols. If there is a winning combination of symbols, such as three of a kind, the indicators at those symbol positions are changed, such as being extinguished. The player keeps playing the main games until there are no more indicators. When all indicators are extinguished, a bonus game is initiated.

Probable Assignee: SPIELO INT CANADA ULC

Earliest Publication Date: 20140318



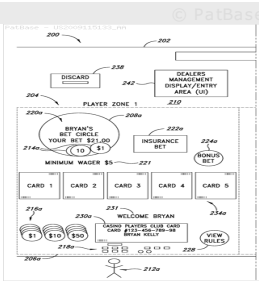
3) Family number: 43216389 (US2009115133A)

GAME RELATED SYSTEMS, METHODS, AND ARTICLES THAT COMBINE VIRTUAL AND PHYSICAL ELEMENTS

Abstract: Source: US2009115133A Physical objects may be employed with a virtual game layout to enhance wager and non-wagered based gaming. Displays subsystems may provide a changeable or selectable virtual game layout with demarcations appropriate to a selected game. A sensor subsystem may detect physical aspects of game related pieces (e.g., playing cards, chips, markers, dice, spinners, tokens, tiles) as well as media (e.g., identity media, financial media). All gaming functions may occur through interaction with a playing surface, as well as functions such as order food, beverages and services. Automated tracking of players, dealers and games may be realized along with bonusing and promotions.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20090507



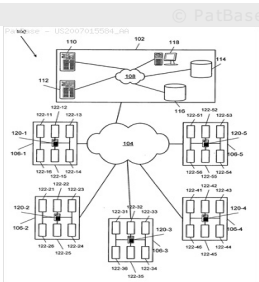
4) Family number: 34107301 (US2007015584A)

INTERACTIVE GAMING AMONG A PLURALITY OF PLAYERS SYSTEMS AND METHODS

Abstract: Source: US2007015584A A system for interactive gaming among a plurality of players includes a host computer system and a plurality of player terminals communicably coupled to the host computer system via a network. The plurality of player terminals are located at a plurality of licensed gaming locations. The plurality of player terminals are configured to engage the plurality of players in a common interactive game operated by the host computer system. The plurality of player terminals include means for dispensing player winnings from the player terminal.

Probable Assignee: 18 LLC AG

Earliest Publication Date: 20070118



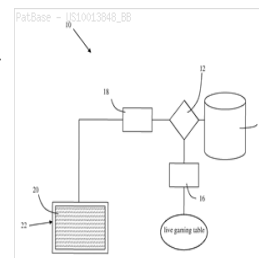
5) Family number: 55037112 (US10013848B)

SYSTEM AND METHOD FOR PROVIDING REMOTE WAGERING GAMES IN A LIVE TABLE GAME SYSTEM

Abstract: Source: US10013848B Systems and methods for conducting multiple remote wagering games in a live table game system or similar system wherein the **gaming** symbols which are randomly generated as a result of a live table game are used to resolve the live table game and simulate play and resolve wagering outcomes of one or more remote wagering games which differ from the live table game.

Probable Assignee: IGT

Earliest Publication Date: 20131031



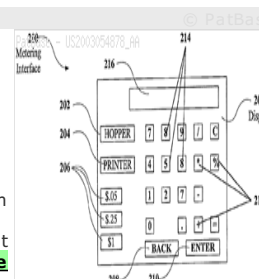
6) Family number: 28396617 (US2003054878A)

POINT OF PLAY REGISTRATION ON A **GAMING MACHINE**

Abstract: Source: US2003054878A A disclosed **gaming machine** is used to provide a method of registering a player to a loyalty program such as a player tracking program at the **gaming machine**. At the **gaming machine**, the player or a casino service representative may enter identification information such as a name, an address and biometric information using an input mechanism located on the **gaming machine** or on a hand-held wireless device. The loyalty program information may be combined with information such as serial number or a bar-code read from a loyalty program instrument in a loyalty program registration request message sent to a loyalty program server such as a player tracking server. The loyalty program instrument may include a magnetic striped card, a smart card, a printed ticket, a room key, a cell-phone or a portable computing device. When the registration request is confirmed by the loyalty program server, the player may begin a loyalty program session on a **gaming machine** and earn loyalty points.

Probable Assignee: IGT

Earliest Publication Date: 20030320



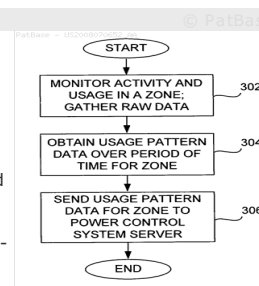
7) Family number: 41620843 (US2008070652A)

REDUCED POWER CONSUMPTION WAGER **GAMING MACHINE**

Abstract: Source: US2008070652A Novel wager **gaming machines**, **gaming** servers, and power consumption control methods for intelligently controlling power consumed by a wager **gaming machine** in a manner that does not discourage or prevent use of the **gaming machine** are described. A component of a **gaming machine**, for example, a ticket printer, is powered down when it has been determined that, based on usage pattern data, the component is not likely to be used. Usage pattern data are derived from raw activity usage data for a **machine** and its components. Components that are not powered based on the usage pattern data can be powered upon detecting an action implying that a user will be using the **machine**, for example, a card read or bill insert. A power controller processes signals conveying rules based on the usage pattern data and may also process a signal conveying a user-initiated action if there is one, to form a command to power up or turn off one or more **gaming machine** components.

Probable Assignee: IGT

Earliest Publication Date: 20080320



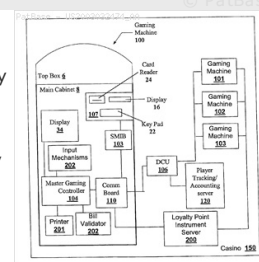
8) Family number: 28065258 (US2003032474A)

FLEXIBLE LOYALTY POINTS PROGRAMS

Abstract: Source: US2003032474A A disclosed a loyalty program transaction network provides a plurality of loyalty program instrument generation sites that award loyalty points. The loyalty points may be stored on loyalty point instruments such as printed tickets, magnetic-striped cards, room keys, portable wireless devices and smart cards. The loyalty program instruments may be issued to a patron of a **gaming** establishment without receiving identification information from the patron. At a loyalty program validation site, the loyalty program instruments may be used to redeem loyalty points for goods and services or the loyalty program instruments may be used to add loyalty points to an existing loyalty program account. Loyalty points may be earned by the patron during a number of activities such as playing a **gaming machine**, playing a game of chance, a food purchase, an entertainment purchase, a transportation purchase, a lodging purchase, a merchandise purchase and a service purchase.

Probable Assignee: IGT

Earliest Publication Date: 20030213



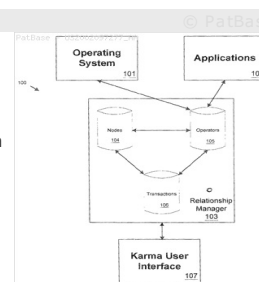
9) Family number: 15320507 (US2002097277A)

METHOD AND SYSTEM FOR MANAGING USER ACTIVITIES AND INFORMATION USING A CUSTOMIZED COMPUTER INTERFACE

Abstract: Source: US2002097277A Methods and systems for managing user information using a customized computer interface which is user centric and geared toward creating and managing a personal information portal. In one aspect, the invention provides computerized methods for organizing a representation of user activities and information and navigating through an information management system that utilizes the representation.

Probable Assignee: MASTERCARD MOBILE TRANSACTIONS SOLUTIONS INC

Earliest Publication Date: 20010315

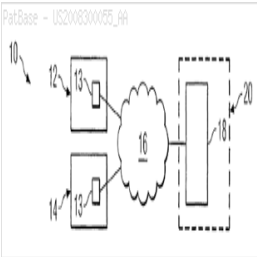


10) Family number: 42616868 (US2008300055A)

GAME WITH HAND MOTION CONTROL

Abstract: Source: US2008300055A In various embodiments, the motion of a wristband is used to control games.

Probable Assignee: CFPB LLC
Earliest Publication Date: 20081204

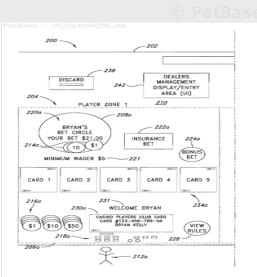


11) Family number: 56141700 (US2014094256A)

APPARATUS, SYSTEM AND METHOD FOR PRESENTING DIFFERENT WAGERING GAMES FOR CONCURRENT PLAY

Abstract: Source: US2014094256A Apparatus, methods and systems are set forth to enable a player to play several, different concurrent games at a gaming device. The player selects the games to play from a game library and a processor assigns the game instances to real estate at the gaming device display. The player may record wagers to play the games. A processor determines game cycle times and choreographs play of the games' start and stop cycles to provide an appealing and serial display of game outcomes to the player.

Probable Assignee: BALLY GAMING INC
Earliest Publication Date: 20140403

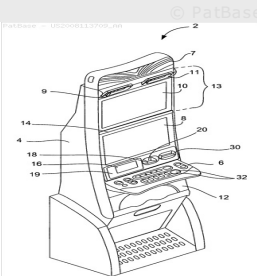


12) Family number: 41801337 (US2008113709A)

GAMING MACHINE WITH CONSOLIDATED PERIPHERALS

Abstract: Source: US2008113709A Disclosed are gaming machines, including related methods, apparatus, and systems, including computer program products, implementing and using techniques for providing a game of chance. Peripheral devices, such as a bill acceptor and ticket printer, are consolidated in a central region of the gaming machine, behind a moveable door of the machine. Doors of the machine, including a door having a display, are moveable in directions along a longitudinal axis of the machine between open and closed positions. An adjustable button panel is moveable to a plurality of positions along the longitudinal axis, independent of the moveable doors. An array of networked displays on one or more gaming machines are controlled to simultaneously output lighting patterns, including synchronized patterns, associated with various events. Designated lighting patterns can also be output on light borders disposed around groups of buttons and other input devices on the button panel. A player interface is coupled to receive player input for setting parameters defining the audio and video presentation of game data on the machine. Contributing to the audio presentation, one or more speakers situated in an upper region of the cabinet are oriented at a downward angle.

