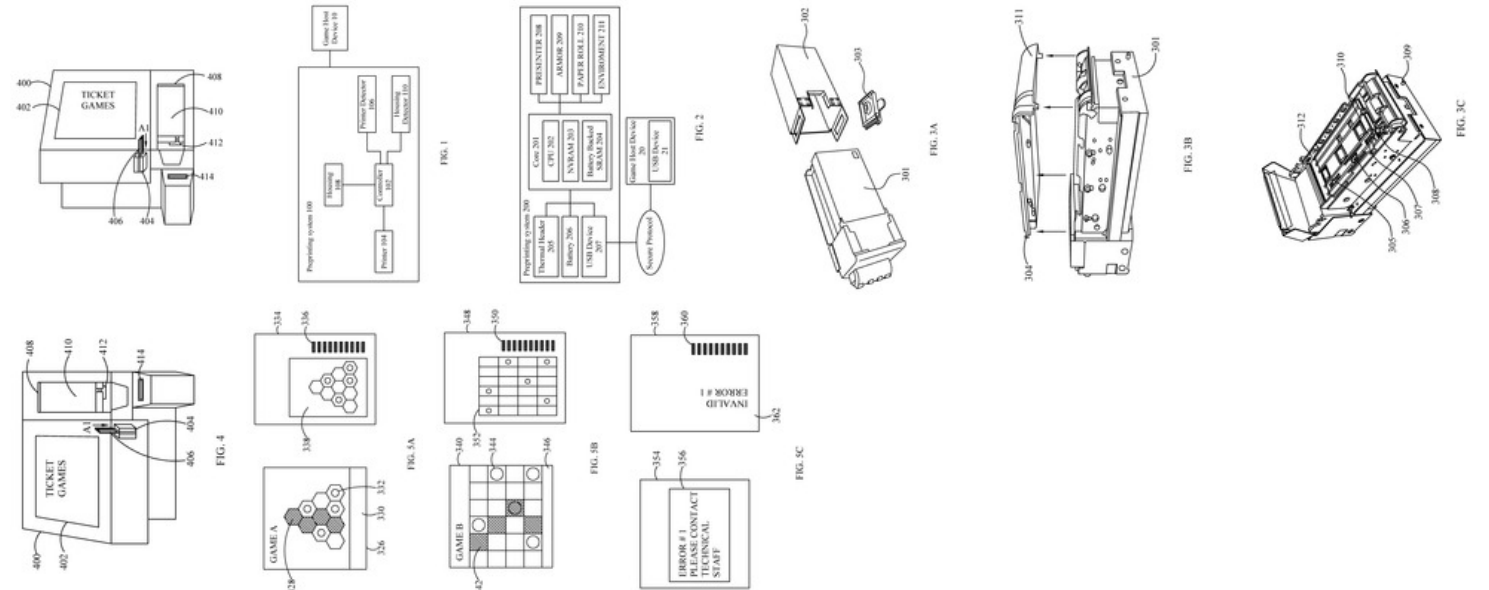
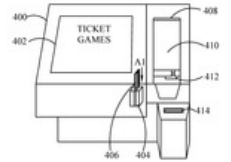


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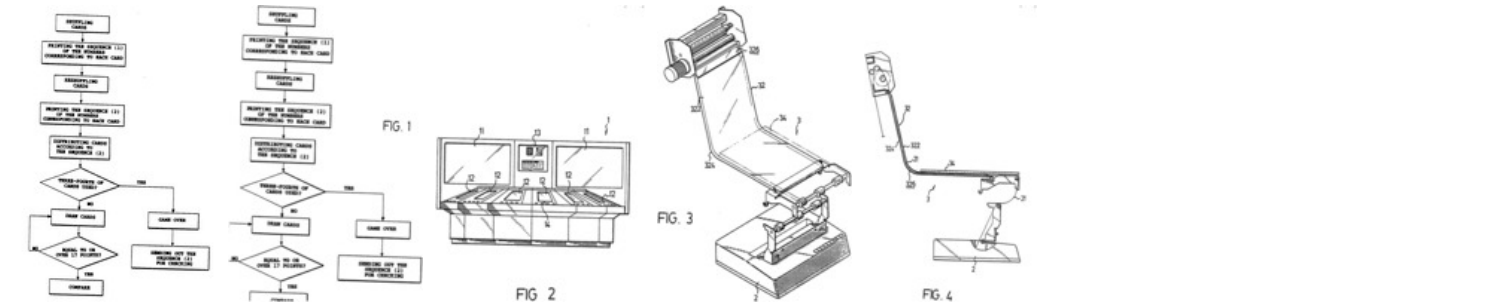
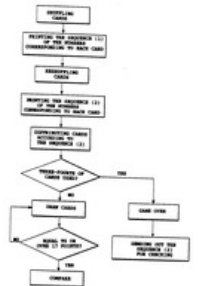
#	 Title	Publication number	1st app. date	Applicant/Assignee	1st publ. date	Publ. date
1.	Preprinting method and system of secured information for gaming system	TWM517636	2015-06-25	ALBICELESTE MARITIME* ALBIS LESTER SEABORNE	2016-02-21	2016-02-21

