

Search strategy

Query

```
..SEMSEARCH "AUDIT CAMERA" 32 "BILL" 23 "BILL VALIDATOR" 33 "BOLT" 21 "CAMERA POINTING" 33  
"CAPACITY" 30 "CARD" 68 "CARD READER" 95 "CARD VALIDATOR" 100 "COIN VALIDATOR" 33 "CONTACTLESS  
CARD" 100 "CONTROLLER" 61 "DENOMINATION" 34 "DEPOSITION" 84 "EXTERNAL ANTENNA" 34 "FRONT" 27  
"FRONT DOOR" 31 "FURNITURE PIECE" 35 "INFINEON CHIP" 31 "LOCKING" 27 "NOZZLE OUTER" 33 "NXP CHIP" 26  
"RASPBERRY PI" 30 "READING AREA OF" 36 "RECYCLER" 28 "SALE" 100 "SAM MODULE" 31 "TRANSACTIONAL  
HOPPER" 36 "WALLET" 57 "WALLET NOZZLE" 33  
..SIMILARITY REFINE SS 1 RANKED 7 14
```

3 Documents

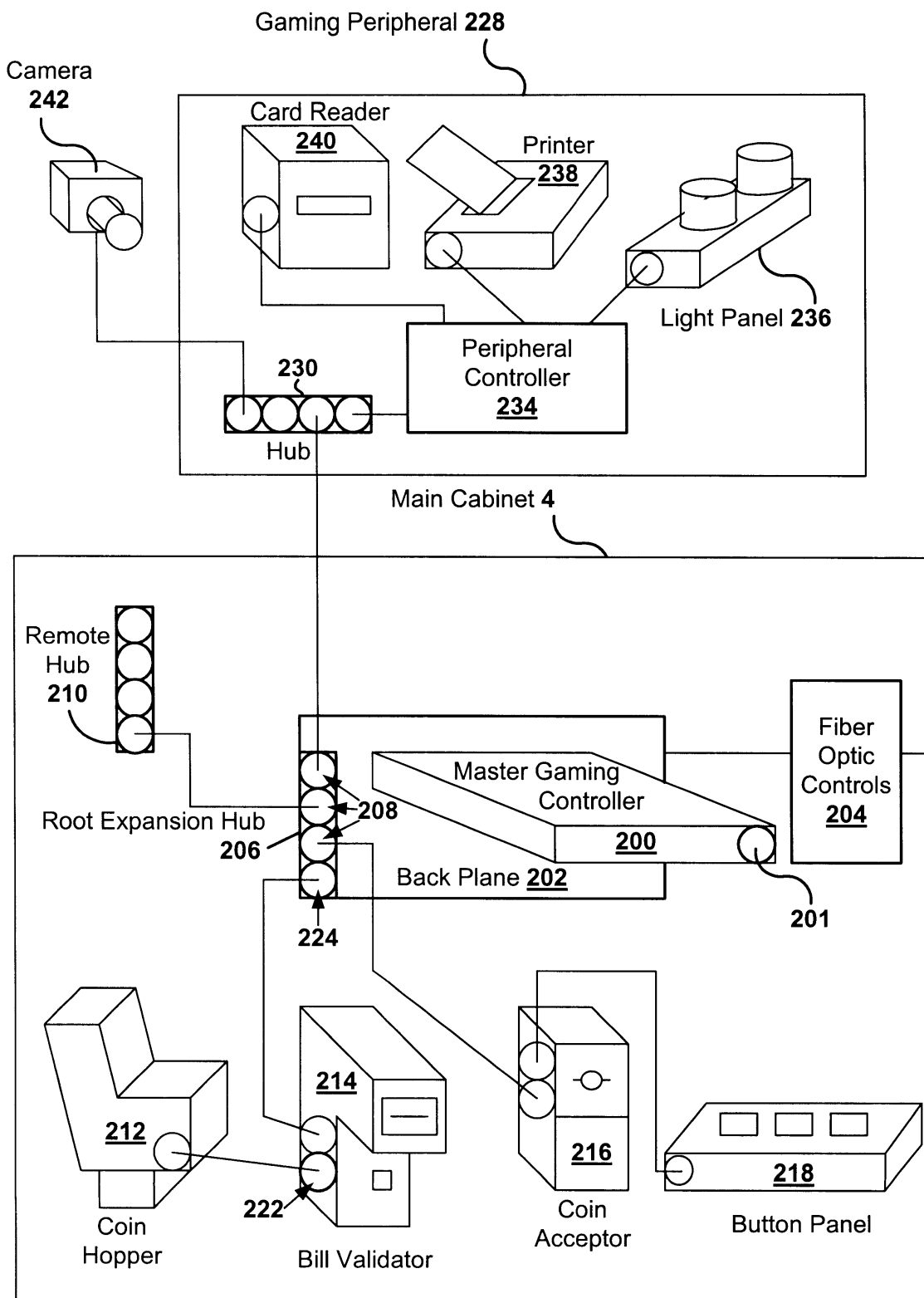
Publication numbers	Title	Current assignees
EP1094425 A2	Standard peripheral communication	IGT - INTERNATIONAL GAME TECHNOLOGY
EP1417653 A2	Interactive game playing preferences	IGT - INTERNATIONAL GAME TECHNOLOGY
EP1629356 A2	Methods and systems for providing products, such as digital content including games, ring tones, and/or graphics; and services, such as computer network service including internet service	COINSTAR ASSET HOLDINGS

