

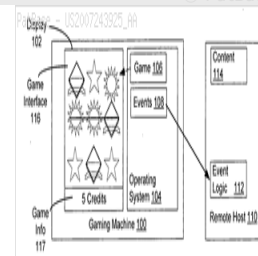
1) Family number: 40492861 (US2007243925A)

METHOD AND APPARATUS FOR INTEGRATING REMOTELY-HOSTED AND LOCALLY RENDERED CONTENT ON A GAMING DEVICE

Abstract: Source: US2007243925A A gaming system including a number of host devices each coupled to one or more gaming machines, wherein content provided by the host device is output on the gaming machine. To output the content provided by the remote host, a host-controlled process that is authenticated by the gaming machine and executed in a secure memory location such that it is isolated from other processes executing on the gaming machine may be utilized. The host-controlled processes may be decoupled from the process used to execute the game of chance played on the gaming machine such that the content output by the host-controlled process doesn't alter the play of game of chance.

Probable Assignee: IGT

Earliest Publication Date: 20071018



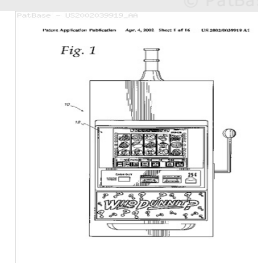
2) Family number: 30733787 (US2002039919A)

GAMING MACHINE WITH VISUAL AND AUDIO INDICIA CHANGED OVER TIME

Abstract: Source: US2002039919A A gaming machine having features for increasing player appeal is set forth. The machine generally includes a processor, a display, and a memory device. The processor monitors time signals from a clock and randomly selects one of a plurality of outcomes of the gaming machine in response to a wager amount. The display displays visual elements to be viewed by the player. The memory device is coupled to the processor and stores at least two data sets for producing at least two different types of visual elements. The processor selects one of at least two data sets in response to the occurrence of a predetermined time, a completion of a bonus game, or a number of plays by players of said game. The gaming machine may also include audio speakers and audio elements that replace the changing visual elements, or audio and video elements can be displayed in unison as a function of the time.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20020404



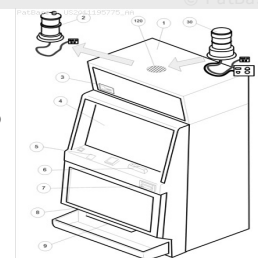
3) Family number: 49396705 (US2011195775A)

GAMING DEVICE AND METHOD FOR WIRELESS GAMING SYSTEM PROVIDING NON-INTRUSIVE PROCESSES

Abstract: Source: US2011195775A A gaming peripheral for a gaming machine is described. The gaming peripheral can be configured to emulate the functions of a lighting device, such as a candle. The gaming peripheral can be configured to provide enhanced gaming features such as 1) enhanced networking capabilities, 2) enhanced peripheral device monitoring and upgrade capabilities, 3) enhanced player monitoring and security capabilities 4) enhanced gaming function capabilities and 5) enhanced player reward capabilities. The enhanced gaming features can be provided in a non-intrusive manner such that regulated software executed on a gaming machine does not have to be altered.

Probable Assignee: IGT

Earliest Publication Date: 20110811



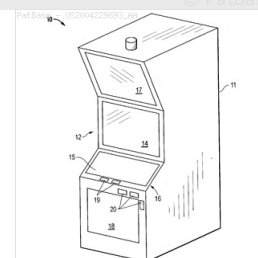
4) Family number: 31340987 (US2004229693A)

MULTIPLE VIDEO DISPLAY GAMING MACHINE AND GAMING SYSTEM

Abstract: Source: US2004229693A A gaming machine includes a cabinet having a game video display mounted on a front side of the cabinet. The gaming machine also includes at least one more additional video display mounted on the front side of the cabinet either above or below the game video display. A player control device is also mounted on the front side of the cabinet. This player control device may be separate from the video displays or may be integrated with one or more of the video displays in the form of a touch screen portion of one or more of the video displays. The player control device may include a separate touch screen display mounted on a ledge projecting forwardly from the front side of the gaming machine cabinet.

Probable Assignee: EVERI GAMES INC

Earliest Publication Date: 20041118



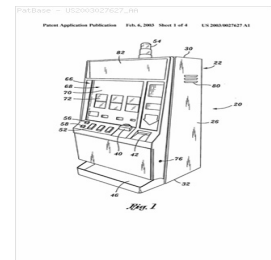
5) Family number: 42243556 (US2003027627A)

GAMING APPARATUS

Abstract: Source: US2003027627A A gaming apparatus for presenting a wager-type game comprises a cabinet and a door connected to the cabinet, the door moveable between a first position and a second position. In its first position, the door cooperates with the cabinet to define a generally closed interior space. In its second position, the door permits access to the interior space. The door has an opening therein. A relatively thin video display is mounted to an inside of the door in alignment with the opening therein. The use of the video display and its mounting permits the depth of the cabinet to be substantially reduced. In one embodiment, the width of the cabinet exceeds its depth.

Probable Assignee: COLE KEPRO INT LLC

Earliest Publication Date: 20021105



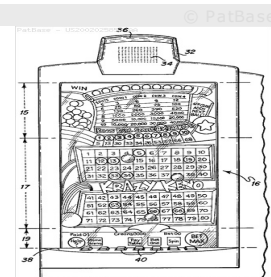
6) Family number: 30740198 (US2002025852A)

GAMING APPARATUS WITH PORTRAIT-MODE DISPLAY

Abstract: Source: US2002025852A Improved electronic gaming apparatus, including a cabinet for housing video and sound generating electronics, coin-handling and pay-out mechanism and a video display screen. The display screen is substantially taller than it is wide and may have a touch screen associated therewith. Although the displayed video presentation may take any form, the display may include graphics replicating the standard play board at top, game board in middle, and principal user input interface below.