Disclosed is a preprinting system of secured information connected to a game host device. The preprinting system includes a controller, a printer, a plurality of printer detectors, a housing, a plurality of housing detectors. The controller is configured to communicate with the game host device, and to receive a game information signal and a status checking request signal. The printer is electronically connected to the controller, which is configured to print a game draw of the game program on printable medium, and the printed printable medium is partially revealed to the player while the game result draw thereon is unknown to the player. By preprint game draw of the game program, the possibility of adulteration from the game system is eliminated, the preprinting system also provides reliability, and the verification mechanism provides information security of digital chance games to the players. An preprinting method of secured information is also disclosed.

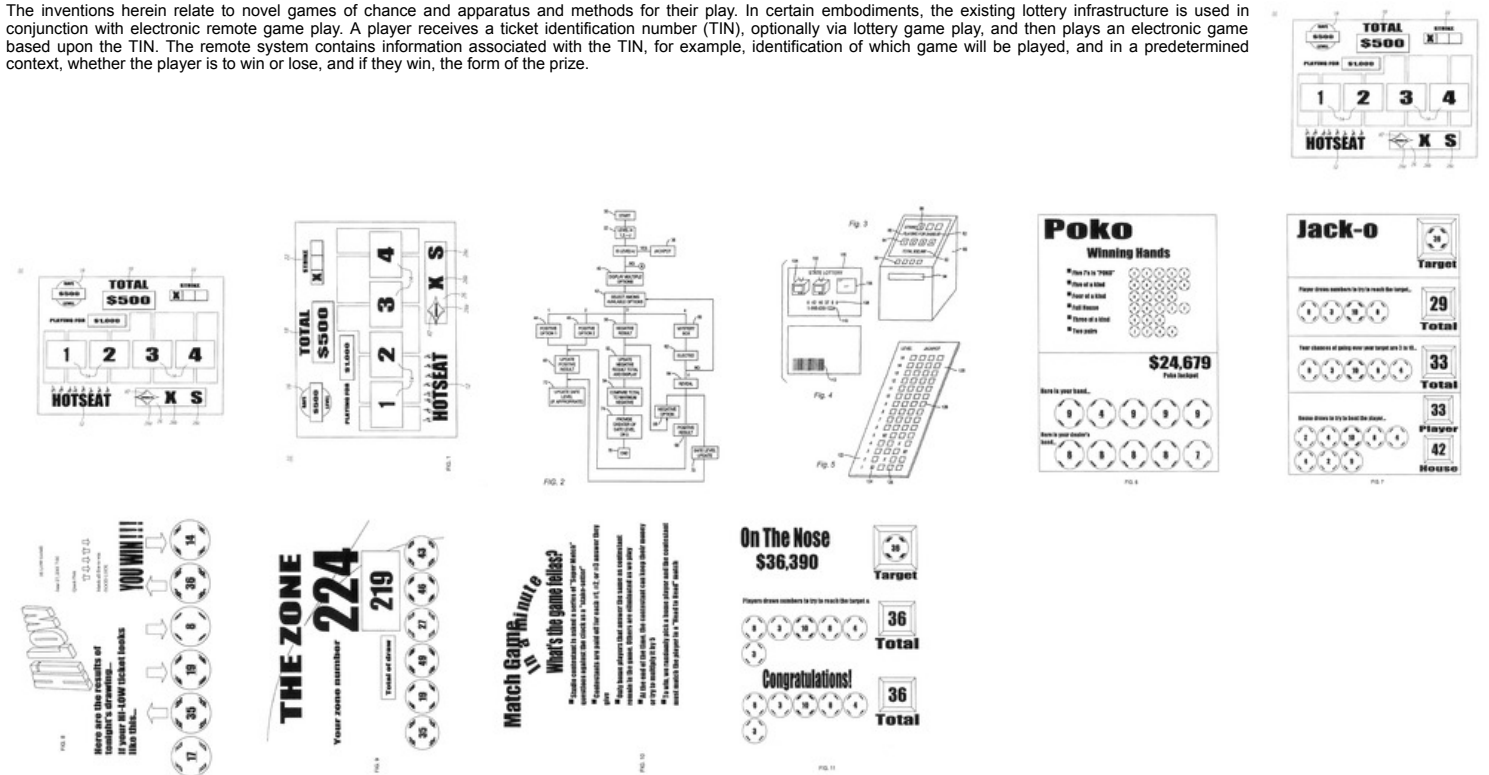


2.	Method and apparatus for performing fair card play	US4995615	1989-07-10	CHENG KUAN H	1991-02-26	1991-02-26
