# United States Patent [19]

## Kelly et al.

[11] Patent Number: **5,816,918**

[45] Date of Patent: **Oct. 6, 1998**

[54] **PRIZE REDEMPTION SYSTEM FOR GAMES**

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[21] Appl. No.: **746,755**

[22] Filed: **Nov. 14, 1996**

### Related U.S. Application Data

[63] Continuation-in-part of Ser. No. 628,490, Apr. 5, 1996.

[51] **Int. Cl.6** ........................................................ **A63F 9/24**
[52] **U.S. Cl.** .................................................................. **463/16**
[58] **Field of Search** .................................... 463/1, 16, 23, 463/36, 37, 30; 273/138.1, 139, 440

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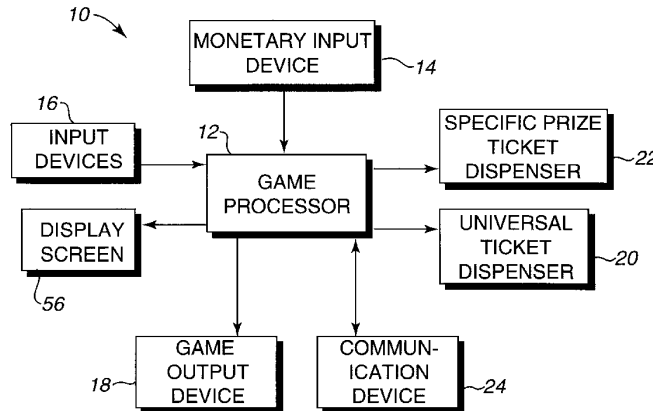
[57] **ABSTRACT**

The present invention provides a prize redemption system for use with one or more game apparatuses. A game is provided on a game apparatus for a player to play in exchange for monetary input, and prize credits are credited to the player based on the game outcome. A prize selection menu is then displayed by the game apparatus, the menu including one or more prizes, where the player may select a prize that has a prize cost within the player's prize credit amount. The player is dispensed a specific prize ticket that is redeemable for the selected prize. The game apparatus can also provide specific prizes and tournament games played for a tournament prize contributed to by multiple players. An operator can adjust prizes and payout percentages of the system to achieve a desired profitability for game apparatuses. Prize input is entered into a prize table describing multiple available prizes and also describing payout information that indicates a desired amount of payout that the operator wishes to provide back to players of the game apparatus in terms of the value of the prizes. Prize information, such as prize costs and specific prize win ratios, is automatically determined by the system for each of the prizes in view of the desired profitability of the game apparatus.