Probable Assignee: IGT

Earliest Publication Date: 19970116



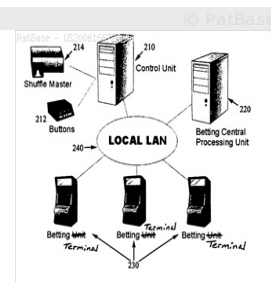
7) Family number: 33153037 (US2006166726A)

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



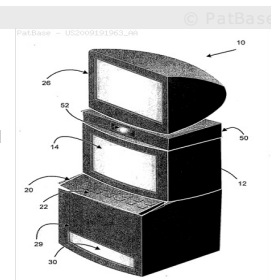
8) Family number: 43113129 (US2009191963A)

HYBRID GAMING SYSTEM

Abstract: Source: US2009191963A A hybrid gaming system comprising: an electronic gaming machine (EGM) comprising: a cabinet; a base game interface disposed within the cabinet and comprising a display and a base game player instruction input mechanism, a processor disposed within the cabinet and arranged to conduct a base game based on at least one player instruction received from the base game player instruction input mechanism; a feature game device mounted to the cabinet and comprising a feature game display mounted to the cabinet and a feature game instruction mechanism operable by the player to input at least one instruction; a trigger monitor arranged to determine that a trigger event has occurred such that a feature game is to be conducted; and a feature game controller located remotely from the EGM and responsive to the trigger monitor to generate feature data for at least one feature game to be displayed on the feature game display and to process the at least one instruction.

Probable Assignee: ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LTD

Earliest Publication Date: 20090408



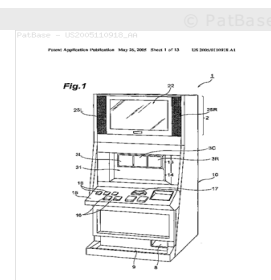
9) Family number: 31934028 (US2005110918A)

DISPLAY UNIT AND GAMING MACHINE

Abstract: Source: US2005110918A A gaming machine in accordance with an embodiment of the present invention comprises: a cabinet 10 in which an apparatus needed for a game is contained; a liquid crystal panel unit 30 having a liquid crystal panel which an image associated with the game is displayed on, and whose viewing angle is different between one side U and the other side D on a display screen; and an attaching member 40 which has a driver for driving the liquid crystal panel, and which the liquid crystal panel unit is fitted to the cabinet 10 through, wherein engaging portions 46A and 46B detachably engage with the cabinet 10 and fixable portions 43A and 43B (45A and 45B) to be fixed to the cabinet are provided on both of the side U and the other side D of the attaching member 40.

Probable Assignee: ARUZE CORP

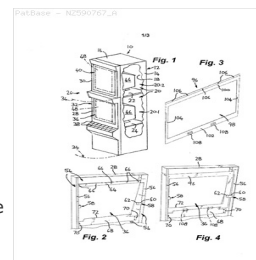
Earliest Publication Date: 20050525



10) Family number: 48310282 (NZ590767A)

RETROFITTING LCD MONITORS IN CRT GAMING MACHINES

Abstract: Source: NZ590767A Disclosed is a method of retrofitting a LCD monitor (50) to a gaming machine (10). The LCD monitor (50) has a display on one side and a rear face on an opposite side. The gaming machine (10) is of a type having a cabinet (12), a cavity (20) in the cabinet (12) and a front cover (30) defining a display window (40). The front cover (30) is attached to a front of the cabinet (12) so as to be partially removable therefrom. There is a cathode ray tube monitor (46) disposed in the cavity (20) with a display screen (48) of the monitor (46) located adjacent the display window (40). The method includes the steps of: · At least partially removing the front cover (30) from the front of the cabinet (12); · Providing an attachment bracket having a rear portion adapted to have secured thereto at least one device for enabling operation of the LCD monitor (50); · Releasably securing the attachment bracket to the front cover (30) such that the attachment bracket secures the LCD monitor (50) to the front cover (30) with the display of the LCD monitor (50) being substantially aligned with the display window (40) so as to be visible from a position at the front of the cover (30), and such that the rear portion of the attachment bracket extends over at least a portion of the rear face; and · Re-engaging the front cover (30) with the front of the cabinet.



Probable Assignee: ACON TECHNOLOGY PTY LTD

Earliest Publication Date: 20110203

11) Family number: 52662840 (ES1078351U)

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**MAQUINA RECREATIVA CON CONTROL REMOTO
GAMING MACHINE WITH REMOTE CONTROL (MACHINE TRANSLATION)**