Family 1/3 - FAMPAT - ©Questel

Title

(EP1094425)

Standard peripheral communication

Images**Publication numbers with kind code & date**

EP1094425

B1 2016-03-30

EP1094425

AU2004202481

B2 2006-11-16

AU2004202481

CA2320636

C 2005-08-09

CA2320636

US6899627

B2 2005-05-31

US6899627



AU2004202481	A1	2004-07-01	AU2004202481				
AU770810	B2	2004-03-04	AU-770810				
EP1094425	A3	2003-05-28	EP1094425				
US20030054880	A1	2003-03-20	US20030054880				
US6503147	B1	2003-01-07	US6503147				
US6443839	B2	2002-09-03	US6443839				
US20010036866	A1	2001-11-01	US20010036866				
US6251014	B1	2001-06-26	US6251014				
EP1094425	A2	2001-04-25	EP1094425				
ZA200005428	B	2001-04-24	ZA200005428				
AU6246800	A	2001-04-12	AU200062468				
CA2320636	A1	2001-04-06	CA2320636				

IPC - International classification

A63F-009/24; A63F-009/24; G06F-003/00; G06F-003/00; G07F-017/32; G07F-017/32

Abstract

(EP1094425)

A disclosed gaming machine has a plurality of "gaming peripherals," each communicating with a master gaming controller via a standard peripheral interface such as the USB (Universal Serial Bus). Further, the gaming peripherals employ a standard peripheral controller and one or more specialized "peripheral devices" (e.g., the actual lights, bill validators, ticket printers, etc. that perform the specific functions of the gaming peripherals). Much of the hardware associated with the peripheral controller is identical from one gaming peripheral to the next. Only a portion of the peripheral controller hardware is specific to the different types of gaming peripherals. <IMAGE>

Inventors

STOCKDALE JAMES

LEMAY STEVEN G

Latest standardized assignees - inventors removed

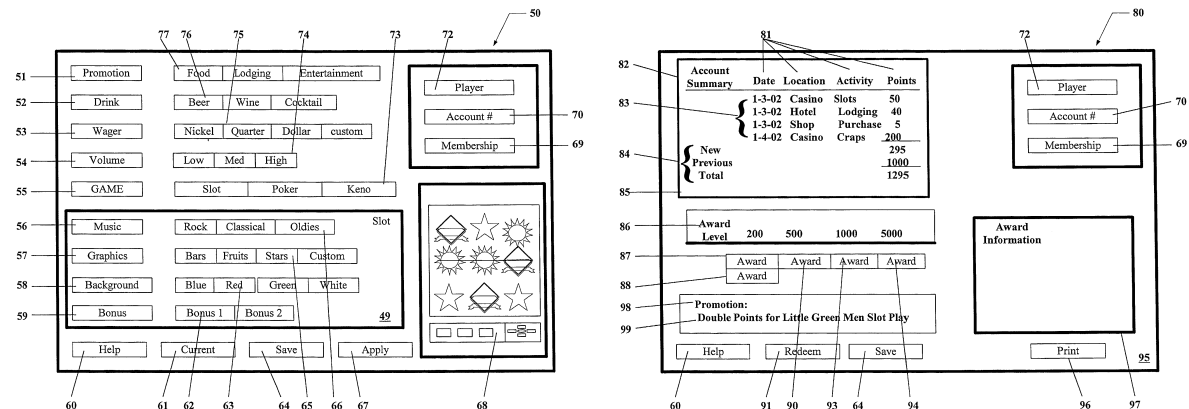
IGT - INTERNATIONAL GAME TECHNOLOGY

Family 2/3 - FAMPAT - ©Questel

Title

(EP1417653)