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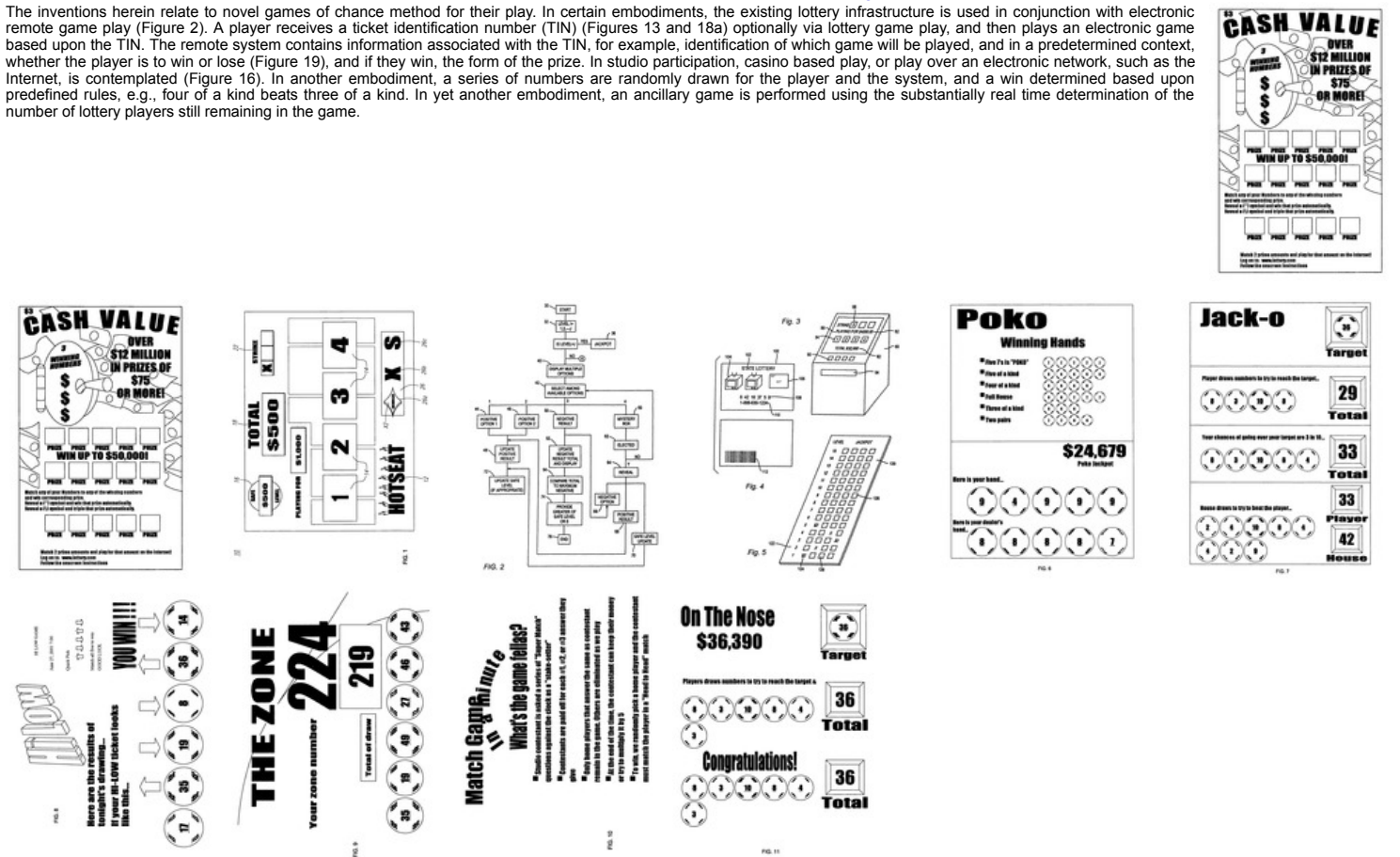
A method for achieving fair card games including the steps of: randomly generating distinct numbers corresponding to each one of the cards employed for the card games; printing out the sequence of the predetermined distinct number on a sheet which is covered so as not to be visible by players before and during processing of the play; displaying sequentially the cards being distributed or drawn throughout the processing of the card games; and sending out the sheet with a sequence of the randomly generated numbers printed on it and comparing to the displayed sequence after the card game is over. The registering and printing device comprises a registering and printing device designed to cooperate with a printer for sending out the sheet. The registering and printing device includes a curved double-layer plate which is composed of a transparent upper layer and an opaque lower layer. A gap is formed between the two layers for carrying and conveying the sheet. An opaque board is further provided to cover a portion of the double-layer plate so that the sheet is temporarily invisible.