**77 Claims, 18 Drawing Sheets**

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10

MONETARY INPUT DEVICE — 14

16 — INPUT DEVICES

12 — GAME PROCESSOR

SPECIFIC PRIZE TICKET DISPENSER — 22

DISPLAY SCREEN — 56

UNIVERSAL TICKET DISPENSER — 20

18 — GAME OUTPUT DEVICE

COMMUN-ICATION DEVICE — 24

## Figure 1

CLOCK

28 — MICRO PROCESSOR

30 — RAM

32 — ROM

34 — I/O

D

A

C

— 36

INPUT

OUTPUT
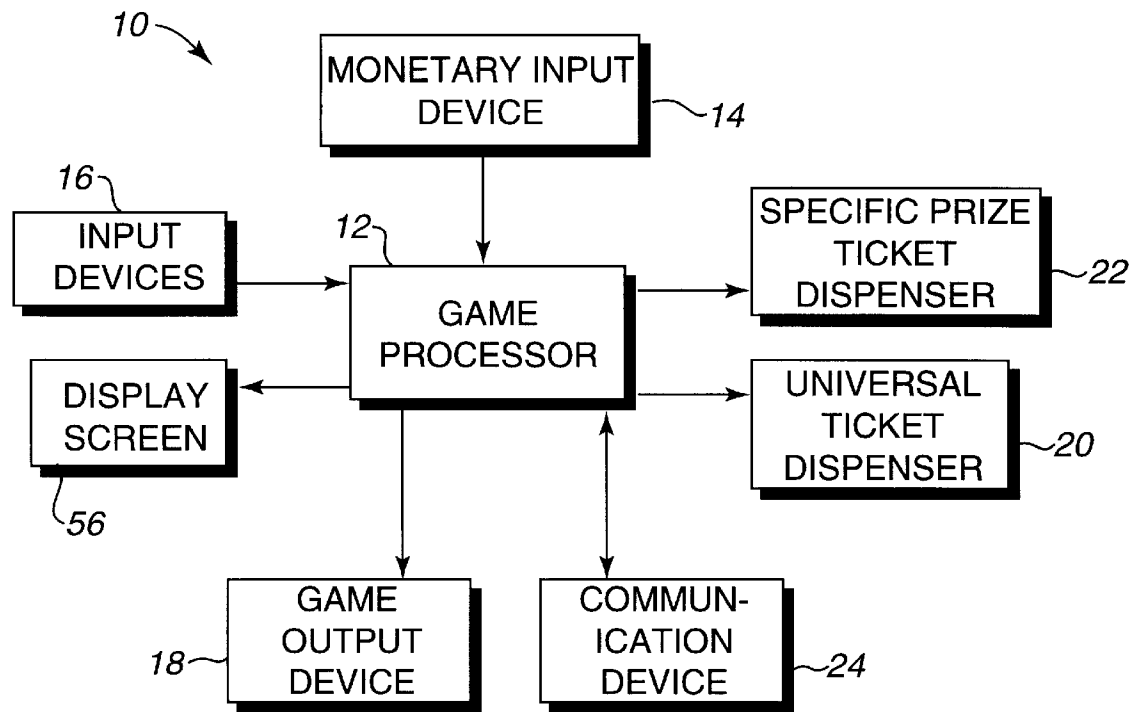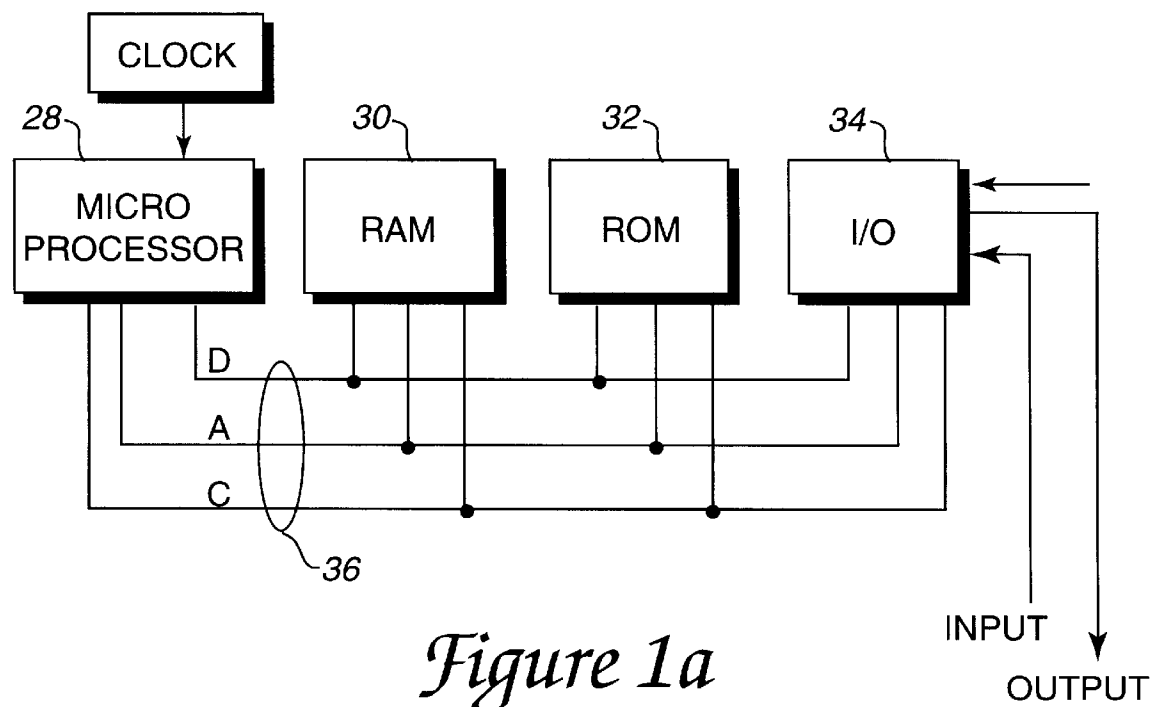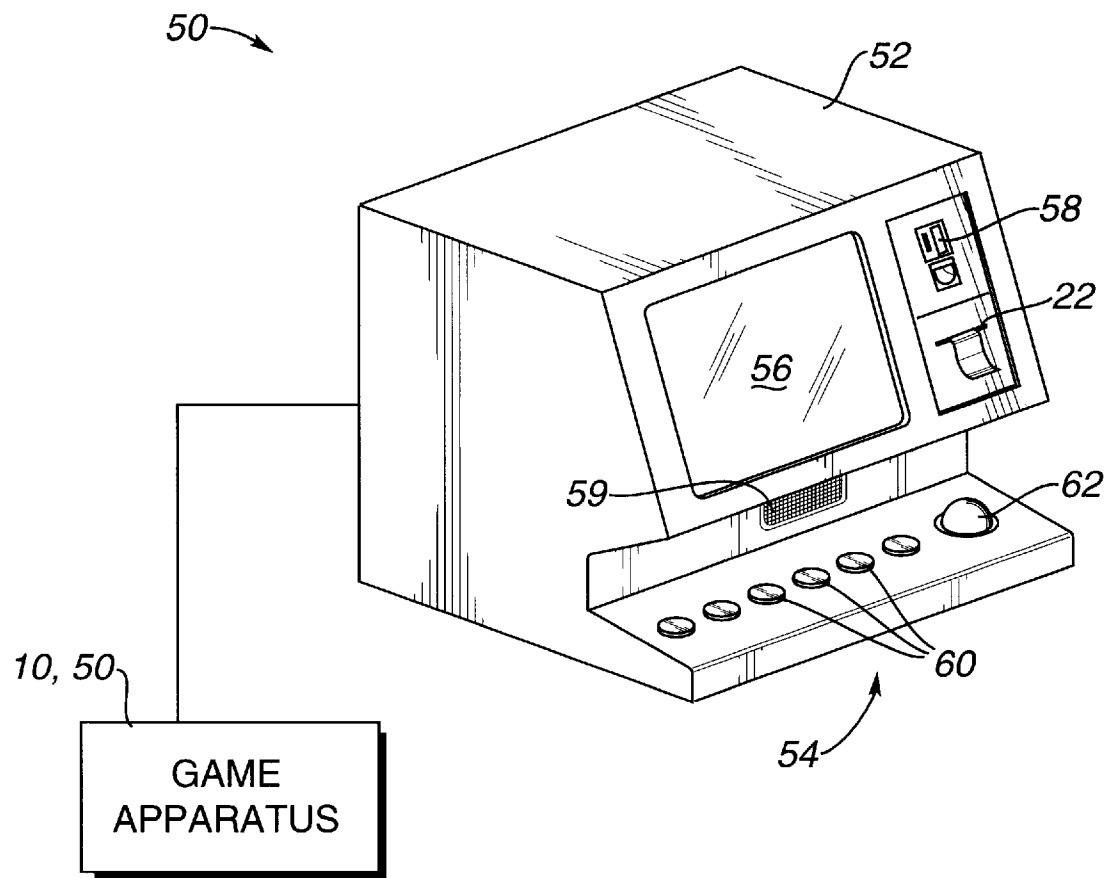
## Figure 1a