Interactive game playing preferences

Images**Publication numbers with kind code & date**

US8435105	B2	2013-05-07	US8435105
US7918738	B2	2011-04-05	US7918738
US7883413	B2	2011-02-08	US7883413
US7722453	B2	2010-05-25	US7722453
US20080076548	A1	2008-03-27	US20080076548
AU2002258628	B2	2007-03-01	AU2002258628
US20060194633	A1	2006-08-31	US20060194633
EP1417653	A2	2004-05-12	EP1417653
WO02/77935	A3	2004-02-19	WO200277935
US20020142825	A1	2002-10-03	US20020142825
US20020142846	A1	2002-10-03	US20020142846
WO02/77935	A2	2002-10-03	WO200277935

IPC - International classification

A63F-009/24; A63F-009/24; A63F-013/00; G06F-017/00; G06F-017/00; G06F-019/00; G07F-017/32; G07F-017/32

Abstract

(EP1417653)

A disclosed gaming machine may be customized for game play according to one or more preferences using preference information that is not correlated to an identity of a player. Therefore, the gaming machine may be configured to one or more player preferences without requiring the player to reveal their identity. The gaming machine may receive the preference information from at least one of a configuration instrument designed to store preference information, such as a cashless ticket voucher, ii) a display interface on the gaming machine, iii) a remote server, iv) a speech recognition interface on the gaming machine and v) combinations thereof. The preference information used to configure the gaming machine may be selected by the player, selected by a gaming establishment, generated by the gaming machine and combinations thereof. A disclosed gaming machine may be customized for game play according to one or more preferences using preference information that is not correlated to an identity of a player. Therefore, the gaming machine may be configured to one or more player preferences without requiring the player to reveal their identity. The gaming machine may receive the preference information from at least one of a configuration instrument designed to store preference information, such as a cashless ticket voucher, ii) a display interface on the gaming machine, iii) a remote server, iv) a speech recognition interface on the gaming machine and v) combinations thereof. The preference information used to configure the gaming machine may be selected by the player, selected by a gaming establishment, generated by the gaming machine and combinations thereof.