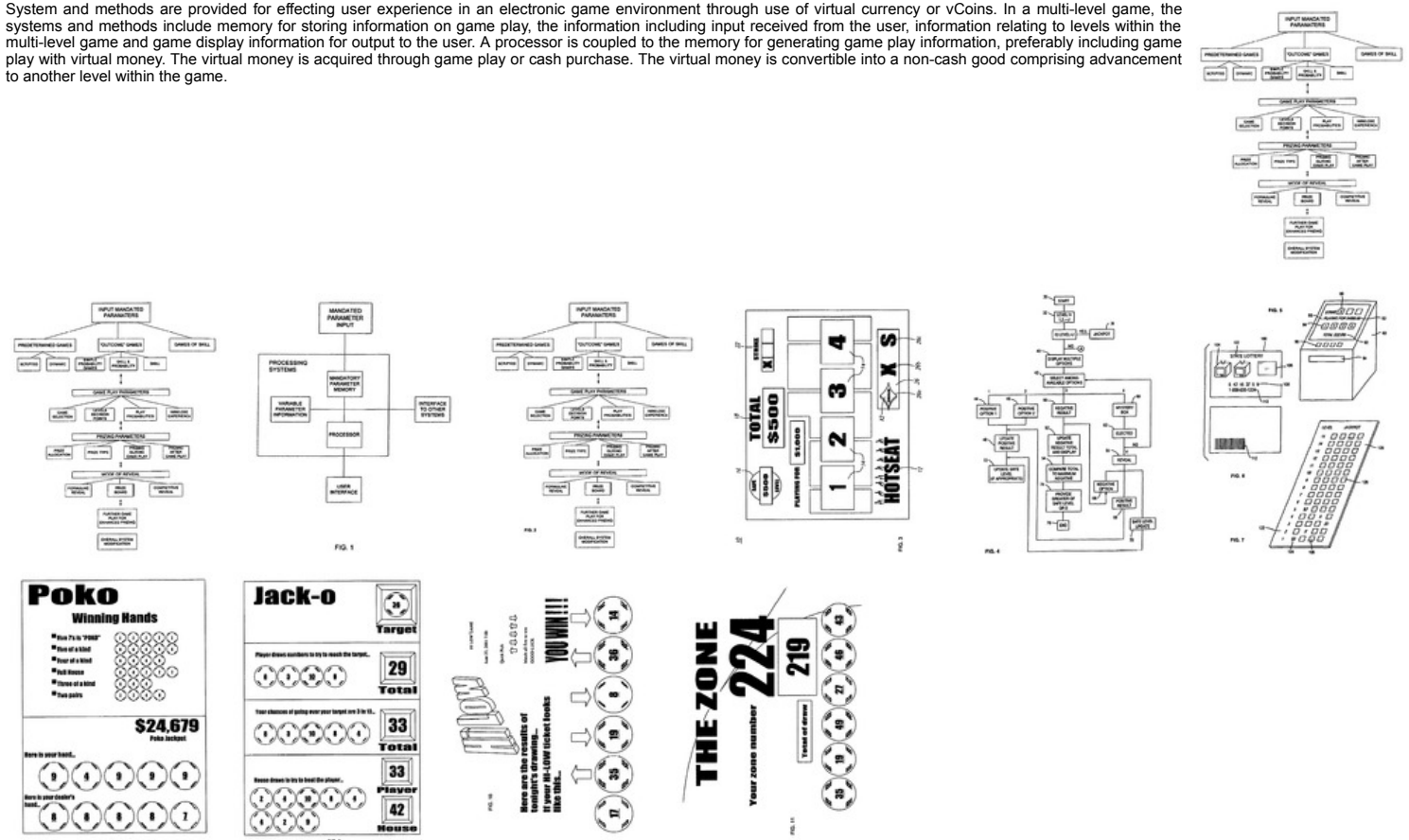
The inventions herein relate to novel games of chance and apparatus and methods for their play. In certain embodiments, the existing lottery infrastructure is used in conjunction with electronic remote game play. A player receives a ticket identification number (TIN), optionally via lottery game play, and then plays an electronic game based upon the TIN. The remote system contains information associated with the TIN, for example, identification of which game will be played, and in a predetermined context, whether the player is to win or lose, and if they win, the form of the prize.