Abstract: Source: ES1078351U 1.Maquina recreativa con control remoto, del tipo que comprende:- unos primeros (P1) y unos segundos (P2) dispositivos perifericos de mando;- unos medios de visualizacion;- un sistema electronico local (SL) conectado via cable con dichos primeros dispositivos perifericos de mando (P1) y via inalambrica con dichos segundos dispositivos perifericos de mando (P2), y- unos medios automaticos de neutralizacion o bloqueo de los primeros dispositivos perifericos de mando (P1);estando dicha maquina recreativa caracterizada porque dichos medios automaticos comprenden unos medios de deteccion de presencia e identificacion.2. Maquina recreativa segun la reivindicacion 1, caracterizada porque dichos medios de deteccion de presencia e identificacion comprenden:- un dispositivo identificador portatil (E) asociado a un jugador y portable por el mismo, y que es al menos detectable e identificable mediante una tecnologia de comunicacion inalambrica de corto alcance, y- un dispositivo detector/lector (D) que utiliza una tecnologia de comunicacion inalambrica de corto alcance para detectar la presencia de dicho dispositivo identificador portatil (E) y para adquirir la identificacion incluida en el mismo.3. Maquina segun la reivindicacion 1, caracterizada porque dichos medios de deteccion e identificacion comprenden un sistema de deteccion biometrico.4. Maquina recreativa segun una cualquiera de las reivindicaciones anteriores, caracterizada porque comprende un dispositivo de mando inalambrico (C) que incluye a dichos segundos dispositivos perifericos de mando (P2) y, en conexion con los mismos, a un sistema electronico remoto (SR) que incluye al menos unos medios de comunicacion inalambrica (N2) para llevar a cabo dicha comunicacion inalambrica con unos respectivos medios de comunicacion inalambrica (N1) del sistema electronico local (SL).5. Maquina segun la reivindicacion 4, caracterizada porque dicho sistema electronico local (SL) y dicho sistema electronico remoto (SR) se comunican a traves de una red de comunicaciones local (R).6. Maquina segun la reivindicacion 5, caracterizada porque el sistema electronico local (SL) se encuentra comunicado con dichos medios de deteccion de presencia e identificacion.7. Maquina recreativa segun la reivindicacion 4, 5 o 6, caracterizada porque dichos medios de visualizacion comprenden unos medios de representacion visual locales (V1), dispuestos en las cercanias del sistema electronico local (SL) y conectados al mismo, y una pantalla remota (V2) dispuesta en dicho dispositivo de mando inalambrico (C) conectada via cable al sistema electronico remoto (SR) e inalambicamente con el sistema electronico local (SL) a traves de dichos medios de comunicacion inalambrica.8. Maquina recreativa segun la reivindicacion 7, caracterizada porque dichos medios de representacion visual locales (V1) comprenden al menos uno de los siguientes dispositivos: una pantalla local, rodillos mecanicos, luces, displays y una serigrafia translucida impresa en el frontal de un mueble (M) de la maquina y asociada a una fuente de luz, o una combinacion de los mismos.9. Maquina segun la reivindicacion 7 u 8, caracterizada porque dicha pantalla remota (V2) es una pantalla tactil que constituye dichos segundos dispositivos perifericos de mando (P2).10. Maquina recreativa segun la reivindicacion 6, 7 u 8, caracterizada porque dichos medios automaticos son tambien medios de neutralizacion del envio y visualizacion de informacion grafica a dichos medios de representacion visual locales (V1) y medios de envio de informacion grafica a la pantalla remota (V2), y viceversa.11. Maquina recreativa segun la reivindicacion 2, caracterizada porque dicho dispositivo detector/lector (D) se encuentra dispuesto en un mueble (M) de la maquina que alberga al menos a dicho sistema electronico local (SL).12. Maquina recreativa segun la reivindicacion 3, caracterizada porque dicho sistema de deteccion biometrico comprende un detector biometrico dispuesto en un mueble (M) de la maquina que alberga al menos a dicho sistema electronico local (SL).13. Maquina segun la reivindicacion 4 cuando depende de la 2, caracterizada porque dicho dispositivo identificador portatil (E) se encuentra dispuesto en dicho dispositivo de mando inalambrico (C).14. Maquina segun la reivindicacion 4 cuando depende de la 2, caracterizada porque dicho dispositivo identificador portatil (E) se encuentra dispuesto en un elemento de soporte portatil independiente del dispositivo de mando.15. Maquina recreativa segun la reivindicacion 2, caracterizada porque dicho dispositivo identificador portatil (E) es de tipo pasivo.16. Maquina recreativa segun la reivindicacion 2, caracterizada porque dicho dispositivo identificador portatil (E) es de tipo activo, con capacidad de comunicarse bidireccionalmente con dicho dispositivo detector/lector (D).