Probable Assignee: IGT
Earliest Publication Date: 20080515

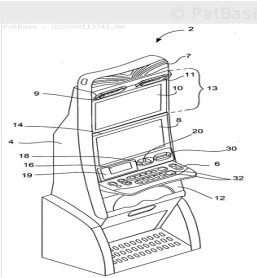


13) Family number: 41801188 (US2008113741A)

GAMING MACHINE WITH ADJUSTABLE BUTTON PANEL

Abstract: Source: US2008113741A Disclosed are gaming machines, including related methods, apparatus, and systems, including computer program products, implementing and using techniques for providing a game of chance. Peripheral devices, such as a bill acceptor and ticket printer, are consolidated in a central region of the gaming machine, behind a moveable door of the machine. Doors of the machine, including a door having a display, are moveable in directions along a longitudinal axis of the machine between open and closed positions. An adjustable button panel is moveable to a plurality of positions along the longitudinal axis, independent of the moveable doors. An array of networked displays on one or more gaming machines are controlled to simultaneously output lighting patterns, including synchronized patterns, associated with various events. Designated lighting patterns can also be output on light borders disposed around groups of buttons and other input devices on the button panel. A player interface is coupled to receive player input for setting parameters defining the audio and video presentation of game data on the machine. Contributing to the audio presentation, one or more speakers situated in an upper region of the cabinet are oriented at a downward angle.

Probable Assignee: IGT
Earliest Publication Date: 20080515

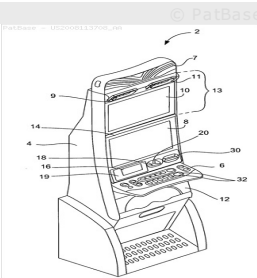


14) Family number: 41801321 (US2008113708A)

BUTTON PANEL CONTROL FOR A GAMING MACHINE

Abstract: Source: US2008113708A Disclosed are gaming machines, including related methods, apparatus, and systems, including computer program products, implementing and using techniques for providing a game of chance. Peripheral devices, such as a bill acceptor and ticket printer, are consolidated in a central region of the gaming machine, behind a moveable door of the machine. Doors of the machine, including a door having a display, are moveable in directions along a longitudinal axis of the machine between open and closed positions. An adjustable button panel is moveable to a plurality of positions along the longitudinal axis, independent of the moveable doors. An array of networked displays on one or more gaming machines are controlled to simultaneously output lighting patterns, including synchronized patterns, associated with various events. Designated lighting patterns can also be output on light borders disposed around groups of buttons and other input devices on the button panel. A player interface is coupled to receive player input for setting parameters defining the audio and video presentation of game data on the machine. Contributing to the audio presentation, one or more speakers situated in an upper region of the cabinet are oriented at a downward angle.

Probable Assignee: IGT
Earliest Publication Date: 20080515



[illegible]

```

graph TD
    101[PLAYER] --- 103[ELECTRONIC GAMING MACHINE 103]
    102[TABLE PLAYER] --- 103
    103 --- 110[COMPUTER NETWORK 110]
    103 --- 104((TABLE GAME 104))
    104 --- 105[CAMERA 105]
    104 --- 106[COMPUTER WORKSTATION 106]
    105 --- 106
    106 --- 107[USER 107]
    108[DATABASE COMPUTER 108] --- 110
    109[MIDDLEWARE SERVER 109] --- 110
    110 --- 107

```

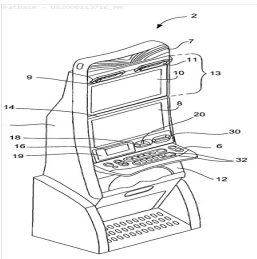
[illegible]

PERSONALIZATION OF VIDEO AND SOUND PRESENTATION ON A GAMING MACHINE

Abstract: Source: US2008113716A Disclosed are gaming machines, including related methods, apparatus, and systems, including computer program products, implementing and using techniques for providing a game of chance. Peripheral devices, such as a bill acceptor and ticket printer, are consolidated in a central region of the gaming machine, behind a moveable door of the machine. Doors of the machine, including a door having a display, are moveable in directions along a longitudinal axis of the machine between open and closed positions. An adjustable button panel is moveable to a plurality of positions along the longitudinal axis, independent of the moveable doors. An array of networked displays on one or more gaming machines are controlled to simultaneously output lighting patterns, including synchronized patterns, associated with various events. Designated lighting patterns can also be output on light borders disposed around groups of buttons and other input devices on the button panel. A player interface is coupled to receive player input for setting parameters defining the audio and video presentation of game data on the machine. Contributing to the audio presentation, one or more speakers situated in an upper region of the cabinet are oriented at a downward angle.

Probable Assignee: IGT

Earliest Publication Date: 20080515



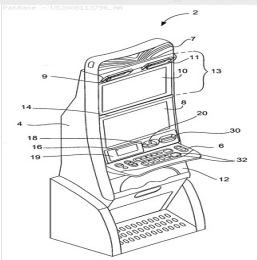
21) Family number: 41801295 (US2008113796A)

SPEAKER ARRANGEMENT AND CONTROL ON A GAMING MACHINE

Abstract: Source: US2008113796A Disclosed are gaming machines, including related methods, apparatus, and systems, including computer program products, implementing and using techniques for providing a game of chance. Peripheral devices, such as a bill acceptor and ticket printer, are consolidated in a central region of the gaming machine, behind a moveable door of the machine. Doors of the machine, including a door having a display, are moveable in directions along a longitudinal axis of the machine between open and closed positions. An adjustable button panel is moveable to a plurality of positions along the longitudinal axis, independent of the moveable doors. An array of networked displays on one or more gaming machines are controlled to simultaneously output lighting patterns, including synchronized patterns, associated with various events. Designated lighting patterns can also be output on light borders disposed around groups of buttons and other input devices on the button panel. A player interface is coupled to receive player input for setting parameters defining the audio and video presentation of game data on the machine. Contributing to the audio presentation, one or more speakers situated in an upper region of the cabinet are oriented at a downward angle.

Probable Assignee: IGT

Earliest Publication Date: 20080515



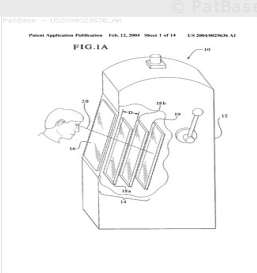
22) Family number: 32508723 (US2004029636A)

GAMING DEVICE HAVING A THREE DIMENSIONAL DISPLAY DEVICE

Abstract: Source: US2004029636A A wagering gaming device having a three-dimensional display device which includes a plurality display screens. The display screens display three dimensional images having an height, actual width and depth.

Probable Assignee: IGT

Earliest Publication Date: 20040212



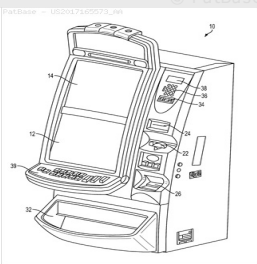
23) Family number: 66073915 (US2017165573A)

ENHANCED ELECTRONIC GAMING MACHINE WITH DYNAMIC GAZE DISPLAY

Abstract: Source: US2017165573A An electronic gaming machine where the player plays an interactive game using their player eye gaze. A graphics processor generates an interactive game environment and defines a viewing area as its subset, the viewing area having visible game components. A display device displays the viewing area having the plurality of visible game components. The display controller controls rendering of the viewing area on the display device using the graphics processor. At least one data capture camera device continuously monitors the player eye gaze to collect player eye gaze data. The game controller determines the location of the player's eye gaze relative to the viewing area and triggers a control command to the display controller. In response, the display controller controls the display device in real-time to provide a graphical animation effect displayed on the display device representative of a visual update to the visible game components in the viewing area.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20170615



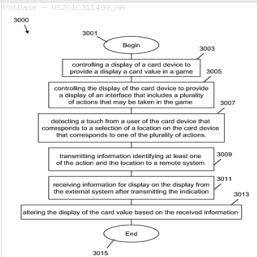
24) Family number: 47808559 (US2010311489A)

MOBILE PLAYING CARD DEVICES

Abstract: Source: US2010311489A Various card devices and methods involving card devices are described. Other embodiments are also described.

Probable Assignee: CFPH LLC

Earliest Publication Date: 20101209



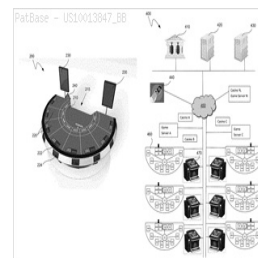
25) Family number: 57190198 (US10013847B)

TABLE GAMES USING PORTABLE DEVICES

Abstract: Source: US10013847B Table game systems can include player **terminal(s)**, electronic **gaming** table(s), and/or a remote server. A player **terminal** can have an outer housing, a controller located therewithin or thereabout, input and output component(s), and a communications interface to an outside **gaming** network having other functionally similar **gaming** device(s), **gaming** table(s), and a remote server. The controller and/or server can facilitate providing table game information to a player, which information can include table game tournament information. A player **terminal** can facilitate asynchronous and individually paced tournament play, switching between different tournament tables on demand, and play of tournament and/or non-tournament table games thereat simultaneously. Portable computing devices can be used as player **terminals** and can permit players to play in actual or practice play-along modes.

Probable Assignee: FRESH IDEA GLOBAL LTD

Earliest Publication Date: 20140819



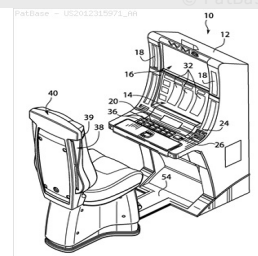
26) Family number: 52546746 (US2012315971A)

AUTOMATED **GAMING** CHAIRS AND WAGERING GAME SYSTEMS AND **MACHINES** WITH AN AUTOMATED **GAMING** CHAIR

Abstract: Source: US2012315971A **Gaming** chairs and wagering game systems and **machines** with a **gaming** chair are presented herein. A **gaming** chair is disclosed for a wagering game system with a controller operable to output signals associated with a wagering game. The **gaming** chair includes a backrest portion, a **seat** portion, and a base for supporting the **seat** and backrest portions. The base includes a height adjustment mechanism. The **gaming** chair also includes a motion-enabling mounting assembly that is attached to the **seat** portion and has at least one actuator configured to selectively move the **seat** portion in response to signals from the controller. The mounting assembly is movably mounted on the height adjustment mechanism of the base such that the mounting assembly, **seat** portion, backrest portion, and actuator(s) can be unitarily repositioned between a plurality of distinct heights.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20121213



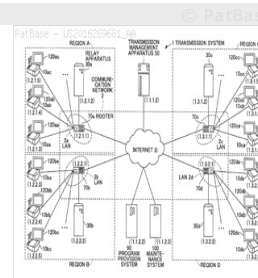
27) Family number: 63528844 (US2016269681A)

TRANSMISSION MANAGEMENT APPARATUS, TRANSMISSION SYSTEM, TRANSMISSION MANAGEMENT METHOD AND RECORDING MEDIUM

Abstract: Source: US2016269681A A transmission management apparatus for managing a session performing transmission/reception of content data via a relay apparatus includes a service information management unit configured to manage service management information in which service identification information for identifying service content provided to each of a plurality of transmission **terminals**, and service content corresponding to the service identification information are stored preliminarily; a service identification information acquisition unit configured to acquire service identification information of each of transmission **terminals** participating in the session; a service content determination unit configured to determine service content of the session, based on the service identification information acquired by the service identification information acquisition unit and the service management information; and a session control unit configured to report information specifying quality of the content data to be sent, based on the determined service content of the session, to each of the transmission **terminals** participating in the session.