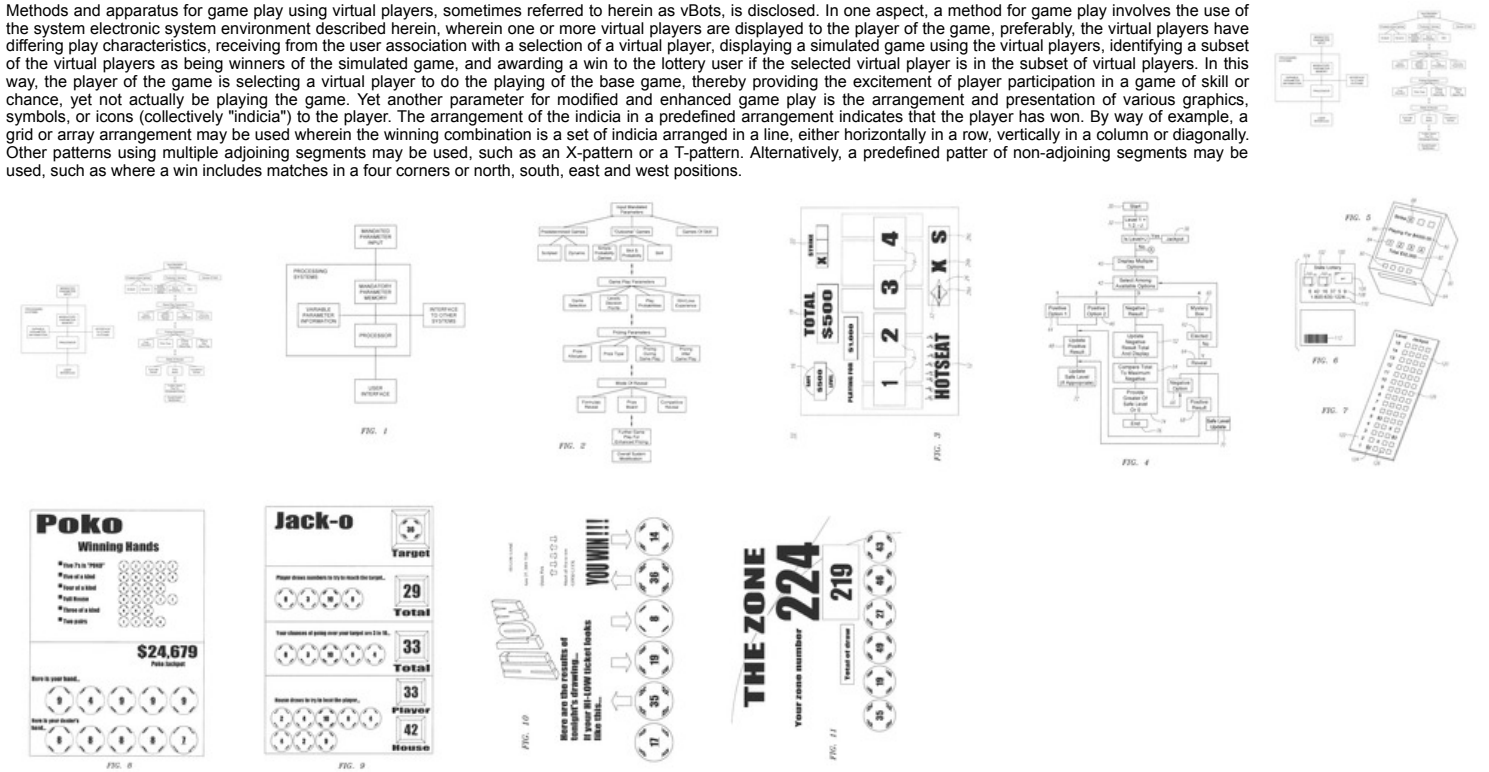
The inventions herein relate to novel games of chance method for their play. In certain embodiments, the existing lottery infrastructure is used in conjunction with electronic remote game play (Figure 2). A player receives a ticket identification number (TIN) (Figures 13 and 18a) optionally via lottery game play, and then plays an electronic game based upon the TIN. The remote system contains information associated with the TIN, for example, identification of which game will be played, and in a predetermined context, whether the player is to win or lose (Figure 19), and if they win, the form of the prize. In studio participation, casino based play, or play over an electronic network, such as the Internet, is contemplated (Figure 16). In another embodiment, a series of numbers are randomly drawn for the player and the system, and a win determined based upon predefined rules, e.g., four of a kind beats three of a kind. In yet another embodiment, an ancillary game is performed using the substantially real time determination of the number of lottery players still remaining in the game.