Machine translation: 1.Maquina recreational remote control, of the type comprising: - a first (P1) and second (P2) control peripheral devices; - display means; - an electronic system local (SL) connected via said first cable control peripheral devices (P1) and wirelessly with said second control peripheral devices (P2), and-automated means for neutralizing or blocking of the first control peripheral devices (P1), said machine being characterized recreational that said means comprise means of automated detection of presence and identification.2. Gaming machine according to claim 1, characterized in that said presence detection means and identification comprising: - a portable identifying device (E) and associated to a portable player for the same, and that is at least detectable and identifiable through a communication technology short-range wireless and device-detector / reader (D) using a wireless communication technology for short-range to detect the presence of said portable device identifier (E) and to acquire identification included in the mismo.3. Machine according to claim 1, characterized in that said detection and identification means comprise a detection system biometrico.4. Gaming machine according to any one of the preceding claims, characterized in that it comprises a wireless control device (C) includes peripheral devices to said second panel (P2) and, in connection therewith, to a remote electronic system (SR) includes at least one wireless media (N2) to carry out such wireless communication with respective wireless media (N1) Local electronic system (SL) 5. Machine according to claim 4, wherein said local electronic system (SL) and said remote electronic system (SR) communicate through a local communications network (R).6. Machine according to claim 5, characterized in that the local electronic system (SL) is in communication with said presence detection means and identification.7. Gaming machine according to claim 4, 5 or 6, characterized in that said display means comprise means for local visual representation (V1), arranged in the vicinity of the local address system (SL) and connected thereto, and a remote display (V2) disposed in said wireless control unit (C) connected via cable to the remote mail system (SR) and wirelessly with local electronic system (SL) through media such inalambrica.8. Gaming machine according to claim 7, wherein said means for local visual representation (V1) comprising at least one of the following devices: a local display, mechanical rollers, lights, displays and a translucent screen printing printed on the front of a cabinet (M) of the machine and associated with a light source, or a combination of the mismos.9. Machine according to claim 7 or 8, wherein said remote display (V2) is a touch screen which constitutes said second peripheral control devices (P2).10. Gaming machine according to claim 6, 7 or 8, characterized in that said means are also automated shipping neutralization media and graphic information display such local display means (V1) and means of sending information to the remote display graphics (V2), and viceversa.11. Gaming machine according to claim 2, wherein said detector device / reader (D) is arranged in a cabinet (M) of the machine that houses at least said local electronic system (SL).12. Gaming machine according to claim 3, wherein said biometric detection system comprises a detector disposed on a movable biometric (M) of the machine that houses at least to said local electronic system (SL).13. Machine according to claim 4 when dependent on 2, wherein said portable device identifier (E) is disposed in said wireless control device (C).14. Machine according to claim 4 when dependent on 2, wherein said portable device identifier (E) is arranged on a support element independent portable device mando.15. Gaming machine according to claim 2, wherein said portable device identifier (E) is pasivo.16 type. Gaming machine according to claim 2, wherein said portable device identifier (E) is active type, capable of communicating bidirectionally with said detector device / reader (D).

Probable Assignee: INTERSEVEN GAMMING TEAM SLU

Earliest Publication Date: 20130102

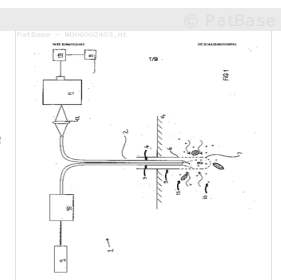
12) Family number: 32557383 (WO06002483A1)

DIALYSIS-ASSISTED OPTICAL FIBRE SPECTROSCOPY PROBE

Abstract: Dialysis assisted optical fibre probes (2), comprising a dialysis membrane (7) defining a sample volume (8); and at least one optical fibre (3, 4), for transmitting illumination to the sample volume (8) and receiving a spectroscopic signature of one or more analytes (16) within the sample volume. The dialysis assisted optical fibre probe (2) can be used to obtain the spectroscopic signature, e.g. fluorescence, absorption or Raman spectra, from a biological or chemical sample.

Probable Assignee: I G T AUSTRALIA PTY LTD

Earliest Publication Date: 20060112



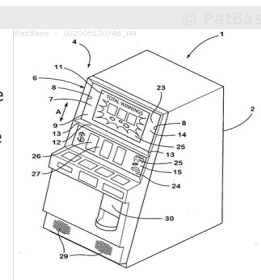
13) Family number: 31994501 (US2005130746A)

GAMING MACHINE

Abstract: Source: US2005130746A A gaming machine includes a cabinet defining an internal space and a front side. The cabinet has an opening in the front side for providing access to the internal space. A door is movably mounted to the cabinet for movement between an open position providing access to the internal space, and a closed position wherein the door substantially closes off the opening in the cabinet. The door has an enlarged opening defining generally vertical spaced apart side edges. At least one screen is mounted to the door, and extends across at least a substantial portion of the opening in the door, the screen having an outside surface. A generally horizontal cross member extends across the enlarged opening, and has opposite ends positioned adjacent the vertical side edges. The cross member is adjustably secured to the door such that the vertical position of the cross member can be adjusted to vary the size of an upper portion of the enlarged opening above the cross member, and a lower portion of the enlarged opening below the cross member.

Probable Assignee: COLE KEPRO INT LLC

Earliest Publication Date: 20050616



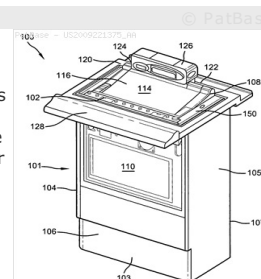
14) Family number: 43683952 (US2009221375A)

WIDE-SCREEN BAR TOP GAMING MACHINE AND METHOD

Abstract: Source: US2009221375A A bar top gaming machine cabinet is disclosed. The gaming machine cabinet includes a wide-screen display mounted in a top of the cabinet. Peripherals such as a currency acceptor and/or printer are installed in the interior of the cabinet beneath the display. Paper chutes extend from the peripherals to the exterior of the cabinet. This mounting scheme allows a bar top with a widescreen display to be implemented in the space of a typical bar top footprint. A method of assembling such a bar top gaming machine is also disclosed.

Probable Assignee: BALLY GAMING INC

Earliest Publication Date: 20090903



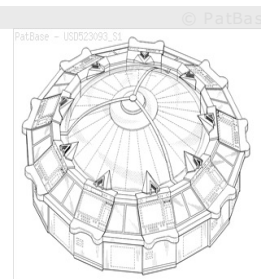
15) Family number: 33066046 (USD523093S)

GAMING SYSTEM HAVING A SHARED SYMBOL DISPLAY

Abstract: Source: USD523093S The ornamental design for a gaming system having a shared symbol display, as shown and described.