Probable Assignee: RICOH CO LTD

Earliest Publication Date: 20160914



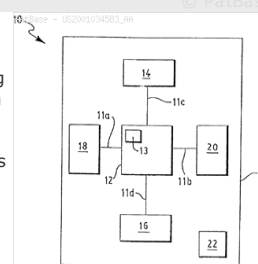
28) Family number: 29953458 (US2001034583A)

SPEEDOMETER FOR A MOVING SPORTSMAN

Abstract: Source: US2001034583A The invention detects the loft time and/or speed of a vehicle, such as a sporting vehicle, during activities of moving and jumping. A loft sensor detects when the vehicle leaves the ground and when the vehicle returns to the ground. A microprocessor subsystem converts the sensed information to determine a loft time. A display shows the recorded loft time to a user of the system. In addition, a speed sensor can detect the vehicle's speed for selective display to the user. The invention is particularly well-suited to sporting activities such as snowboarding where users loft into the air on ski jumps and catch "air" time but have no quantitative measure of the actual time lapse in the air. Therefore, users in skiing can use invention to record, store, and playback selected information relating to their sporting day, including the total amount of "air" time for the day and information such as dead time, i.e., time not spent on the slopes.

Probable Assignee: TVIPR LLC

Earliest Publication Date: 19970603



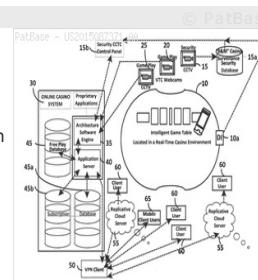
29) Family number: 58774119 (US2015087371A)

SYSTEM AND METHOD FOR PROVIDING REMOTE **GAMING** FEATURING LIVE **GAMING** DATA

Abstract: Source: US2015087371A Systems and methods for collecting **gaming** data from the play of a live table game and using the collected data to conduct and facilitate the remote play of the live table game and independent wagering games, including providing selectable features which enable remote players to, among other things, obtain unique access to the collected **gaming** data and customize the collected **gaming** data for use in remote play.

Probable Assignee: HILL OTHO

Earliest Publication Date: 20150326



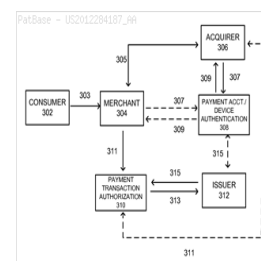
30) Family number: 51935324 (US2012284187A)

SYSTEM AND METHOD FOR PROCESSING PAYMENT TRANSACTIONS

Abstract: Source: US2012284187A A system and associated data processing flow for processing payment transactions that are conducted using a payment account or portable consumer device. The portable consumer device may be in any suitable form, including cards, key fobs, devices containing a contactless element, smart cards (having contacts or without contacts), etc. The invention separates the authentication of the payment account or payment device from the transaction authorization process, enabling different entities to be responsible for each of those functions.

Probable Assignee: VISA INT SERVICE ASSOCIATION

Earliest Publication Date: 20120920



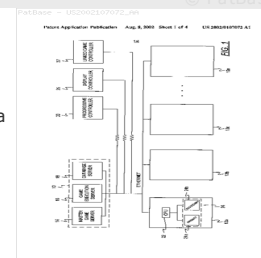
31) Family number: 28242617 (US2002107072A)

CENTRALIZED GAMING SYSTEM WITH MODIFIABLE REMOTE DISPLAY TERMINALS

Abstract: Source: US2002107072A A centralized gaming system comprises a central server system and a plurality of display terminals remote from and linked to the central server system. The central server system includes a master game server, a game execution server, and a database server. The master game server stores a plurality of games of chance. Each game includes respective game play software and respective audiovisual software. In response to one of the games being selected for play at one of the display terminals, the game play software for the selected game is loaded from the master game server into the game execution server and is executed by the game execution server to randomly select an outcome. The audiovisual software for the selected game is selectively executed at the display terminal to visually represent the outcome on a display of the display terminal. The database server collects game activity data based on the outcome and maintains such data for report generation and player tracking purposes. The master game server may evaluate the collected game activity data and, in turn, modify one or more of the display terminals for maximizing earnings and target marketing.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20020807



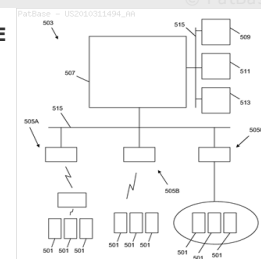
32) Family number: 47808493 (US2010311494A)

AMUSEMENT DEVICE INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA IN PLAY OF A GAME OF CHANCE

Abstract: Source: US2010311494A Various card devices and methods involving card devices are described. Other embodiments are also described.

Probable Assignee: CFPH LLC

Earliest Publication Date: 20101209



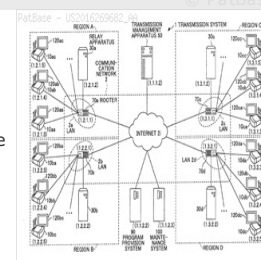
33) Family number: 63528846 (US2016269682A)

TRANSMISSION MANAGEMENT APPARATUS, TRANSMISSION SYSTEM, TRANSMISSION MANAGEMENT METHOD AND RECORDING MEDIUM

Abstract: Source: US2016269682A A transmission management apparatus for managing a session performing transmission/reception of content data via a relay apparatus includes a service information management unit configured to manage service management information in which service identification information identifying service content provided to each of a plurality of transmission terminals, and service content corresponding to the service identification information are stored preliminarily; a service identification information acquisition unit configured to acquire service identification information of each of the transmission terminals participating in the session; a service content determination unit configured to determine the service content of the session, based on the service identification information acquired by the service identification information acquisition unit and the service management information; and a session control unit configured to report session information based on the service content of the session determined by the service content determination unit to the relay apparatus.

Probable Assignee: RICOH CO LTD

Earliest Publication Date: 20160914



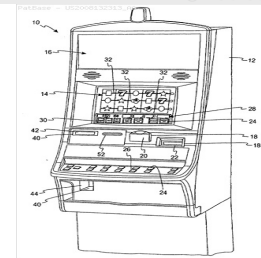
34) Family number: 34300660 (US2008132313A)

GAMING MACHINE HAVING DISPLAY WITH SENSORY FEEDBACK

Abstract: Source: US2008132313A A method of conducting a wagering game on a gaming machine includes the steps of displaying a selectable game element on a display and associating each potential outcome associated with the selectable game element with a predetermined haptic output selected from a plurality of predetermined haptic device outputs. The method also includes the steps of selecting the selectable game element to reveal an outcome associated therewith and causing a haptic device to output the predetermined haptic output corresponding to the outcome of the selectable game element.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20070315



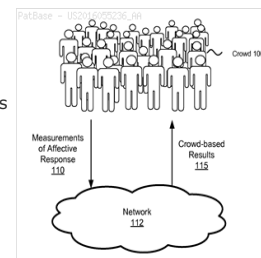
35) Family number: 61742514 (US2016055236A)

PERSONALIZED EXPERIENCE SCORES BASED ON MEASUREMENTS OF AFFECTIVE RESPONSE

Abstract: Source: US2016055236A This disclosure describes systems, methods, and computer program products that may be used to provide crowd-based scores for experiences, which are computed based on measurements of affective response of multiple users who had the experiences. The measurements of affective response may be collected using a wide array of sensors that measure physiological signals and/or behavioral cues. Additionally, the scores may be personalized for a certain user based on similarities between a profile of the certain user and profiles of the multiple users.

Probable Assignee: AFFECTOMATICS LTD

Earliest Publication Date: 20160225



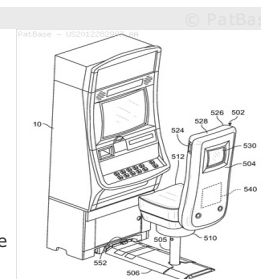
36) Family number: 52326992 (US2012282997A)

GAMING TERMINAL CHAIR ELECTRICAL INTERFACE

Abstract: Source: US2012282997A Gaming terminals, gaming systems, and electrical and mechanical connector assemblies for coupling a gaming terminal to a chair positioned in front of the gaming terminal are presented herein. A gaming system is disclosed. The gaming system includes a gaming terminal for playing a wagering game and a chair positioned in front of the gaming terminal. The chair includes electronic components operated by a digital data signal and powered by a power supply signal. The gaming terminal includes an electrical connector assembly for coupling to a complementary electrical connector assembly on the chair. The electrical connector assembly also includes a switching device for automatically electrically coupling the electronic components with a power supply signal from a power supply once the respective electrical connector assemblies are securely coupled.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20121108



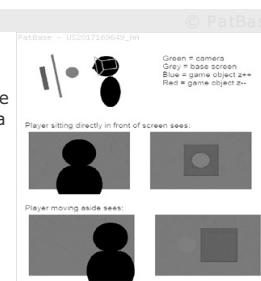
37) Family number: 66075793 (US2017169649A)

ENHANCED ELECTRONIC GAMING MACHINE WITH GAZE-BASED DYNAMIC MESSAGING

Abstract: Source: US2017169649A A computer device and method for dynamically displaying at least one message to a player of a game are provided. The computer device may be an electronic gaming machine, and comprises a camera which can be used to collect data on the movement of a player of an electronic game. The movements of the player may then be analyzed and used to select message presentation rules based on player movement data. The message presentation rules may govern the presentation of new messages, the removal of old messages, or change the way a given message is presented.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20170615



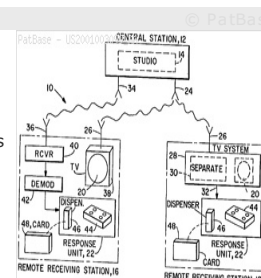
38) Family number: 30080313 (US2001003099A)

EVALUATION OF RESPONSES OF PARTICIPATORY BROADCAST AUDIENCE WITH PREDICTION OF WINNING CONTESTANTS; MONITORING, CHECKING AND CONTROLLING OF WAGERING, AND AUTOMATIC CREDITING AND COUPONING

Abstract: Source: US2001003099A A system and method for evaluating responses to broadcast programs, such as television programs, include an instructional signal modulated onto a signal transmitted concurrently with the television program, simulcast, or time-multiplexed with a television. At each of a plurality of remote receiving stations, one or more members of a remote audience has the opportunity to respond to a situation presented in the television program by entering a response on a keyboard. The system includes response evaluation circuitry which may be located at a central facility or partially at the central facility and partially at each remote receiving station, or completely within a response unit at each remote receiving station, in the latter case the response unit having a memory responsive to the instructional signal for storing acceptable responses, a comparison circuit for comparing responses entered at the keyboard with those stored in the memory, circuitry for scoring responses in accordance with commands from the instructional signal, and a recording device for providing a permanent record of the audience score at the remote station. For conducting a sweepstakes, numbers or other responses are entered at the remote stations and are stored at a central facility for verification. The program may be presented live conducted by a host at a central station, or by a prerecorded message accessible by telephone from a remote station with regulation from a central station, and members of the remote audience may predict or select winning contestants.