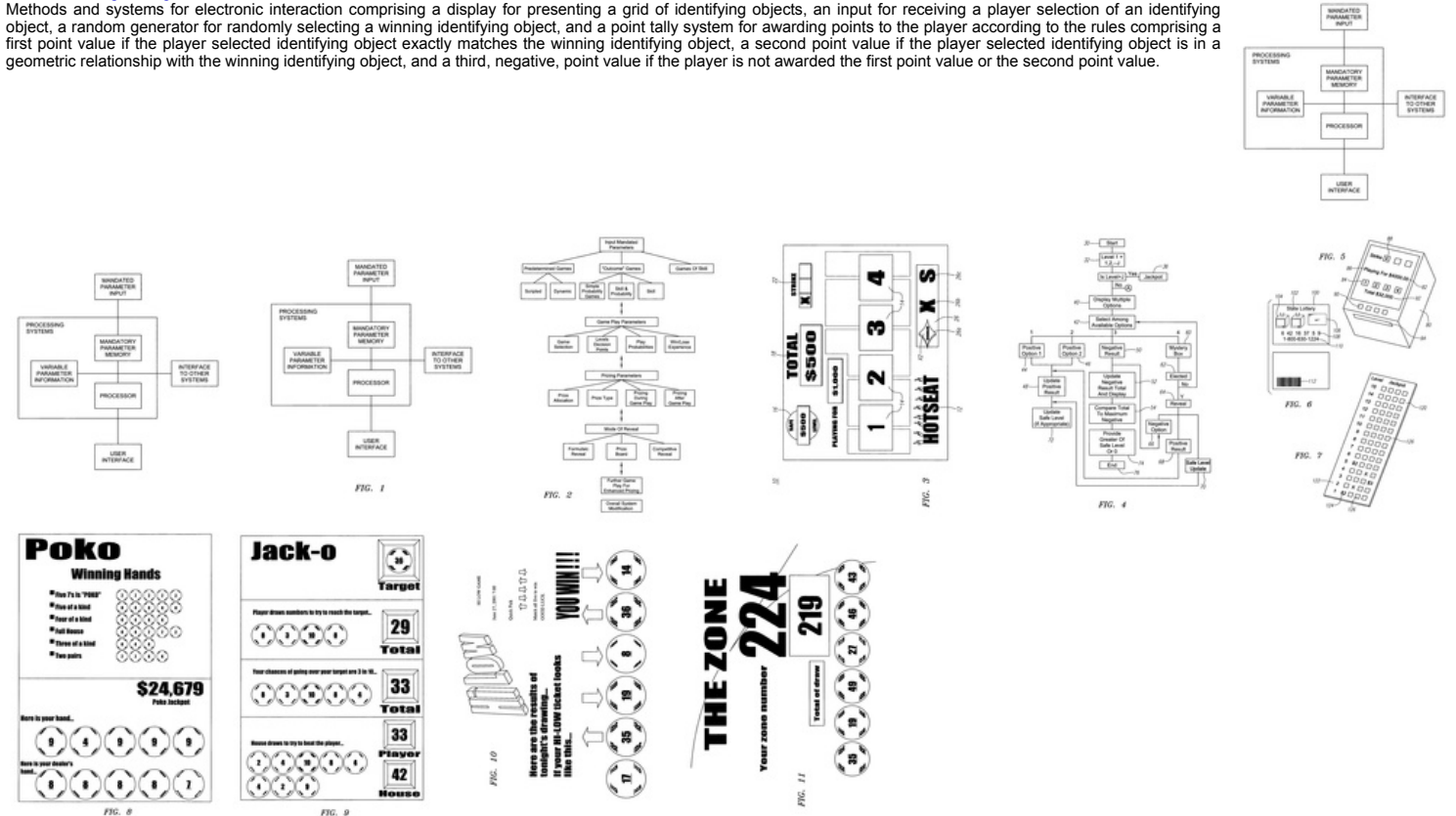
System and methods are provided for effecting user experience in an electronic game environment through use of virtual currency or vCoins. In a multi-level game, the systems and methods include memory for storing information on game play, the information including input received from the user, information relating to levels within the multi-level game and game display information for output to the user. A processor is coupled to the memory for generating game play information, preferably including game play with virtual money. The virtual money is acquired through game play or cash purchase. The virtual money is convertible into a non-cash good comprising advancement to another level within the game.



