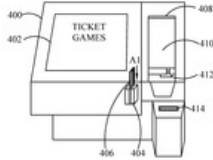
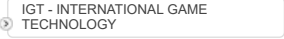
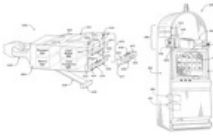
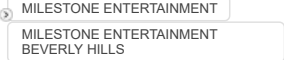
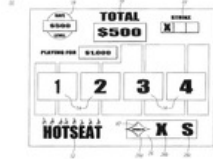
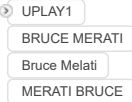
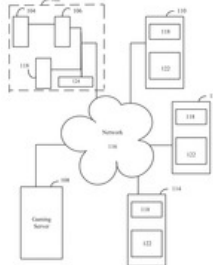
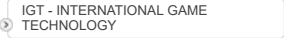
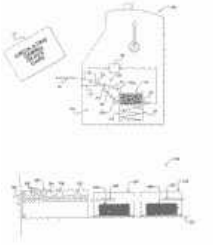
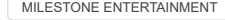
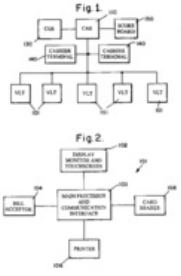
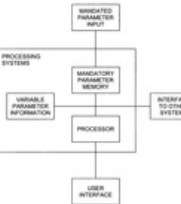


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#	  Title	Publication number	Publ. date	Applicant/Assignee	
1.	Preprinting method and system of secured information for gaming system	EP3314588	2018-05-02		
Disclosed is a preprinting system of secured information connected to a game host device. The 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.	Gaming device including a card processing assembly having vertically-stacked card holders operable with thermally-printable data cards and portable card changeover machines	US20120052958	2012-03-01		
A gaming device having a card management system which is operable to manage a plurality of circulating data cards. The gaming device includes a card read-write device for reading data cards, a plurality of vertically-stacked card holders for holding a plurality of data cards and one or more card transporters for moving data cards to and from the card holders. The gaming device is operable with a portable card changeover machine. The present invention increases the convenience and efficiency for playing and managing gaming devices.					
3.	System for game play in an electronic environment	US20190180564	2019-06-13		
The inventions herein relate to novel games of chance and apparatus, systems 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.					
4.	Gaming system and method	EP2605222	2013-06-19		
A method and apparatus for providing gaming services to remote game players. In one embodiment, a method of providing gaming services comprises providing one or more player game values to a first remote game player and a second remote game player, and receiving one or more mechanically-generated contingent game values by a processor, the one or more mechanically-generated contingent game values representing a number of game values needed to ensure game completion for each of the two or more remote game players. The method further comprises revealing one or more of the one or more mechanically-generated contingent game values to the first remote game player and the second remote game player over a communication network, and determining a final game result for the first and second remote game players based on at least the one or more mechanically-generated contingent game values revealed to the players and the player game values.					
5.	Gaming device having a card management system for the management of circulating data cards	EP1663422	2006-06-07		
A gaming device (10a-c) having a card management system (11a-c) which is operable to manage a plurality of circulating data cards (14). The gaming device (10a-c) includes a card read-write device (12) for reading data cards (14), one or more card holders (18) for holding a plurality of data cards (14) and one or more card transporters (16) for moving data cards (14) to and from the card holders (18). The gaming device processor (20) uses the read-write device (12) to reset or change data on data cards (14). The card management system (11a-b) increases the convenience and efficiency for playing and managing gaming devices.					
6.	Apparatus and method for game play in an electronic environment	WO03/089074	2003-10-30		

7.	Methods and apparatus for enhanced play in lottery and gaming environments	US20070129144	2007-06-07	MILESTONE ENTERTAINMENT BEVERLY HILLS	
8.	Video lottery game	US6168521	2001-01-02	FELDMAN GLENN M. LUCIANO ROBERT A.	
9.	Systems for enhanced interactive game play in lottery and gaming environments	US20190139357	2019-05-09	MILESTONE ENTERTAINMENT BEVERLY HILLS	
10.	Methods and apparatus for enhanced play in lottery and gaming environments	WO2007/067375	2007-06-14	MILESTONE ENTERTAINMENT	
11.	Methods and apparatus for enhanced interactive game play in lottery and gaming environments	WO2008/046009	2008-04-17	MILESTONE ENTERTAINMENT BEVERLY HILLS	
12.	Method, apparatus and article for verifying card games, such as playing card distribution	EP1399865	2004-03-24	US PLAYING CARD ARL MINDPLAY UNITED STATES PLAYING CARD	