*Figure 2*

*Figure 3*



*Figure 4*

# DOCKET ALARM
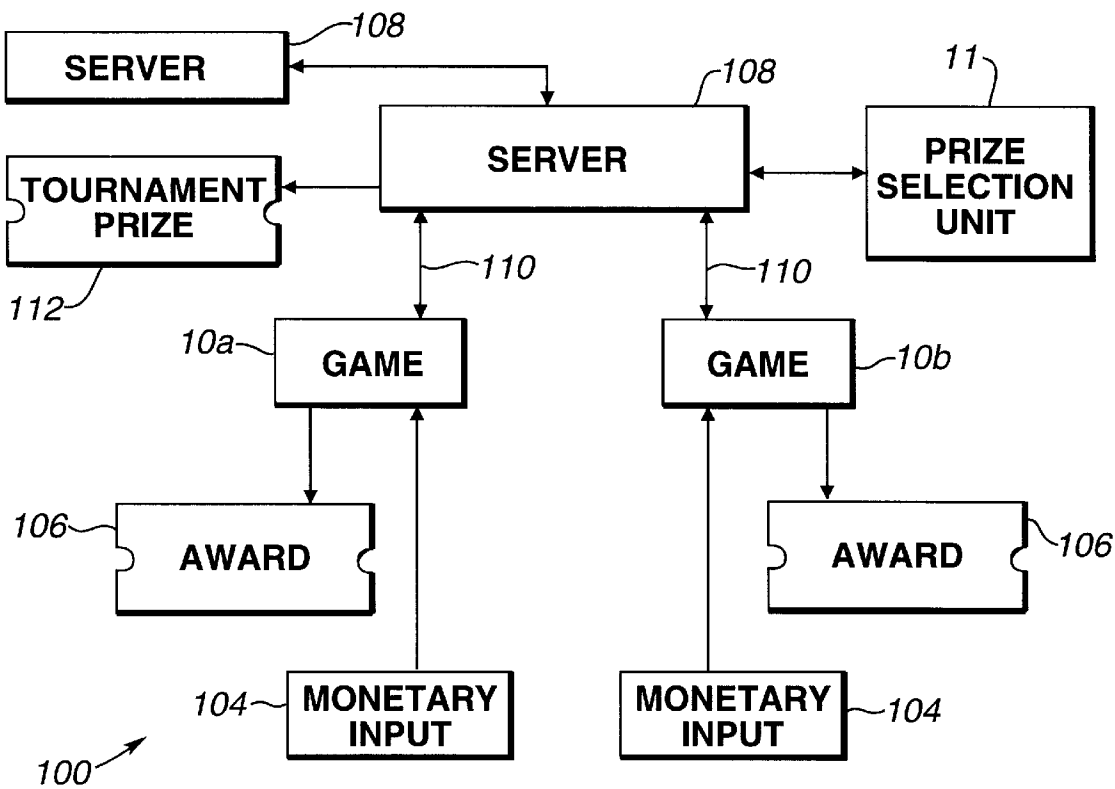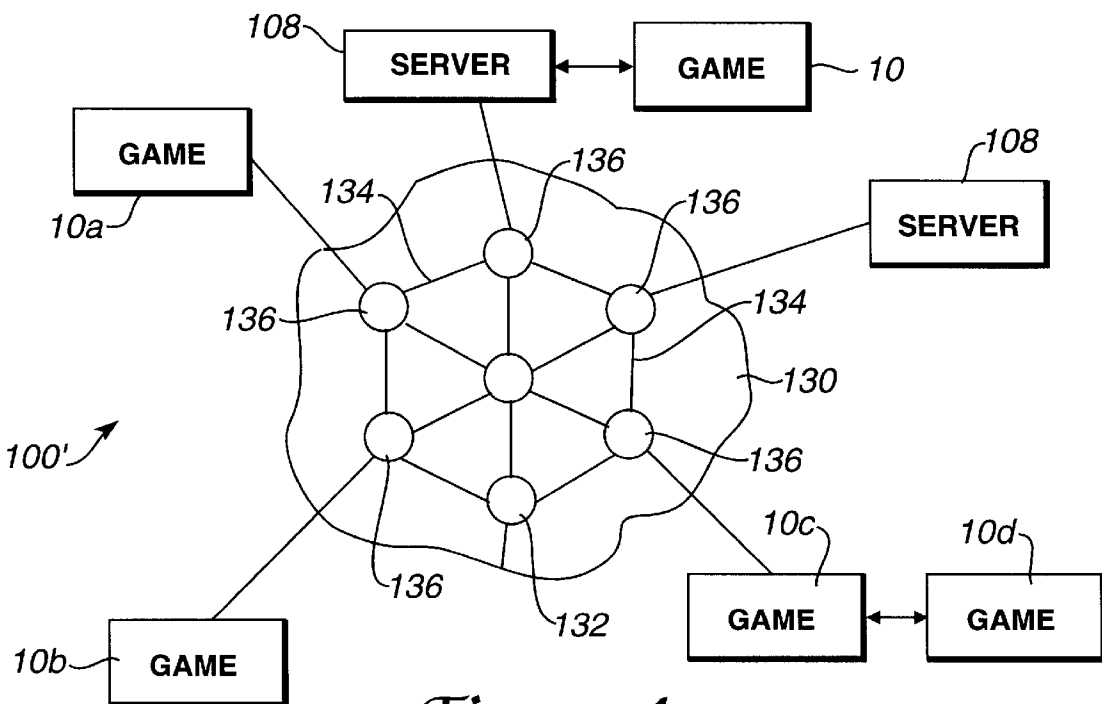
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