Probable Assignee: QUEST NETTECH CORP

Earliest Publication Date: 19880517



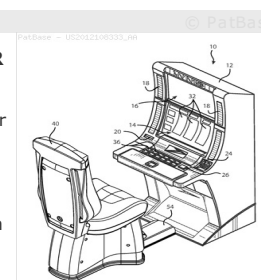
39) Family number: 51046372 (US2012108333A)

GAMING MACHINE CHAIR AND WAGERING GAME SYSTEMS AND MACHINES WITH A GAMING CHAIR

Abstract: Source: US2012108333A Gaming machine chairs and wagering game systems and machines with a gaming chair are presented herein. One aspect of the present disclosure is directed to an automated gaming chair for a gaming system that conducts a wagering game. The gaming chair includes a seat portion and a backrest portion that are supported by a base. The seat portion includes one or more sensing devices for detecting the position of the player relative to the seat portion. The backrest portion includes one or more sensing device for detecting the position of the player relative to the backrest portion. The gaming chair also includes at least one actuator for automating movement of the gaming chair. The actuator(s) limits one or more ranges of motion within which the gaming chair is moved based upon the position of the player as detected by the sensing devices of the seat portion and backrest portion.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20120503



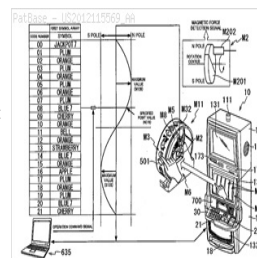
40) Family number: 51083649 (US2012115569A)

GAMING MACHINE CAPABLE OF BROADCASTING A STATUS OF A GAME BY A REEL ACTION

Abstract: Source: US2012115569A A **gaming machine** capable of prompting a player to pay his or her attention to a unit game that is attractive to the player, by performing a rendering caused by WILD symbol display or symbol movement mode. Symbols that are associated with a first scroll line are moved in a first direction, and symbols that are associated with a second scroll line are moved in a direction that is different from the first direction. After a predetermined period of time has elapsed, a WILD symbol that is included in the symbols that are associated with the second scroll line is displayed in a stopped state, and as triggered by the fact that the WILD symbol has been displayed in the stopped state, the symbols that are associated with the first scroll line are displayed so that a movement speed is gradually slowed down.

Probable Assignee: ARUZE GAMING AMERICA INC

Earliest Publication Date: 20120510



41) Family number: 60999343 (US2015348360A)

SYSTEMS AND METHODS FOR THREE DIMENSIONAL GAMES IN GAMING SYSTEMS

Abstract: Source: US2015348360A An electronic **gaming machine**, an electronic **gaming system**, and a computer-implemented method for providing three dimensional selection games in a **gaming system** are disclosed. The electronic **gaming machines** includes: at least one processor; at least one persistent data store; at least one receiver to receive game data for storage in the at least one persistent data store; and a display device configured with a user interface to display: 1) a multi-faceted **gaming** surface comprising at least two **gaming** surface representations; and 2) a portion of the game data as a first set of 3D game components on one or more of the at least two **gaming** surface representations in accordance with a set of game rules for a given game, each one of the 3D game components having a symbol associated thereto.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20151203



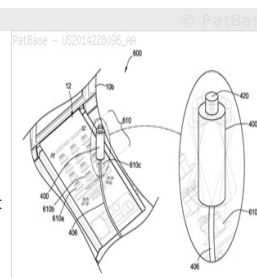
42) Family number: 57181715 (US2014228096A)

GAMING SYSTEM WITH REMOTE CONTROLLER HAVING LOCATION-BASED VARIABLE FUNCTIONALITY

Abstract: Source: US2014228096A A **gaming system** includes a handheld device **coupled** to a fixed structure. The handheld device includes a sensor configured to detect inputs. The handheld device is positionable in a base predefined zone and a first predefined zone. The base predefined zone is defined as a base volumetric space and the first predefined zone is defined as a first volumetric space. A memory device stores instructions that, when executed, by at least one of one or more processors of the **gaming system**, cause the **gaming system** to (i) detect a first input from the handheld device, (ii) perform a first function in response to the first input being detected in the base predefined zone, and (iii) perform a second function in response to the first input being detected in the first predefined zone, the second function being different from the first function.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20140814



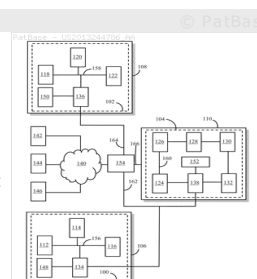
43) Family number: 54784986 (US2013244786A)

NETWORKED GAMING SYSTEM AND METHOD

Abstract: Source: US2013244786A A system for providing live-play, network-based **gaming** to players is described, the system comprising a first electronic **gaming** device located inside an authorized **gaming** establishment for allowing a first player to play a game of chance and/or skill against a second player or with the second player against a house entity, a second electronic **gaming** device located within the authorized **gaming** establishment for allowing the second player to play the game against the first player or with the first player against the house entity, a server for providing the game to the first player and the second player via the first electronic **gaming** device and the second electronic **gaming** device, respectively, and a communication medium for electronically **coupling** the server to the first electronic **gaming** device, the second electronic **gaming** device, and to other user **terminals** that are located within the **gaming** establishment, only.

Probable Assignee: ISDGAMES INC

Earliest Publication Date: 20130919



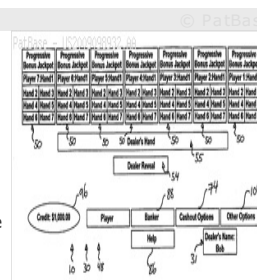
44) Family number: 43156039 (US2009098932A)

APPARATUS AND METHODOLOGY FOR ELECTRONIC TABLE GAME SYSTEM

Abstract: Source: US2009098932A One possible embodiment of the invention could be an electronic table game system, and a process for operating the system, generally comprising of an electronic **gaming** table whose playing surface supports one or more **gaming** elements of a table game generally played in a **gaming** establishment; with one or more dealer's electronic interfaces proximate to the playing surface to generally allow input of data substantially regarding **gaming** action of the table game; with one or more the player's electronic interfaces proximate to the playing surface to generally input data substantially regarding information on one or more wagers placed on the table game; and a computer system connected to the electronic interfaces to substantially process the inputted data to generally identify a winner of the table game. The system could further provide two or more electronic table games with a progressive bonus jackpot with or without a cap.

Probable Assignee: LONGWAY DOUGLAS RONALD

Earliest Publication Date: 20090416



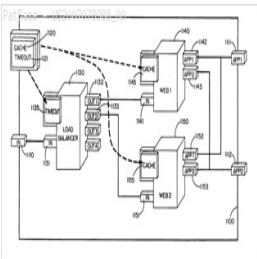
45) Family number: 34354101 (US2007078988A)

APPARATUS, METHOD AND SYSTEM FOR RAPID DELIVERY OF DISTRIBUTED APPLICATIONS

Abstract: Source: US2007078988A An apparatus, method and system are disclosed for visually constructing and rapidly delivering distributed applications. The system includes a virtual appliance apparatus and a composite appliance apparatus, as well as a system for virtualizing hardware resources and for provisioning, executing and scaling distributed applications.

Probable Assignee: CA INC

Earliest Publication Date: 20070329



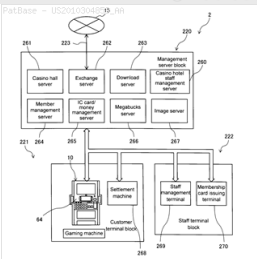
46) Family number: 47719816 (US2010304853A)

PLAYER TRACKING APPARATUS AND GAMING MACHINE AND CONTROL METHOD THEREOF

Abstract: Source: US2010304853A A configuration is provided to execute the processing of: causing a light emitting portion to emit light in a first mode in a case where the number of cards stored in a memory is a preset first reference number or less; and causing the light emitting portion to emit light in a second mode in a case where the number of cards stored in the memory is a preset second reference number or more. In this manner, a gaming machine is provided in such a manner that a variety of information can be provided to a player and replenishment of IC cards or removal of redundant IC cards can be performed timely.

Probable Assignee: ARUZE GAMING AMERICA INC

Earliest Publication Date: 20101202



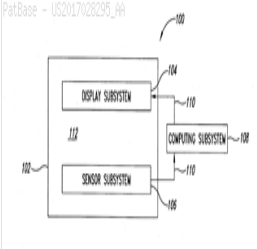
47) Family number: 64814274 (US2017028295A)

GESTURE ENHANCED INPUT DEVICE

Abstract: Source: US2017028295A Various embodiments disclosed herein are directed to a virtual player interface such as button deck for a gaming device. The interface includes a touch screen display which displays one or more button icons. The size, shape and location of the button icons may be reconfigured based upon player interaction or selection. Button functions or selections may be combined into a single button. The button reconfiguration may be saved to a player account to be applied when the player uses the gaming device or other applicable device. Haptic or audible feedback may be applied to the button icon based upon the location of the player's touch relative to a target position on the icon.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20170202



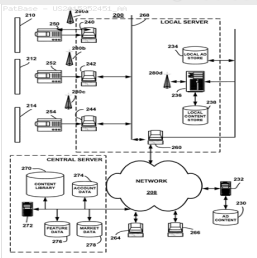
48) Family number: 59991519 (US2015352451A)

SYSTEM AND METHOD FOR ARRANGING AND PRESENTING INTERACTIVE MULTIPLAYER GAME SESSIONS TO AN AUDIENCE

Abstract: Source: US2015352451A A computer implemented method of presenting pre-show content to movie theater audiences includes receiving requests from an exhibitor, each request identifying a feature presentation, a feature presentation start time, and the length of a pre-show session preceding the feature presentation. At least one multiplayer game for each pre-show session is selected automatically based on at least one of an audience maturity rating of the feature presentation, a genre of the feature presentation, and the availability of other players attending at least one other feature presentation hosted by the same exhibitor at the same or a different location, and/or a different exhibitor at a different location. Optionally, the list of selected games is presented to one or more audiences for voting. Where a game to be played by members of different audiences is scheduled for the same time slot, a single instantiation of the game is presented to the multiple audiences.