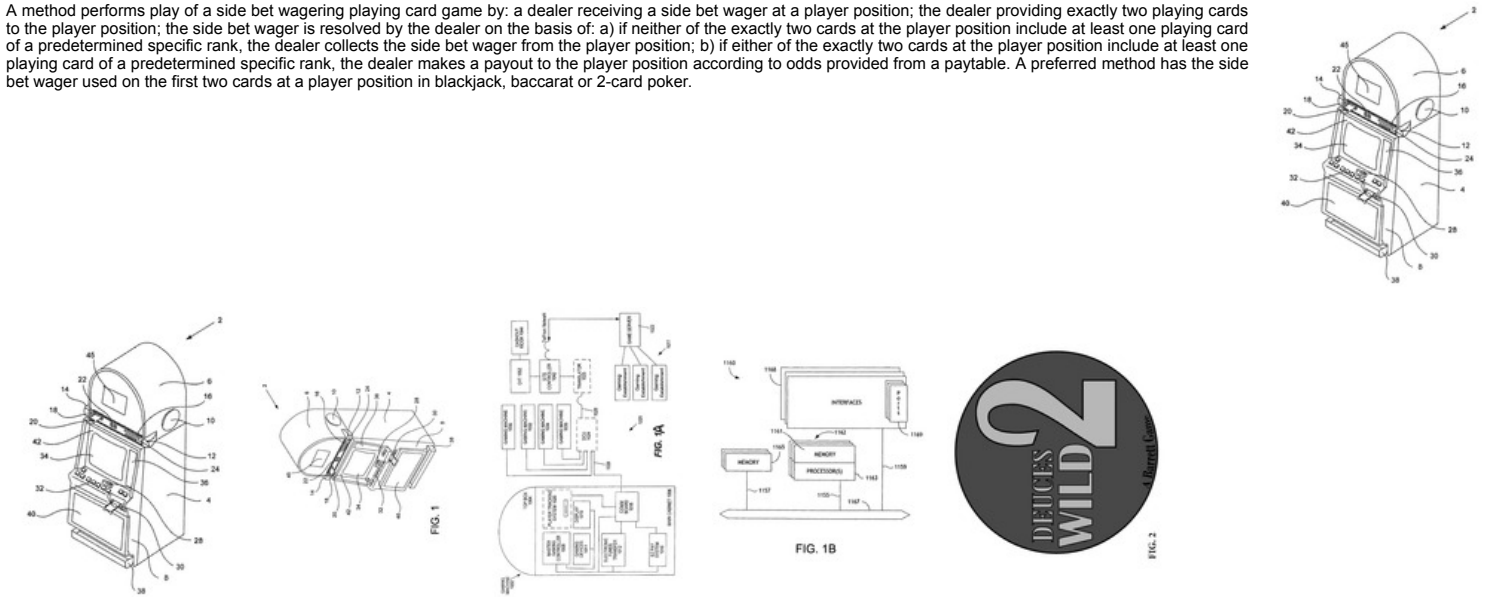
Methods and apparatus for game play using virtual players, sometimes referred to herein as vBots, is disclosed. In one aspect, a method for game play involves the use of the system electronic system environment described herein, wherein one or more virtual players are displayed to the player of the game, preferably, the virtual players have differing play characteristics, receiving from the user association with a selection of a virtual player, displaying a simulated game using the virtual players, identifying a subset of the virtual players as being winners of the simulated game, and awarding a win to the lottery user if the selected virtual player is in the subset of virtual players. In this way, the player of the game is selecting a virtual player to do the playing of the base game, thereby providing the excitement of player participation in a game of skill or chance, yet not actually be playing the game. Yet another parameter for modified and enhanced game play is the arrangement and presentation of various graphics, symbols, or icons (collectively "indicia") to the player. The arrangement of the indicia in a predefined arrangement indicates that the player has won. By way of example, a grid or array arrangement may be used wherein the winning combination is a set of indicia arranged in a line, either horizontally in a row, vertically in a column or diagonally. Other patterns using multiple adjoining segments may be used, such as an X-pattern or a T-pattern. Alternatively, a predefined pater of non-adjoining segments may be used, such as where a win includes matches in a four corners or north, south, east and west positions.



Methods and systems for electronic interaction comprising a display for presenting a grid of identifying objects, an input for receiving a player selection of an identifying object, a random generator for randomly selecting a winning identifying object, and a point tally system for awarding points to the player according to the rules comprising a first point value if the player selected identifying object exactly matches the winning identifying object, a second point value if the player selected identifying object is in a geometric relationship with the winning identifying object, and a third, negative, point value if the player is not awarded the first point value or the second point value.



A method performs play of a side bet wagering playing card game by: a dealer receiving a side bet wager at a player position; the dealer providing exactly two playing cards to the player position; the side bet wager is resolved by the dealer on the basis of: a) if neither of the exactly two cards at the player position include at least one playing card of a predetermined specific rank, the dealer collects the side bet wager from the player position; b) if either of the exactly two cards at the player position include at least one playing card of a predetermined specific rank, the dealer makes a payout to the player position according to odds provided from a payable. A preferred method has the side bet wager used on the first two cards at a player position in blackjack, baccarat or 2-card poker.