Probable Assignee: IGT RENO NEV

Earliest Publication Date: 20060117



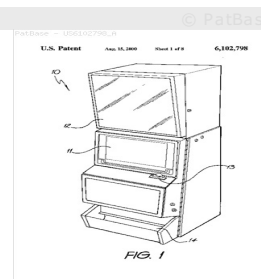
16) Family number: 8755714 (US6102798A)

SLOT MACHINE GAME-FIND THE PRIZE

Abstract: Source: US6102798A A slot machine is provided in a cabinet 10 including a prize display 12, a coin entry slot 13, a payout tray 14 and internally mounted game control processor circuits. The game display means 11 comprises a video display screen 11 controlled to display a game image divided into a matrix of elements or player selectable zones. The video screen is preferably of the touch sensitive variety, having an array of touch sensitive areas located on its display surface with one such area associated with each matrix element 40-54. The player may select one of the matrix elements (eg. 41) by touching the screen within the area of the respective element to be selected, thereby causing the image in the element to change to reveal whether or not a prize value is associated with that zone.

Probable Assignee: ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LTD

Earliest Publication Date: 19980625



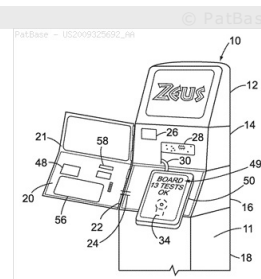
17) Family number: 44153415 (US2009325692A)

GAMING MACHINE WITH MOVABLE DISPLAY SCREEN

Abstract: Source: US2009325692A A method, implemented by an electronic gaming machine (EGM), includes providing an electronic display mounted to the cabinet of the EGM and disposed in a normal operational position to portray a wagering game to a user, the display in the normal operational position having an orientation of one of landscape or portrait. The display is moved from the normal operational position to a maintenance position in order to permit access for a technician to components in a space in the cabinet behind the display when the latter is in the normal operational position, the display in the maintenance position having an orientation of the other of landscape or portrait, the display in the maintenance position displaying information to the technician.

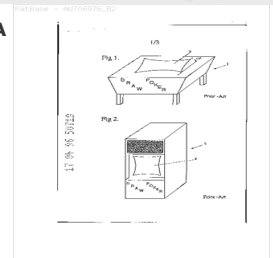
Probable Assignee: WMS GAMING INC

Earliest Publication Date: 20091231



GAMING MACHINE DISPLAY SCREEN; SCREEN PIVOTS IN RESPONSE TO A MOTOR ASSOCIATED WITH A CABINET MOUNTED CONTROL ELEMENT

Abstract: Source: AU199650719A A game machine adapted to play at least one game of chance and to distribute winnings to a player in proportion to the odds of said game and in proportion to a wager placed by said player; said game machine being provided in a vertical style cabinet that incorporates a means for receiving a wager from said operator and at least one computer processing means adapted to control a sequence of game events in response to said wager and in response to player input via game control elements; said machine further incorporating display means that is adapted to display said game events in response to receiving a video signal that is controlled by said at least one computer processing means; said display means being adapted to pivot within a first region of predetermined angle extending between a first substantially vertical plane adjacent the front surface of the cabinet and a second plane located within the cabinet; said display means adapted to pivot in response to the operation of a motor that is operatively associated with at least one cabinet mounted control element. I

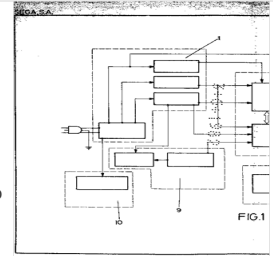


Probable Assignee: PRECISE CRAFT PTY LTD

Earliest Publication Date: 19961031

MAQUINA RECREATIVA.