Probable Assignee: KINO LLC

Earliest Publication Date: 20150804



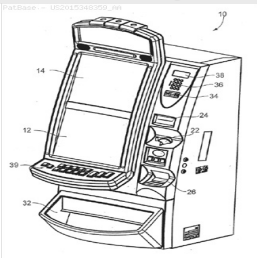
49) Family number: 60999344 (US2015348359A)

THREE DIMENSIONAL ENHANCEMENTS TO GAME COMPONENTS IN GAMING SYSTEMS

Abstract: Source: US2015348359A An electronic gaming machine, an electronic gaming system, and a computer-implemented method are disclosed. The electronic gaming machine comprises: at least one processor; at least one persistent data store; at least one receiver to receive game data for storage in the at least one persistent data store; and a display device configured with a user interface to display a portion of the game data as a first matrix of at least one of a row and a column of game components in accordance with a set of game rules for a given game, each one of the game components having an original symbol associated thereto, and at least a second matrix of at least one of a row and a column of game components in accordance with the set of game rules for the given game, each game components having an original symbol associated thereto.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20151203



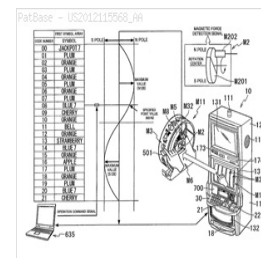
50) Family number: 51083642 (US2012115568A)

GAMING MACHINE CAPABLE OF BROADCASTING A STATUS OF A GAME BY A REEL ACTION

Abstract: Source: US2012115568A The present invention provides a **gaming machine** that is capable of prompting a player to concentrate his or her consciousness to a unit game that attracts the player's interest by performing rendering when a li-zhi has been established, the **gaming machine** beings capable of visually recognizing by the player an outcome of symbols without keeping off his or her eye from moving symbols. The **gaming machine** is configured to display symbols associated with at least one scroll line in a second mode that is different from a first mode from among scroll lines corresponding to the moving symbols as triggered by the fact that a li-zhi has been established by means of symbols displayed in a stopped state.

Probable Assignee: ARUZE GAMING AMERICA INC

Earliest Publication Date: 20120510



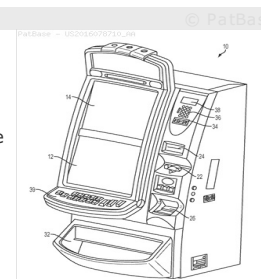
51) Family number: 61863120 (US2016078710A)

3D ENHANCED **GAMING MACHINE** WITH SELECTABLE 3D INTENSITY LEVEL

Abstract: Source: US2016078710A An electronic **gaming machine** for stereoscopic display of game components is provided. The **machine** includes at least one processor, memory storing processor-executable instructions in communication with the at least one processor, a stereoscopic display. Executing the instructions by the at least one processor causes the processor to: identify, for display, at least one game component in accordance with a set of game rules for a given game; select a three-dimensional intensity level for displaying the at least one game component; render left and right eye images based on the selected three-dimensional intensity level; and provide the rendered left and right eye images to the stereoscopic display, for presentation to the left and right eyes, respectively, of a player.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20160317



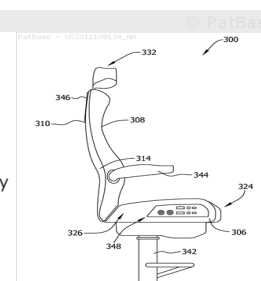
52) Family number: 48874678 (US2011109134A)

SERVER-BASED **GAMING CHAIR**

Abstract: Source: US2011109134A A **gaming chair** includes a plurality of speakers, at least one electronic display device, a network interface configured to **couple** to a network, and a processor **coupled** to the speakers, the electronic display device, and the network interface. The processor is configured to receive game data from a remote server via the network interface, wherein the game data includes audio signals and video signals, and to cause the speakers to output audio based on the audio signals. The processor is also configured to cause the display device to display at least one image based on the video signals.

Probable Assignee: IGT

Earliest Publication Date: 20110512



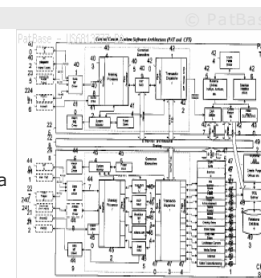
53) Family number: 31193822 (US6813777B)

TRANSACTION DISPATCHER FOR A PASSENGER ENTERTAINMENT SYSTEM, METHOD AND ARTICLE OF MANUFACTURE

Abstract: Source: US6813777B A computer is used to manage communication over a network between one or more network addressable units and a plurality of physical devices of a passenger entertainment system. The system is configured and operated using software to provide passenger entertainment services including audio and video on-demand, information dissemination, product and service order processing, video teleconferencing and data communication services. The system includes a system server and a network supporting multiple computer processors. The processors and the server comprise application software that control telephony applications and network services. The server is **coupled** by way of the network to physical devices of the system. The server comprises software that instantiates a network addressable unit server that interfaces to one or more network addressable units, that instantiates a services server that interfaces to one or more service clients that provide services of the passenger entertainment system, and that instantiates a router and one or more mail slots comprising a lookup table that identify each of the clients. Data comprising a network routing address and a physical device type are used to access the lookup table to determine message destinations. The respective servers interface to their clients by way of named pipes that translate messages from a first format to a second format. The server also comprises software that instantiates intranodal thread processors that route messages between processes on the physical devices and the one or more service clients to route services of the passenger entertainment system to the processes on the physical devices.

Probable Assignee: ROCKWELL COLLINS INC

Earliest Publication Date: 20041102



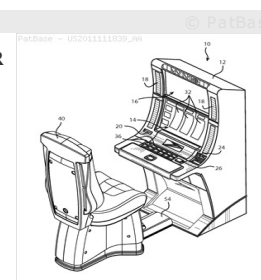
54) Family number: 48875703 (US201111839A)

GAMING MACHINE CHAIR AND WAGERING GAME SYSTEMS AND **MACHINES WITH A **GAMING CHAIR****

Abstract: Source: US201111839A **Gaming machine** chairs and wagering game systems and **machines** with a **gaming chair** are presented herein. A **gaming chair** is disclosed that includes a base, a **seat** portion supported by the base, and at least one actuator attached to the **seat** portion to selectively move the **seat** portion. A movable shroud at least partially circumscribes the base and the actuator(s) to inhibit access thereto. The movable shroud is attached to the actuator(s) for concurrent movement therewith. Optionally, the base may be attached to both the **seat** portion and the actuator(s). In this instance, the actuator(s) may be pivotably mounted to a chair support structure, whereas the base may lack a direct connection to the chair's support structure. An optional flexible boot at least partially circumscribes the base and the actuator(s). The moveable shroud and flexible boot cooperate to substantially conceal and inhibit access to the base and the actuator(s).

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20110512



55) Family number: 48875692 (US201111847A)

Earliest Publication Date: 20110512

Earliest Publication Date: 20151008[illegible]

Earliest Publication Date: 20160617

FIG. 1 is a block diagram of a system for awarding prizes. The system includes a Validation Device (30) connected to a Gaming Device (12) and a Prize Station (14). The Gaming Device (12) contains a Game (16) and is connected to an Identification (18) block. The Prize Station (14) contains a Prize (18) and is connected to an Identification (18) block. Both Identification (18) blocks are connected to a Prize Bearing Instrument (PBI) (22). The PBI (22) is connected to a PBI Distribution (20) block, which is connected to an Award Prize (28) block. A lightning bolt symbol (26) is shown near the PBI Distribution (20) block.

Earliest Publication Date: 20020620

```

graph TD
    Start([Begin]) --> 3003[controlling a display of a card device to provide a display a card value in a game]
    3003 --> 3005[controlling the display or the card device to display an interface that includes a plurality of actions that may be taken in the game]
    3005 --> 3007[detecting a touch from a user of the card device that corresponds to a selection of a location on the card device that corresponds to one of the plurality of actions]
    3007 --> 3009[transmitting information identifying at least one of the action and the location to a remote system]
    3009 --> 3011[receiving information for display on the display from the external system after transmitting the information]
    3011 --> 3013[altering the display of the card value based on the received information]
    3013 --> End([End])
  
```

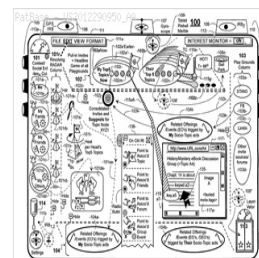
The flowchart illustrates a method for displaying a card value in a game. It begins with a 'Begin' block, leading to step 3003: 'controlling a display of a card device to provide a display a card value in a game'. This is followed by step 3005: 'controlling the display or the card device to display an interface that includes a plurality of actions that may be taken in the game'. Step 3007: 'detecting a touch from a user of the card device that corresponds to a selection of a location on the card device that corresponds to one of the plurality of actions'. Step 3009: 'transmitting information identifying at least one of the action and the location to a remote system'. Step 3011: 'receiving information for display on the display from the external system after transmitting the information'. Step 3013: 'altering the display of the card value based on the received information'. The process concludes with an 'End' block.

Earliest Publication Date: 20101209

Abstract: Source: US2012290950A Disclosed is a Social-Topical Adaptive Networking (STAN) system that can inform users of cross-correlations between currently focused-upon topic or other nodes in a corresponding topic or other data-objects organizing space maintained by the system and various social entities monitored by the system. More specifically, one of the cross-correlations may be as between the top N now-hottest topics being focused-upon by a first social entity and the amounts of focus heat that other social entities (e.g., friends and family) are casting on the same topics (or other subregions of other cognitive attention receiving spaces) in a relevant time period.

Probable Assignee: JEFFREY ALAN RAPAPORT

Earliest Publication Date: 20121115



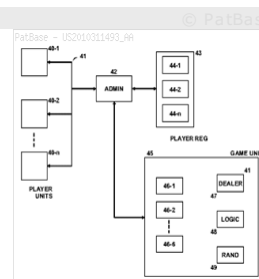
61) Family number: 47808119 (US2010311493A)

INTERPROCESS COMMUNICATION REGARDING MOVEMENT OF GAME DEVICES

Abstract: Source: US2010311493A Various card devices and methods involving card devices are described. Other embodiments are also described.