9. Systems, methods and articles to facilitate playing card games with selectable odds

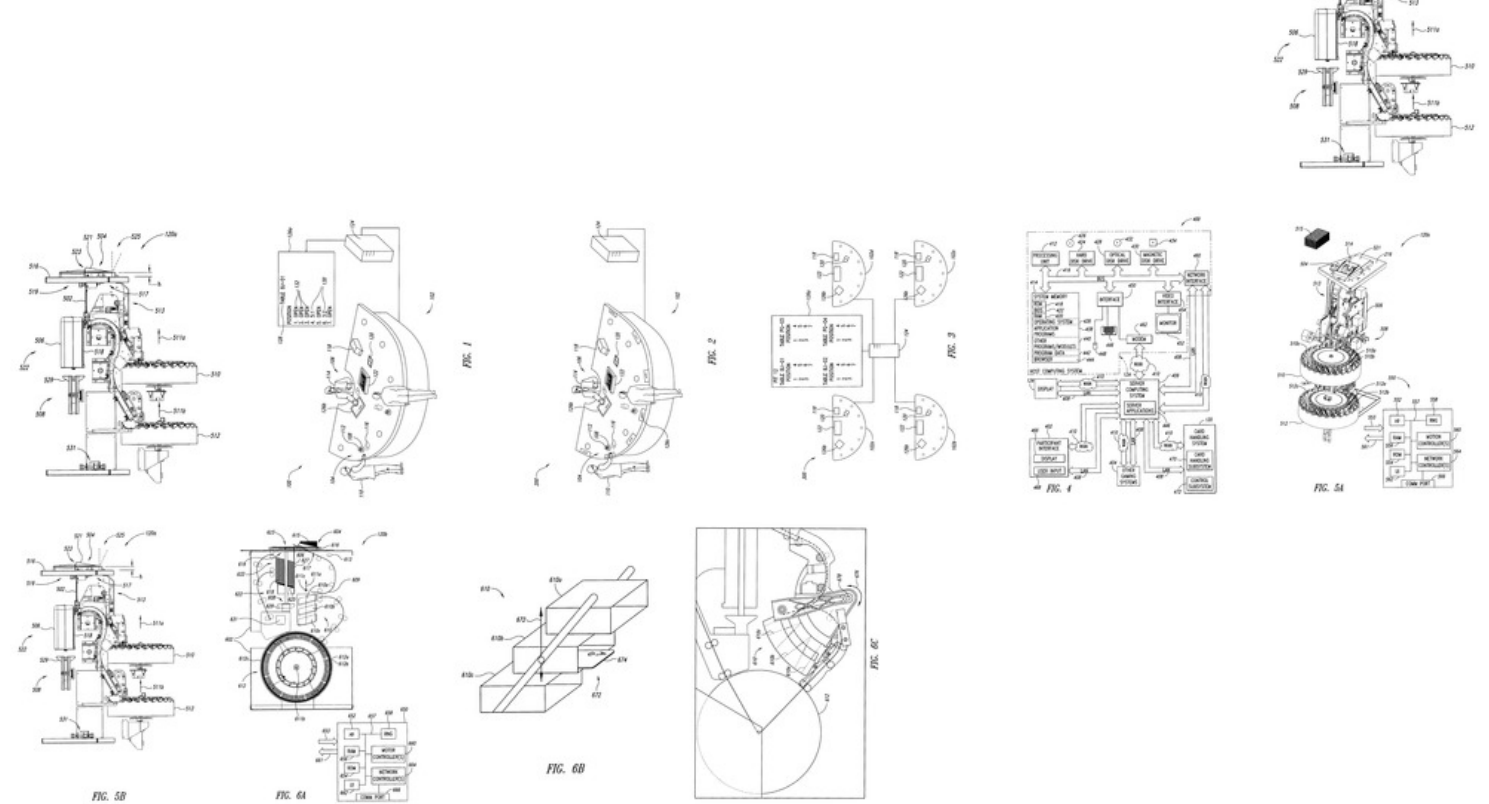
US20070057466

2006-06-30

ARCADE PLANET*
BALLY GAMING*
BALLY TECHNOLOGIES*
SCIENTIFIC GAMES*
SHFL ENTERTAINMENT*
SIERRA DESIGN*

2007-03-15 2007-03-15

Playing cards may be selected based on a desired set of payout or house odds and/or house advantage. The playing cards may be placed into, and/or retrieved from, one or more intermediary playing card receivers in a random or pseudo-random order that is based on the selected payout or house odds and/or house advantage. Intermediary playing card receivers may take the form of carousels having an endless array of card receiving compartments. Each compartment may receive a single playing card at a time. The intermediary playing card receivers may pivot bi-directionally about one or more vertical axes. Playing cards may be loaded into one intermediary playing card receivers while being unloaded from the other.



10. User interface features in a system of concurrent games

US20160092065

2014-09-26

BALLY GAMING*
SCIENTIFIC GAMES

2016-03-31 2016-03-31

A video gaming system is disclosed that includes one or more game processors, one or more video displays, an apparatus for a player to control the play of the game, and a memory device. The memory device stores a set of fixed instructions to control the game processor and is configured to: enable the player to interact with the game interface to select a game from a list of games offered by the video gaming machine, wherein the game is represented by a game bubble floating in the game interface; display a game selection interface to enable the player to select the game and add the game in a control panel, wherein the control panel is configured to display multiple games selected by the player; and enable the player to switch among the plurality of games and control a game play of the plurality of games concurrently.