Abstract: Source: ES261608U 1. Maquina recreativa, del tipo de las accionables mediante monedas o fichas y que, desarrollando un juego de azar, es susceptible de proporcionar al jugador premios, igualmente en forma de monedas o fichas, estando alojada en un mueble de lineas paralelepipedicas; esencialmente se caracteriza porque en la cara frontal de dicho mueble existen dos paneles, de los cuales el superior incorpora dos entradas para monedas o fichas, de diferente valor; un selector electromecanico de monedas o fichas incorrectas y un mecanismo de pago de premios, mientras que en el panel inferior, que define un plano inclinado, se situa una pantalla de video que lleva adosada una lamina transparente con la impresion de la figura de una ruleta de juego con sus casillas y numeros respectivos, estando todo ello enmarcado por una caratula ornamental, existiendo, ademas, en este panel inferior una pluralidad de pulsadores para control del juego, habiendose previsto que en la pantalla de video y adyacentemente a la figura de la ruleta se produzca la imagen de un tapete de apuestas del juego de la ruleta, con sus casillas y numero respectivos, mientras que en coincidencia con las casillas de dicha figura de ruleta, se desplace un punto luminoso con velocidad inicial elevada y progresivamente decreciente que durante el giro de dicho punto luminoso una fuente sonora produce un sonido sintetizado similar al de una ruleta autentica durante su funcionamiento, estando todo ello controlado por una unidad central de proceso microprogramada cuya unidad de memoria contiene grabado un programa de funcionamiento que capacita a la maquina para desarrollar un juego equivalente al de la ruleta y con sus apuestas respectivas, asi como para el manejo y comando interactivo de los distintos organos de la maquina, poseyendo dicha unidad central de proceso una pluralidad de interfases para la adecuacion tanto de sus senales emitidas como de las senales recibidas de los distintos organos. 2. Maquina recreativa, segun la reivindicacion anterior, caracterizada porque la pantalla de video produce, en coincidencia con sendas casillas existentes en la caratula, el numero de jugadas de credito que, en todo momento, posee el jugador, asi como la iluminacion, o no, selectiva de las palabras DOBLE o NADA grabadas en dicha caratula. 3. Maquina recreativa, segun la reivindicacion 1, caracterizada porque de la pluralidad de pulsadores uno de ellos efectua la seleccion de las apuestas mediante la detencion de un punto que incide sobre las distintas casillas de la imagen del tapete de juego, mientras que otros de dichos pulsadores permite al jugador la seleccion del numero de creditos que apuesta en cada jugada existiendo un tercer boton que posibilita la repeticion de la apuesta efectuada en ultimo lugar, mientras que otro de los pulsadores efectua una doble funcion de inhibicion o cambio de una apuesta ya efectuada y de acumulacion de un contador de creditos totales, los creditos ganados por el jugador, y habiendose previsto, ademas, otro pulsador para la seleccion alternativa de la jugada DOBLE o de la jugada NADA. 4. Maquina recreativa, segun reivindicacion 1, caracterizada porque asociada a la unidad microprocesadora se ha previsto una unidad de conmutacion que permite la variacion entre un 65 y un 92 por 100 de los premios otorgados por la maquina en relacion con las jugadas realizadas por la misma. 5. Maquina recreativa, segun reivindicacion 1, caracterizada porque la figura de la ruleta impresa en la lamina transparente coincide exactamente, bien con la figura de una ruleta francesa, "Boule", o bien con la del juego de "Vingt-trois". 6. Maquina recreativa. 1. Arcade machine, the type operable by coins or tokens and developing a gambling game, is capable of providing the player awards, also in the form of coins or tokens, being housed in a parallelepipedic lines of furniture; essentially it characterized because in the front face of said cabinet there are two panels, of which the top incorporates two inputs for coins or tokens of different value; an electromechanical coin selector or incorrect records and a mechanism for payment of prizes, while in the lower panel, which defines an inclined plane, a video screen that leads attached a transparent sheet with the impression of the figure of a spinner is located playing with their respective boxes and numbers, while all framed by an ornamental cover art, there, also, in this lower panel a plurality of buttons to control play, being provided in the video screen and adjacent to the figure of the Roulette image of a mat betting roulette game takes place, with its squares and respective number, while in agreement with the boxes that figure roulette, a luminous point moves with high initial velocity and progressively decreasing during rotation of said light spot a sound source produces a synthesized sound similar to that of a real roulette during operation, being all controlled by a central processing unit microprogrammed memory unit which contains recorded an operating program that enables the machine to equivalent to develop a game of roulette with their bets, as well as for management and interactive command of the various organs of the machine, having said central processing unit a plurality of interfaces for the adjustment of both their signals as the signals received from the various organs. Recreational 2. Maquina, according to claim, wherein the video screen produces, coinciding with paths existing boxes on the face, the number of plays of credit at any time, has the player, as well as lighting, or not selective for DOUBLE OR NOTHING words recorded in this cover art. 3. gaming machine according to claim 1, wherein the plurality of switches one of them makes the selection of gambling by stopping a point that affects the different cells in the image of the playmat, while others these buttons allow the player the selection of the number of credits bet on every play there a third button that allows the repetition of the commitment made in last place, while another of the buttons you double function of inhibition or change a bet and accumulation made a counter of total credits, the credits earned by the player, and being provided, in addition, another push for alternative selection of the double play or play NADA. 4. gaming machine according to claim 1, characterized in that associated with the microprocessor unit is provided a switching unit that allows the variation between 65 and 92 per 100 of the awards given by the machine in connection with the moves made by the same. Recreational 5. Maquina according to claim 1, characterized in that the figure of the printed roulette transparent polyamine match exactly, well with the figure of a French roulette, "Boule" or with the game "Vingt-trois". 6. arcade.



Probable Assignee: SEGA SAMMY HOLDINGS INC

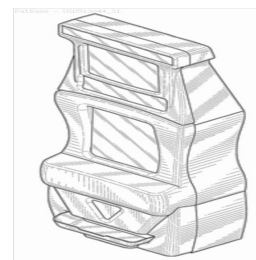
Earliest Publication Date: 19821101

CABINET FOR A GAMING MACHINE WITH AN UPPER SCREEN AREA

Abstract: Source: USD513044S [Source: Claim 1] The ornamental design for the cabinet for a gaming machine with an upper screen area, as shown and described.

Probable Assignee: VISION GAMING AND TECHNOLOGY INC

Earliest Publication Date: 20051220



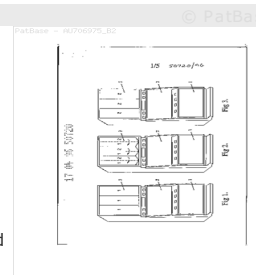
21) Family number: 8515382 (NZ286398A)

GAMING MACHINE COMPRISES A VIDEO DISPLAY SCREEN, MEANS FOR CONTROLLING THE GAME EVENTS AND A DISPLAY; DETAILS OF DISPLAY STRUCTURE