Probable Assignee: CFPH LLC

Earliest Publication Date: 20101209



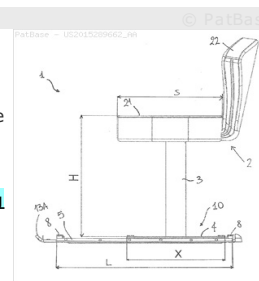
62) Family number: 57052372 (US2015289662A)

SLIDING SEAT, IN PARTICULAR FOR GAMING STATIONS

Abstract: Source: US2015289662A A sliding seat, in particular for gaming stations, includes a seating portion defined by at least one substantially horizontal seating plane supported by a support device on a support base. The support base has a plate that can be joined to the support device and is slidably connectable to a footboard resting upon the floor, the footboard being provided with a guide device cooperating with corresponding a sliding device provided on the plate to allow the plate to slide together with the seating portion. In particular, in the sliding seat, the length of the plate is greater than or equal to half the distance between the surface of the plate and the seating plane.

Probable Assignee: STYLGAMS SRL

Earliest Publication Date: 20140730



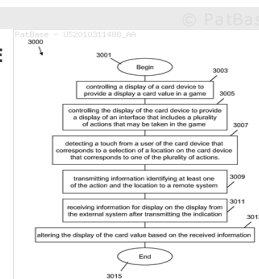
63) Family number: 47810324 (US2010311488A)

AMUSEMENT DEVICE INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA IN PLAY OF A GAME IN WHICH AN OUTCOME IS DEPENDANT UPON CARD VALUES

Abstract: Source: US2010311488A Various card devices and methods involving card devices are described. Other embodiments are also described.

Probable Assignee: CFPH LLC

Earliest Publication Date: 20101209



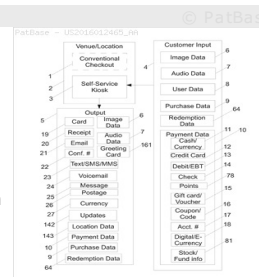
64) Family number: 61381649 (US2016012465A)

SYSTEM AND METHOD FOR DISTRIBUTING, RECEIVING, AND USING FUNDS OR CREDITS AND APPARATUS THEREOF

Abstract: Source: US2016012465A A system for performing various methods of sending, receiving, distributing, and utilizing funds and/or credits is disclosed. In many embodiments, various communications platforms and/or protocols may be employed. Methods of sending funds or credits may be practiced in different environments, including physical and electronic environments. According to some preferred embodiments, users may perform a variety of transactions including various gifting functions, re-gifting functions, and social interactions simply, through various types of electronic communications, including, but not limited to electronic messaging.

Probable Assignee: SHARP INTELLECTUAL ASSET HOLDINGS LLC

Earliest Publication Date: 20160114



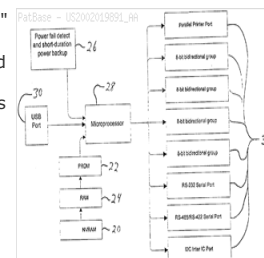
65) Family number: 41738580 (US2002019891A)

GENERIC DEVICE CONTROLLER UNIT AND METHOD

Abstract: Source: US2002019891A An generic device controller unit system (10) includes a generic "true real time" peripheral device controller and a data and protocol communications interface. The system (10) is generic, in that the system (10) is capable of connecting a processor (40) to any number of various peripheral devices (50), instead of being designed to interconnect a processor (40) only to a specific peripheral device (50). The system (10) interfaces between a standard non-true real time operating system and peripheral devices (50) in such a manner as to employ true real time peripheral device control. The device controller of the system (10) allows a standard non-true real time operating system to implement true real time control of peripheral devices (50). The system (10) interfaces between a processor (40) and peripheral devices (50) such that the data and protocol communications interface of the system (10) allows the processor (40) to utilize a single protocol and associated data in order to communicate with peripheral devices (50) which are utilizing different protocols and associated data.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20020214



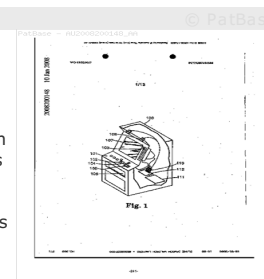
66) Family number: 41726210 (AU2008200148B)

METHOD FOR DEVELOPING GAMING PROGRAMS COMPATIBLE WITH A COMPUTERIZED GAMING OPERATING SYSTEM AND APPARATUS

Abstract: Source: AU2008200148B The present invention in various embodiments provides a computerized wagering game method and apparatus that features an operating system kernel (201), a system handler application (202) that loads and executes gaming program objects (203) and features nonvolatile storage (204) that facilitates share of information between gaming program objects (203). The system handler of some embodiments further provides an API library of functions callable from the gaming program objects (203), and facilitates the use of callback functions on change of data stored in nonvolatile storage (204). The nonvolatile storage (204) also provides a nonvolatile record of the state of the computerized wagering game, providing protection against loss of the game state due to power loss. The system handler application (202) in various embodiments includes a plurality of device handlers (210), providing an interface to selected hardware and the ability to monitor hardware related events. 203668194-1 PCT/US02/30286 1/13 10 10a 107 1011 Fig.1

Probable Assignee: IGT RENO NEV

Earliest Publication Date: 20080221



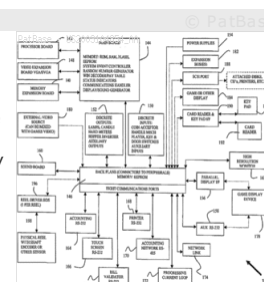
67) Family number: 28631209 (US2003104854A)

METHOD AND APPARATUS FOR COMPETITIVE BONUS GAMES WITH A PLAYER AS THE HOUSE

Abstract: Source: US2003104854A The present invention relates to gaming systems and methods where enablement for play of a bonus game is linked to play of a primary game. A player may qualify for the bonus game by preselected criteria associated with play of the primary game. At least one player is enabled to play the bonus game against at least one other player by assuming a role of the house. At least one other player is enabled to play the bonus game against the house. The at least one player who assumes the house role may be awarded the wagers, or a percentage of the wagers, lost by the at least one other player wagering against the house.

Probable Assignee: IGT

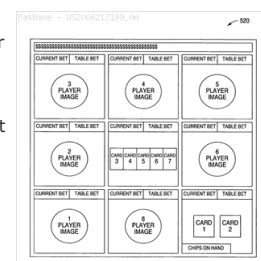
Earliest Publication Date: 20030605



Abstract: Source: US2006217199A An on-line **gaming** or other activity system utilizing videoconferencing or other communication methods in a broadband network provides remote locations (participants or spectators) with live video/audio of the on-going game or activity occurring at a different location. A network device, such as a videoconferencing unit, at the remote location receives video that includes real-time or live images of actual physical object(s) as presented or utilized during the game or activity (at the other location). The remote participant device is operable for receiving real-time or live video/audio or other user input (at the remote location) and transmitting this information to the game or activity location. This user input information received by the game or activity is operable for controlling, affecting or playing the game/activity at the game/activity location.

Probable Assignee: CVC GLOBAL PROVIDER LP

Earliest Publication Date: 20060908



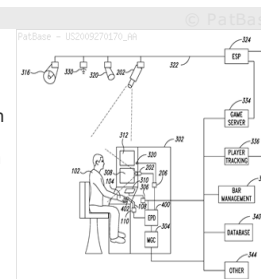
71) Family number: 43927094 (US2009270170A)

BIOFEEDBACK FOR A **GAMING** DEVICE, SUCH AS AN ELECTRONIC **GAMING MACHINE** (EGM)

Abstract: Source: US2009270170A Environmental feedback and/or biofeedback is associated with one or more players' emotions in real time. The emotional feedback is provided to a game device being used by the player, such as an electronic **gaming machine** (EGM). The game device uses the biofeedback and/or environmental feedback to appropriately adjust the game play to maximize the game's entertainment value to the player(s). The player(s) can be identified, and the game device matches the emotional response with certain game elements being presented at that time and associates this matching to the identified player. The matches can be used to make an adjustment to the game device, to the environments, and/or to take some other action. The game device can also store the matches, combined with any collected environmental and/or biometric stimuli, on a game server or player tracking database via the network. Previous environmental/biometric information can be used to make immediate adjustments to the game or environment, or incorporated into future game design and environmental design.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20091029



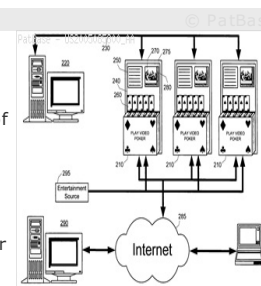
72) Family number: 31843798 (US2005085300A)

CLOSED-LOOP SYSTEM FOR DISPLAYING PROMOTIONAL EVENTS AND GRANTING AWARDS FOR ELECTRONIC VIDEO GAMES

Abstract: Source: US2005085300A The present invention provides a closed-loop system that allows the operator of video **gaming machines** or other systems to define promotional events for the particular **machines** or systems, monitor the activity of the particular **machines** or systems, and grant awards. More specifically, the promotional events may include scheduling information, winning criteria and awards. During the period of time that the promotional event is active, the activity of the **machine** or system is monitored to determine if the winning criteria has been satisfied. If the winning criteria are satisfied, information pertaining to event is recorded. The present invention is applicable to a variety of embodiments including video poker **machines**, black jack **machines** or other **gaming** and gambling **machines**, as well as other systems that include a display mechanism and an activity that can be monitored.