Inventors

LARK DAVID R

PAULSEN CRAIG A

ROWE RICHARD E

Latest standardized assignees - inventors removed

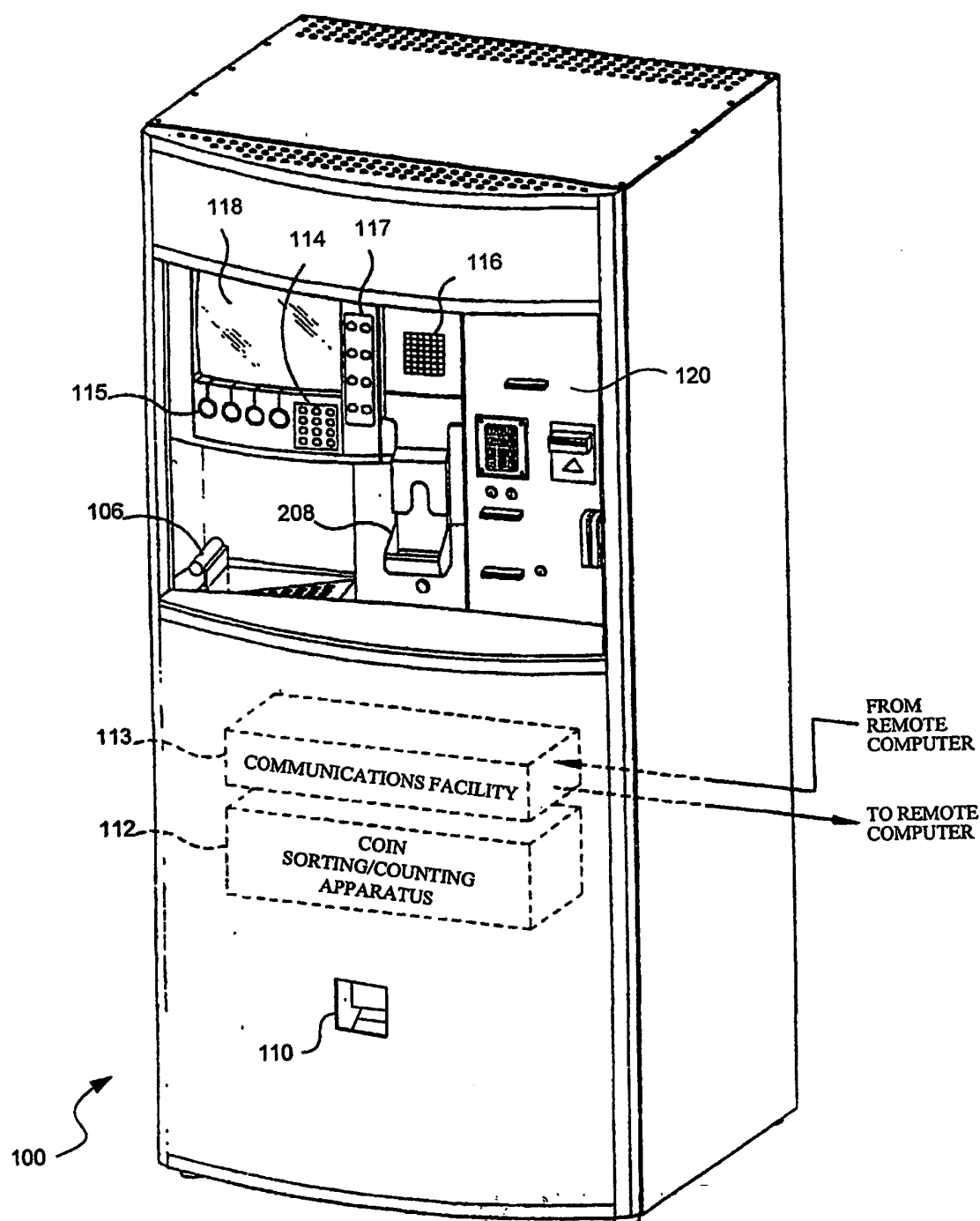
IGT - INTERNATIONAL GAME TECHNOLOGY

Family 3/3 - FAMPAT - ©Questel

Title

(EP1629356)

Methods and systems for providing products, such as digital content including games, ring tones, and/or graphics; and services, such as computer network service including internet service

Images**Publication numbers with kind code & date**

US20150170124	A1	2015-06-18	US20150170124
EP2267651	A1	2010-12-29	EP2267651
US20070125620	A1	2007-06-07	US20070125620
EP1629356	A4	2006-12-27	EP1629356
EP1629356	A2	2006-03-01	EP1629356
WO2004/109464	A3	2005-04-07	WO2004109464
WO2004/109464	A2	2004-12-16	WO2004109464



IPC - International classification

G06F; G06F; G06F-007/00; G06F-009/00; G06F-019/00; G06F-019/00; G06Q-020/00; G06Q-020/12; G06Q-020/18; G06Q-020/18; G06Q-030/00; G07F-009/08; G07F-009/08; G07F-017/00; G07F-017/16; G07F-017/42; H04M-017/00

Abstract

(EP1629356)

Methods and systems for exchanging various forms of value (100), including coins, paper currency, credit, and/or debit, for internet service (526) and digital content. Such digital content can include, for example, online games and content for mobile phones. In one embodiment, a value exchange machine (100) includes a coin input region (106), a coin sorting/counting apparatus (112), a card reader (202), and a communications facility (113) configured to communicate with a remote computer network. A user wishing to purchase internet service, for example, can visit the value exchange machine, select the desired transaction, and pay for the internet service with coins, paper currency, a credit card, a debit card, and/or bank account funds. After confirming payment, the value exchange machine can issue a code (1206) to the user, for example, on a card enabling the user to obtain the internet service.

Inventors

SORENSEN TIMOTHY N

EVANS MARK L

Latest standardized assignees - inventors removed

COINSTAR ASSET HOLDINGS