Abstract: Source: AU199650720A 1. A gaming machine adapted to play at least one game of chance and to distribute winnings to an operator in proportion to the odds of said game and in proportion to the wager placed by said player; said machine disposed in a vertical cabinet and including an event viewing area where the events of said game can be observed by an operator; control means adapted so that said operator can influence said events and a display means located above said event viewing area and comprising a plurality of multi-sided panels with visual indicia relating to the operation of said games disposed on each said side; said multi-sided panels disposed within said display so that one side of each said multi-sided panels aligns with one side of adjacent multi-sided panels to thereby form a display surface; said panels adapted to rotate so as to display alternate sides of said panels thereby altering the visual indicia displayed by said surface. i

Probable Assignee: PRECISE CRAFT PTY LTD

Earliest Publication Date: 19961031



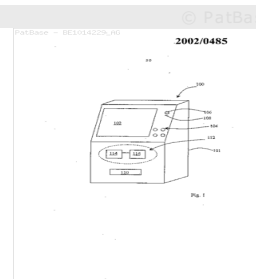
22) Family number: 23521579 (GB200213182A)

AN ENTERTAINMENT MACHINE

Abstract: The gaming machine is playable by the introduction of coins, counters, credit cards or other credit mechanisms and one or more play symbols are provided by the machine to determine winning situations. The machine (100) comprises a cabinet (101) in which is a cathode ray tube which displays a game. At a suitable height for the user, the machine has a certain number of entry buttons (104) operable by the player and a coin slot (106). It also has a coin recovery slot (108) for coins rejected by the machine and a slot (110) where prizes can be recovered. Inside the cabinet is a processing circuit (112) comprising a control device (114) and an associated memory (116). The processing circuit conducts the game, which it displays to the player on the screen. It receives inputs from the entry buttons which permits the player to control the game. The game is one of professional dice of which simulations are made to "roll", resulting in three game symbols being determined which are positioned in grille on the screen.

Probable Assignee: BELL FRUIT GAMES LTD

Earliest Publication Date: 20030603



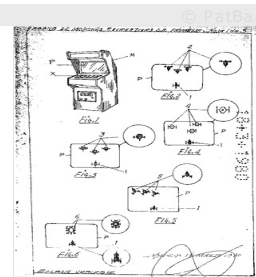
23) Family number: 29459143 (ES249441Y)

MAQUINA DE JUEGO DE SALON, PERFECCIONADA

Abstract: Source: ES249441U 1.Maquina de juego de salon, perfeccionada, y mas concretamente, una maquina recreativa de las de tipo de video, caracterizada por hallarse constituida por un mueble que soporta los elementos de la maquina; un monitor de television en color en cuya pantalla se desarrolla la accion del juego; un conjunto de placas electronicas que forman circuitos integrados, transistores, resistencias y demas elementos que, en general, controlan el desarrollo del juego; una fuente de alimentacion constituida por un transformador, filtro de red, puentes rectificadores, condensadores y demas elementos propios que proporcionan las tensiones de los circuitos electronicos y el monitor de television; un panel de control de mandos y juego formado por pulsadores; un selector de monedas, y medios de alumbrado en general. 2.Maquina, segun reivindicacion 1, caracterizada por disponer de una pantalla que corresponde a un monitor de television en color, en la que se desarrolla la accion del juego, y bajo la cual va dispuesto un panel de control del mismo formado por pluralidad de pulsadores. 3.Maquina, segun reivindicaciones 1 y 2, caracterizada por disponer de un selector de monedas y al introducirse una moneda o ficha en el mismo, se pulsa la seleccion de uno o dos jugadores en el panel del control, tras lo cual se inicia el juego, cuyo desarrollo se produce en varias fases. 4.Maquina, segun reivindicaciones de 1 a 3, caracterizada por el hecho de que, iniciado el juego, aparecen en la pantalla del monitor de television diversos objetos con trayectorias diversas, segun la placa de circuito impresos a que correspondan, disponiendo los jugadores de mandos para, segun las diversas fases de aparicion de tales objetos, ir a su eliminacion o, alternativamente, ser eliminados del juego o penalizado si no consiguen la totalidad de los objetivos previstos. 5.Maquina de juego de salon perfeccionada. 1.Maquina of games, improved, and more specifically, a gaming machine of the type of video, be characterized by a cabinet formed by supporting elements of the machine; monitor color television whose screen the action of the game takes place; a set of plates that form electronic integrated circuits, transistors, resistors and other elements which generally control the development of the game; a power supply consisting of a transformer, line filter, bridge rectifiers, capacitors and other elements that provide the voltages of the electronic circuits and the television monitor; a panel control knobs and buttons set consisting of; a coin selector, and general lighting means. 2.Maquina according to claim 1, characterized by having a screen corresponding to a color television monitor in which the action of the game takes place, and which is arranged on a control panel thereof formed by plurality buttons. 3.Maquina, according to claims 1 and 2, characterized by having a coin acceptor and a coin or token inserted therein, the selection of one or two players is pressed on the control panel, after which kicks off game whose development occurs in stages. 4.Maquina, according to claims 1-3, characterized by the fact that, started the game on the screen of the television monitor various objects with different paths, according to the printed circuit to which they relate, having players controls for, according to the various stages of appearance of such objects, go to their elimination or, alternatively, be removed from the game or penalized if they fail all the objectives. 5.Maquina perfect game room.