Probable Assignee: IGT

Earliest Publication Date: 20050421



73) Family number: 62730377 (US2016180644A)

GAMING SYSTEM WITH MOVABLE ULTRASONIC TRANSDUCER

Abstract: Source: US2016180644A An electronic **gaming machine** (EMG) includes a locating sensor generating an electronic signal based on a player's location in a sensing space. The EMG also includes a movable connector controllable by an electronic control signal. The electronic control signal controls an amount of movement of the movable connector. The EMG also includes an ultrasonic emitter configured to emit an ultrasonic field when the ultrasonic emitter is activated. The ultrasonic emitter **coupled** to the movable connector to allow the ultrasonic emitter to move. The EMG also includes one or more processors **coupled** to the locating sensor, the ultrasonic emitter and the movable connector. The processors configured to: identify a location of a player feature based on the electronic signal generated by the locating sensor; and control the movable connector and the ultrasonic emitter based on the identified location.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20160623



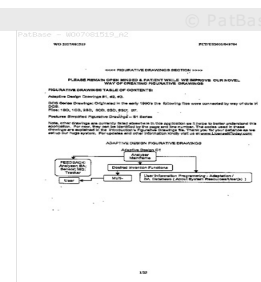
74) Family number: 34894143 (WO07081519A2)

GENIUS ADAPTIVE DESIGN

Abstract: Explore interesting inventions inside, conceived by our genius idea generator. Discover history's most effective method in conceiving novel uses for existing electronic technology. License huge domains of intellectual property from the invention directory our system helped develop. The searcher can find one of our interesting inventions in this patent application via our LicenseItToday.com, etc. Call our California Headquarters 1-707-428-5000. View invention ideas, plus 100+ variations adapted for end user target markets. LicenseItToday.com fills out exclusive international license agreements valid up to December 2026. It saves time and money creative LP. over any other documented creative thinking process. Licensees seek outputted patents using our or their pat attorneys. Royalties can start when profits begin. Or you can buy the affordable I.P. rights. Proof is in trying it out. Discover amazing inventions inside today.

Probable Assignee: INNOVATION INST LLC

Earliest Publication Date: 20070719



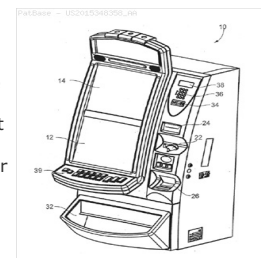
75) Family number: 60999342 (US2015348358A)

SYSTEMS, METHODS AND DEVICES FOR MOVING GAME COMPONENTS IN **GAMING** SYSTEMS

Abstract: Source: US2015348358A A computer device and method for moving game components are provided. The computer device comprises: at least one data storage device to store game data for a game; a display device to display at least one three-dimensional game component of the game; at least one data capture device to collect player movement data, wherein the player movement data defines movement of a player of the game, wherein the data capture device includes a camera, a sensor or other data capture electronic hardware; and at least one processor configured to: 1) transform the player movement data into data defining game movement for the at least one game component; and 2) generating movement on the display device of the at least one game component using the data defining game movement; wherein the at least one data capture device is configured to collect player movement data associated with movement of the player's eyes.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20151203



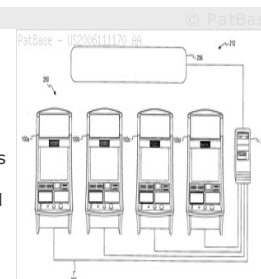
76) Family number: 33025016 (US2006111170A)

WAGERING GAME WITH COLLECTION OF OBJECTS TO INFLUENCE GAME OUTCOME

Abstract: Source: US2006111170A A wagering game system is provided and includes a plurality of **gaming terminals**, each **gaming terminal** communicating with a **gaming** control system configured to conduct a basic wagering game and a group game. The **gaming** control system is configured to assign at least a portion an award or a wager associated with a **gaming terminal** to the group game. In the group game, each player's assignment is applied to perform a collecting or building of an object or objects in the group game. Upon satisfaction of a predetermined realization event in the basic wagering game or the group game, an award is awarded for a selected group of objects in the group game at a time of the predetermined realization event.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20060525



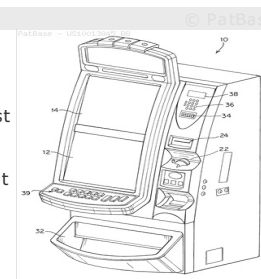
77) Family number: 61907859 (US10013845B)

WAGERING **GAMING** APPARATUS WITH MULTI-PLAYER DISPLAY AND RELATED TECHNIQUES

Abstract: Source: US10013845B A wagering **gaming** apparatus is provided, the display being configured to make a first set of pixels spanning substantially the full area of the display visible in a first viewing zone occupied by a first player and not in a second viewing zone occupied by a second player, and to make a second set of pixels spanning substantially the full area of the display visible in the second viewing zone and not in the first viewing zone. Executing a multi-player wagering game via the wagering **gaming** apparatus may include displaying via the first set of pixels a first-player view of the multi-player wagering game visible to the first player and not to the second player, and displaying via the second set of pixels a second-player view of the multi-player wagering game, different from the first-player view, and visible to the second player and not to the first player.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20160324



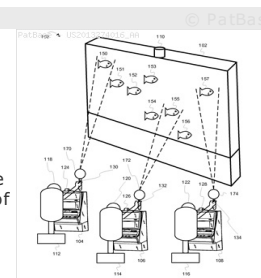
78) Family number: 54976624 (US2013274016A)

HANDHELD DEVICES FOR COMMUNITY EVENTS OF WAGERING GAMES

Abstract: Source: US2013274016A A system includes a community screen configured to display images of a community event thereon. The system includes a number of wagering game **machines coupled** to the community screen. The system also includes a number of handheld devices, wherein each handheld device has a respective display and is associated with a respective one of the wagering game **machines**. The system includes an image module configured, for at least one handheld device of the number of handheld devices, to identify a location on the community screen based on a position of the at least one handheld device and to present an image on the display of the at least one handheld device based on the location.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20131017



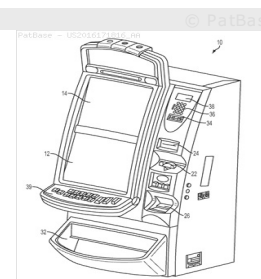
79) Family number: 62651730 (US2016171816A)

ENHANCED **GAMING MACHINE** WITH INTERACTIVE THREE DIMENSIONAL GAME ENVIRONMENT

Abstract: Source: US2016171816A An electronic **gaming machine** that includes a three-dimensional (3D) graphics processor to generate a 3D game environment for a game. A display controller defines a view window of the three-dimensional game environment. The view window defines a portion of the three-dimensional game environment. An electronic display device displays, via a display interface, the portion of the three-dimensional game environment defined by the view window using the 3D graphics processor. A player input device detects a player request interaction input to update the view window to navigate within the three dimensional game environment. In response to detection by the player input device, the display controller updates the view window based on the update action to define another portion of the three-dimensional game environment. The player can navigate throughout the 3D game environment using player request interaction input.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20160616



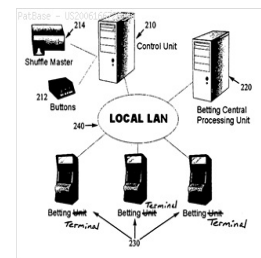
80) Family number: 33153037 (US2006166726A)

METHODS AND SYSTEMS FOR PLAYING BACCARAT JACKPOT

Abstract: Source: US2006166726A A method and system for playing jackpot and live baccarat games are provided. One feature of the jackpot method involves the use of card combinations that may include, e.g., at least one zero-point card. Another feature of the jackpot method involves initial jackpot contribution from the banker who operates the baccarat game. It is also provided a software program or a set of software program for carrying out any or all the steps of the disclosed **gaming** method.

Probable Assignee: FRESH IDEA GLOBAL LTD

Earliest Publication Date: 20060727



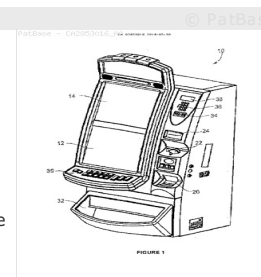
81) Family number: 61255754 (CA2853016A)

SYSTEMS AND METHODS FOR THREE DIMENSIONAL GAMES IN GAMING SYSTEMS

Abstract: Source: CA2853016A An electronic gaming machine, an electronic gaming system, and a computer-implemented method for providing three dimensional selection games in a gaming system are disclosed. The electronic gaming machines includes: at least one processor; at least one persistent data store; at least one receiver to receive game data for storage in the at least one persistent data store; and a display device configured with a user interface to display: 1) a multi-faceted gaming surface comprising at least two gaming surface representations; and 2) a portion of the game data as a first set of 3D game components on one or more of the at least two gaming surface representations in accordance with a set of game rules for a given game, each one of the 3D game components having a symbol associated thereto.

Probable Assignee: GTECH CANADA ULC

Earliest Publication Date: 20151130



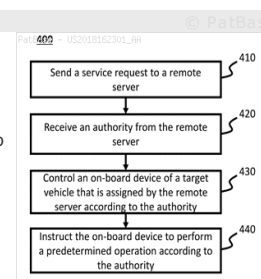
82) Family number: 62776637 (US2018162301A)

SYSTEMS AND METHODS FOR VEHICLE MANAGEMENT

Abstract: Source: US2018162301A The present disclosure relates to an electronic device configured to send a service request of a service to a remote server; receive an authority from the remote server; and control, according to the authority, an on-board device mounted on a target vehicle that is assigned by the remote server to provide the service to a user associated with the electronic device.

Probable Assignee: DIDI CHINA TECH CO LTD

Earliest Publication Date: 20160629



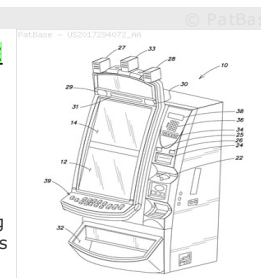
83) Family number: 67173232 (US2017294072A)

SYSTEMS AND METHODS FOR PROVIDING PRIVATE SOUND FROM A WAGERING GAMING MACHINE VIA MODULATED ULTRASOUND

Abstract: Source: US2017294072A An electronic wagering gaming machine system is provided, comprising a display, one or more input controls, one or more ultrasound emitters and at least one sensor configured to detect the location of a person in proximity to the display. Control circuitry is configured to execute wagering game software that receives input commands entered via the input control(s), to display graphics output from the wagering game software responsive to the input commands, and to generate public and private sound signals in an audible frequency range. The private sound signals may be directed to the detected person's location by modulating one or more ultrasound carrier waves with the private sound signals and outputting the modulated ultrasound waves toward the detected person's location via the ultrasound emitter(s). The public sound signals may be played in the audible frequency range via the audio speaker(s).