Probable Assignee: DE MAQUINAS RECREATIVAS FAB SA

Earliest Publication Date: 19801201



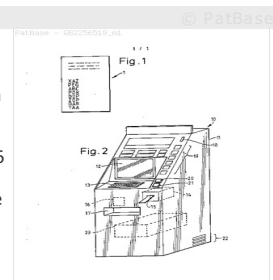
24) Family number: 7099964 (GB2256519A)

LOTTERY/GAMING APPARATUS AND METHODS

Abstract: Source: GB2256519A A lottery/gaming machine 10 comprises a cabinet 11 which houses a VDU screen 12, an alpha-numeric keyboard 13, a ticket printing machine 14, having an output slot 15, a coin dispenser 16 for dispensing coins into a coin tray 17, a coin slot 18 for input of coins, instant prize indicators 19, pay-out option button 20, start/stop button 21, cable sockets 22 and a computer 23. The computer is programmed to generate random permutations of 2 to 6 eg three letters and display these on the VDU screen 12 and to commit to a memory which permutations have been generated already so that no permutation is provided more than once. Alternatively a pre-programmed chip, disc or tape having random permutations of letters thereon may be loaded into the computer 23 and permutations, in a predetermined order, for display on the VDU screen, may then be read therefrom. The printer 14 is linked to the computer 23 and/or VDU 12 such that permutations of letters, amongst other things may be printed onto a ticket.

Probable Assignee: NATIONWIDE LOTTERIES LIMITED

Earliest Publication Date: 19921209



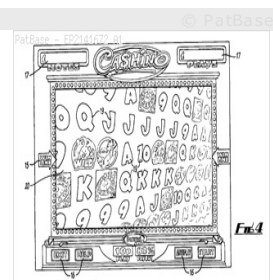
25) Family number: 42144832 (EP2141672A1)

DISPLAY SYSTEM FOR PLAYING A GAME

Abstract: Source: EP2141672A1 An entertainment machine has a cabinet 1 having an upper front glass panel 2 which is screen-printed to define a central window area 3 through which a screen 4 of a VDU 5 is exposed. The VDU screen 4 shows a central rectangular play area 12, and various indicators 16, 17, above and beneath the play area 12. In one embodiment, the display shows a flat surface 20 having a matrix of symbols 19. The surface 20 moves (in simulation) to produce a changing display of multiple symbol combinations. The movement gives the impression of flying over the surface 20 with the surface 20 tilting and moving towards and away from the window 12. The movement takes place at a relatively slow speed so that the player can clearly see the symbol combinations. The final stage of the movement which involves bringing the surface 20 towards the window in flat disposition so that ultimately only three symbol combinations can be seen, occurs via a convoluted course such that the final display is not fully known until the movement terminates. This provides anticipation and entertainment for the player.

Probable Assignee: BARCREST GROUP LTD

Earliest Publication Date: 20100106



26) Family number: 16662168 (ES158323Y)

MAQUINA DE JUEGO ELECTRONICA.

Abstract: Source: ES158323U Maquina de juego electronica compuesta por dispositivo convenientemente inclinado, pueden alcanzar cualquier punto de una zona situada en la parte inferior del interior de un mueble donde se aloja el mecanismo, el cual comprende un elemento movil dotado de celulas fotoelectricas excitables mediante el rayo luminoso al ser alcanzadas, que se caracteriza porque el movil, que adopta la forma mas conveniente, esta dotado de dos celulas fotoelectricas situadas respectivamente en caras opuestas y se encuentra fijo a un eje solidario con una pequena polea que se apoya sobre una guia cuya polea presenta un saliente radial que solo le permite girar un angulo de 180 degrees en un sentido u otro, cuya polea esta montada en una pieza que a su vez se apoya en otra guia ligada esta a una correa dispuesta en posicion paralela a las guias citadas y pasa por dos peanas extremas y una tercera polea, fija al eje de un motor electrico dotado de marcha accionable por, dos microinterruptores finales de carrera actuados por el soporte del movil y ademas se encuentra sometido a inversion de marcha mediante dispositivos electricos adecuados que se ponen en accionamiento emisor de rayos luminosos que, reflejados por un espejo dispositivos de inversion automaticamente al ser excitada cualquiera de las dos fotoelectricas, de manera que normalmente dicho movil alternativamente a un lado y otro y gira 180 degrees al alcanzar los limites de su recorrido, siendo visible para el jugador en dos zonas de su recorrido limitadas por una pantalla media, e invierte su marcha al ser alcanzada la celula por el rayo luminoso invirtiendose asimismo su posicion al girar 180 degrees y presentar la cara opuesta al jugador. Electronic gaming machine composed of device conveniently inclined, can reach any point of an area located in the lower part of the inside of a cabinet where the mechanism, which comprises a movable member provided with excitable by the light beam to be achieved photoelectric cells, characterized in that the cell, which adopts the most convenient way, is provided with two photocells located respectively on opposite faces and is fixed to a shaft with a small pulley which is supported on a guide pulley which has a radial projection that only allows you to rotate an angle of 180 degrees in one direction or another, the pulley is mounted on a piece that turn rests on another guide is linked to a belt arranged in parallel to said guides and passes by two end bases and a third pulley, fixed to the shaft of an electric motor provided with operable by two end of stroke microswitches gear actuated poreal mobile and further support is subjected to reverse by suitable electrical devices that are placed on the x-ray emitter drive light, reflected by a mirror devices automatically be excited either of the two photoelectric investment, so that normally said mobile alternatively to one side and another and rotates 180 degrees when reaching the limits of its travel, being visible to the player in Two areas of its travel limited by a screen media, and reverses its march to be reached the cell by the beam position by rotating 180 degrees and also reversing the opposite face to the player.

Probable Assignee: HERNANDEZ HINJOS JACINTO

Earliest Publication Date: 19700716