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20171012



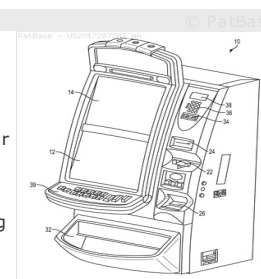
84) Family number: 67137791 (US2017287287A)

GAMING DEVICE FOR UPDATING GAME PLAY IN REAL-TIME

Abstract: Source: US2017287287A A device for playing a skill-based game that modifies the visual representation of the game play using game enhancement elements. A game processor automatically generates game enhancement elements using game data of the skill-based game and computes a game skill level. A game controller is connected to a data storage device and a display screen. The game controller controls the skill-based game, the game controller configured to: render visual representation of game play; detect real-time game play of the game by the player; compute a player skill level based on the detected game play; select a game enhancement element by comparing the game skill level and the player skill level; modify the visual representation of the game play using the one or more selected game enhancement elements; and award the player based on the additional game play and the comparison of the game skill level and the player skill level.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20171005



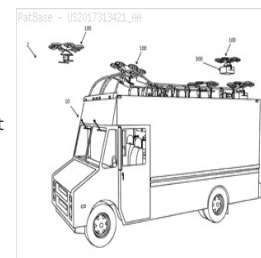
85) Family number: 67367389 (US2017313421A)

UNMANNED AERIAL VEHICLE INCLUDING A REMOVABLE PARCEL CARRIER

Abstract: Source: US2017313421A Systems and methods include UAVs that serve to assist carrier personnel by reducing the physical demands of the transportation and delivery process. A UAV generally includes a UAV chassis including an upper portion, a plurality of propulsion members configured to provide lift to the UAV chassis, and a parcel carrier configured for being selectively **coupled** to and removed from the UAV chassis. UAV support mechanisms are utilized to load and unload parcel carriers to the UAV chassis, and the UAV lands on and takes off from the UAV support mechanism to deliver parcels to a serviceable point. The UAV includes computing entities that interface with different systems and computing entities to send and receive various types of information.

Probable Assignee: UNITED PARCEL SERVICE AMERICA INC

Earliest Publication Date: 20171102



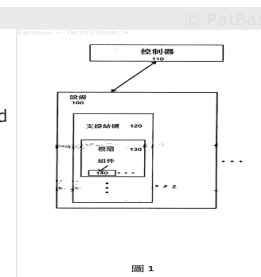
86) Family number: 66393433 (TW201333188A)

SYSTEMS AND METHODS FOR MULTI-ANALYSIS

Abstract: Source: TW201333188A Systems and methods are provided for sample processing. A device may be provided, capable of receiving the sample, and performing one or more of a sample preparation, sample assay, and detection step. The device may be capable of performing multiple assays. The device may comprise one or more modules that may be capable of performing one or more of a sample preparation, sample assay, and detection step. The device may be capable of performing the steps using a small volume of sample.

Probable Assignee: THERANOS INC

Earliest Publication Date: 20130516



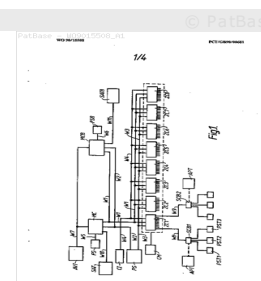
87) Family number: 3327954 (ZA9003539A)

ENTERTAINMENT AND SERVICES SYSTEMS

Abstract: An integrated entertainment and services system for aircraft etc. comprises an hierarchical structure including top level computer/data base, communications and entertainment equipments which are accessible through intermediate level switching equipment which in turn is selectively accessible to specific **seat terminal** locations including display screens and controller devices through low level switching equipment.

Probable Assignee: MARCONI GEC LTD

Earliest Publication Date: 19901213



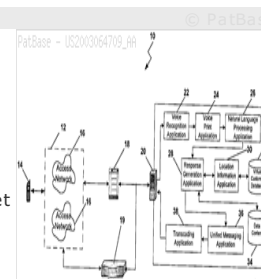
88) Family number: 28437155 (US2003064709A)

MULTI-MODAL MESSAGING

Abstract: Source: US2003064709A A system and method for providing multi-modal messaging for a wireless communication system. A wireless **terminal** is connected to a wireless access network, wherein the wireless **terminal** is capable of generating a voice request. A multi-modal message server is connected to the wireless access network for receiving the voice request generated by a user of the remote **terminal**. A voice recognition application is operable to identify words contained in the voice request. A response generation application uses the identified words to generate a response to the voice request. A unified messaging application is operable to interpret the response and generate a first and second response that is based on the contents of the response generated by the response generation application. The first and second responses are then transmitted to the wireless **terminal** in different communication formats.

Probable Assignee: ACCENTURE GLOBAL SERVICES LTD

Earliest Publication Date: 20030403



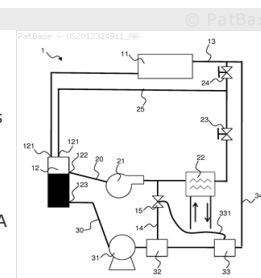
89) Family number: 52599519 (US2012324911A)

DUAL-LOOP COOLING SYSTEM

Abstract: Source: US2012324911A Disclosed are methods and apparatuses for cooling a work piece surface using a dual-loop cooling system. The system includes a vapor-compression loop and a liquid-evaporation loop. The loops are configured to prepare a coolant at or approximately at saturation for delivery into a chamber for cooling the surface. A preferred liquid-evaporation loop includes a chamber, a phase separator, a liquid pressurizer, and a vapor mixer that heats the coolant to or near its saturation temperature. A preferred vapor-compression loop includes the phase separator, a compressor, a condenser, an expansion valve, and a return line. The vapor mixer preferably heats the coolant by mixing liquid coolant with vapor coolant derived from the vapor-compression loop. A two-phase flow detector may be disposed downstream of the vapor mixer and be in communication with a vapor valve disposed upstream of the vapor mixer to ensure that an appropriate amount of vapor is fed into the vapor mixer to induce evaporation. Methods include cooling a surface by cycling a coolant through the liquid-evaporation loop and preparing the coolant at saturation with vapor derived from the vapor-compression loop.

Probable Assignee: WISCONSIN ALUMNI RESEARCH FOUNDATION

Earliest Publication Date: 20121227



90) Family number: 42646216 (US2002168792A)

STATIONARY EXERCISE BICYCLE

[illegible]

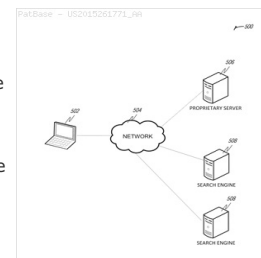
Earliest Publication Date: 19950613

[illegible]

Abstract: Source: US2015261771A Code is injected into a web page loaded by an Internet browsing application. A search control to accept Internet search input is presented within an Internet browsing application. The search control visually covers at least a portion of a content display area of the Internet browsing application. A slider search control may be presented by automatically sliding the slider search control into the content display area. The presentation of a lightbox search control may include shading, darkening, dimming, blurring, or opaquing the content display area outside of the lightbox search control. The presentation of the search control may occur in response to a period of user inactivity, an amount of page scrolling, or a percentage of page scrolling. The search control receives input corresponding to a search query, a tracking code is combined with the received input, and the combination is communicated to a search engine.

Probable Assignee: FUNDED VENTURES INC

Earliest Publication Date: 20150127



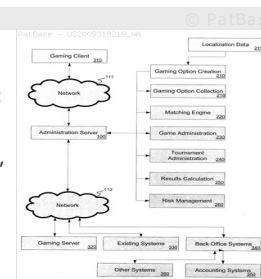
96) Family number: 44149905 (US2009318219A)

SYSTEMS AND METHODS FOR PEER-TO-PEER GAMING

Abstract: Source: US2009318219A A system and method for peer-to-peer gaming is described. One embodiment includes a system for peer-to-peer gaming, the system comprising an at least one gaming client, wherein the at least one gaming client is configured to accept a selection of an at least one gaming option from a player, and allow the player to play a game based on the selection of the at least one gaming option; an administration server, wherein the administration server is configured to receive the selection of the at least one gaming option from the at least one gaming client, and initiate the game for the player based on the selection of the at least one gaming option; and an at least one gaming server, wherein the at least one gaming server is configured to run the game and transmit data about the game to the administration server.

Probable Assignee: 18 LLC AG

Earliest Publication Date: 20091224



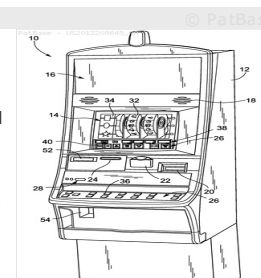
97) Family number: 51740616 (US2012208645A)

DISPLAY MOUNTING ASSEMBLIES AND GAMING TERMINALS WITH MOUNTING ASSEMBLIES FOR DISPLAY DEVICES

Abstract: Source: US2012208645A Gaming terminals, gaming systems, display device support assemblies, and methods of mounting a display device to a gaming terminal are presented herein. A gaming terminal for playing a wagering game is disclosed. The gaming terminal includes a cabinet, an input device for receiving wagers to play the wagering game, and a display device for displaying information related to the wagering game. The gaming terminal also includes a mounting assembly which affixes the display device proximate the top of the cabinet. The mounting assembly pivotably supports the display device such that a lateral side of the display device can be selectively swung from a first position over the top of the cabinet to a second position over a front of the cabinet where the display device is removable from the cabinet.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20120816



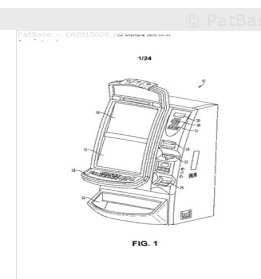
98) Family number: 66148973 (CA2915028A)

ENHANCED ELECTRONIC GAMING MACHINE WITH DYNAMIC GAZE DISPLAY

Abstract: Source: CA2915028A An electronic gaming machine where the player plays an interactive game using their player eye gaze. A graphics processor generates an interactive game environment and defines a viewing area as its subset, the viewing area having visible game components. A display device displays the viewing area having the plurality of visible game components. The display controller controls rendering of the viewing area on the display device using the graphics processor. At least one data capture camera device continuously monitors the player eye gaze to collect player eye gaze data. The game controller determines the location of the player's eye gaze relative to the viewing area and triggers a control command to the display controller. In response, the display controller controls the display device in real-time to provide a graphical animation effect displayed on the display device representative of a visual update to the visible game components in the viewing area.

Probable Assignee: IGT CANADA SOLUTIONS ULC

Earliest Publication Date: 20170611



99) Family number: 56035966 (US2014088351A)

FLUIDIC METHODS AND DEVICES

Abstract: Source: US2014088351A A device for use by an individual for sexual pleasure varying in form, i.e. shape, during its use and allowing for the user to select multiple variations of form either discretely or in combination and for these dynamic variations to be controllable simultaneously and interchangeably while being transparent to the normal use of the device, including the ability to insert, withdraw, rotate, and actuate the variable features manually or remotely. According to embodiments of the invention localized and global variations of devices are implemented using fluidics and electromagnetic pumps/valves wherein a fluid is employed such that controlling the pressure of the fluid results in the movement of an element within the device or the expansion/contraction of an element within the device.

Probable Assignee: OBOTICS INC

Earliest Publication Date: 20140327

