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(12) **EX PARTE REEXAMINATION CERTIFICATE** (10214th)
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Kelly et al.

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(54) **PRIZE REDEMPTION SYSTEM FOR GAMES**

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(63) Continuation-in-part of application No. 08/628,490, filed on Apr. 5, 1996, now abandoned.

(51) **Int. Cl.**
A63F 9/24 (2006.01)

(52) **U.S. Cl.**
USPC 463/16

(58) **Field of Classification Search**
USPC 463/1, 9-13, 16-20, 23, 30, 36-37, 463/40-42; 273/138.1, 138.2, 139, 440, 273/429-432; 700/91-93; 340/323 R
See application file for complete search history.

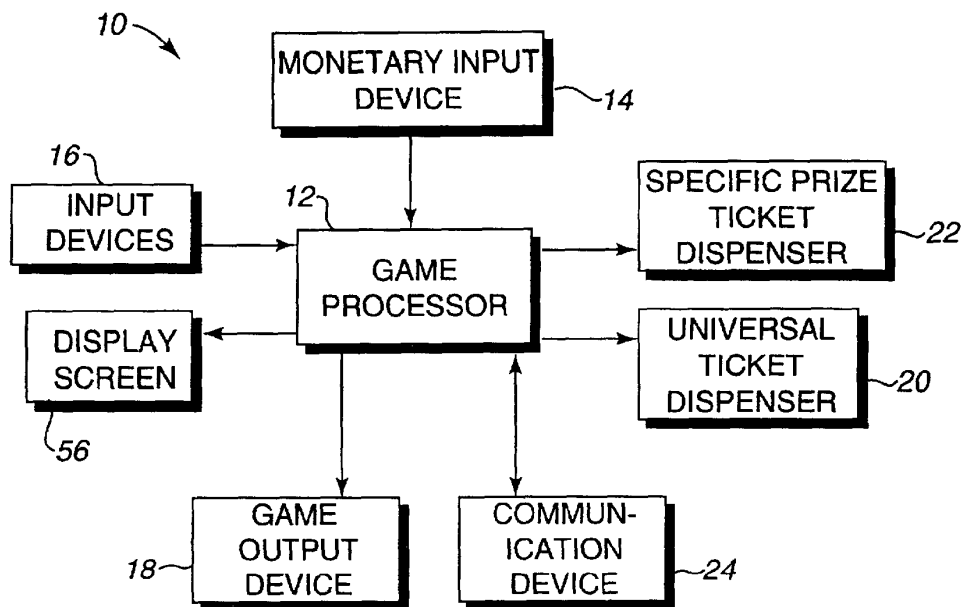
(56) **References Cited**

To view the complete listing of prior art documents cited during the proceeding for Reexamination Control Number 90/006,601, please refer to the USPTO's public Patent Application Information Retrieval (PAIR) system under the Display References tab.

Primary Examiner — Mark Sager

(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.



1

EX PARTE
REEXAMINATION CERTIFICATE
ISSUED UNDER 35 U.S.C. 307

THE PATENT IS HEREBY AMENDED AS
INDICATED BELOW.

Matter enclosed in heavy brackets [] appeared in the patent, but has been deleted and is no longer a part of the patent; matter printed in italics indicates additions made to the patent.

AS A RESULT OF REEXAMINATION, IT HAS BEEN DETERMINED THAT:

The patentability of claims **1-33** and **47-77** is confirmed.

Claims **35-37** and **40-44** are cancelled.

Claims **34, 38-39** and **45** are determined to be patentable as amended.

Claim **46**, dependent on an amended claim, is determined to be patentable.

34. A method for providing a tournament [game on a game apparatus, the method] *over a network* comprising:

- (a) providing a [tournament] game [for a player] of skill on [said] a computerized game apparatus connected to a network;
- (b) receiving monetary input from a player to allow said player to participate in [said] a tournament by playing said [tournament] game as a tournament game;
- (c) [contributing] *allocating* at least a portion of said monetary input towards a tournament prize value which is stored on a server on said network;
- (d) implementing said tournament game, including receiving input *at said game apparatus* from said player during said tournament game, and providing a game score to said server based on an outcome of said tournament game;
- (e) repeating steps (a) through (d) *with at least one additional player* until said tournament is determined to have concluded; and
- (f) [providing] *distributing* said tournament prize value to one or more winning players selected from participants of said tournament.

38. A method [as recited in claim **34**] *for providing a tournament over a network* comprising:

- (a) *providing a game of skill on a computerized game apparatus connected to a network.*
- (b) *receiving monetary input from a player to allow said player to participate in a tournament by playing said game as a tournament game;*
- (c) *allocating at least a portion of said monetary input towards a tournament prize value which is stored on a server on said network;*
- (d) *implementing said tournament game, including receiving input at said game apparatus from said player during said tournament game, and providing a game score to said server based on an outcome of said tournament game;*

2

(e) *repeating steps (a) through (d) with at least one additional player until said tournament is determined to have concluded; and*

(f) *distributing said tournament prize value to one or more winning players selected from participants of said tournament;*

wherein said prize is selected by said winning player using a menu presented on said game apparatus.

39. A method [as recited in claim **34**] *for providing a tournament game on a game apparatus, the method* comprising:

- (a) *providing a tournament game for a player on said game apparatus;*
- (b) *receiving monetary input from a player to allow said player to participate in said tournament by playing said tournament game;*
- (c) *contributing at least a portion of said monetary input towards a tournament prize;*
- (d) *implementing said tournament game, including receiving input from said player during said tournament game, and providing a game score based on an outcome of said tournament game;*
- (e) *repeating steps (a) through (d) until said tournament is determined to have concluded; and*
- (f) *providing said tournament prize to one or more winning players selected from participants of said tournament;* wherein said tournament prize is cash, and wherein said at least a portion of said monetary input is directly added to said tournament prize.

45. A method [as recited in claim **34**] *for providing a tournament over a network* comprising:

- (a) *providing a game of skill on a computerized game apparatus connected to a network;*
- (b) *receiving monetary input from a player to allow said player to participate in a tournament by playing said game as a tournament game;*
- (c) *allocating at least a portion of said monetary input towards a tournament prize value which is stored on a server on said network;*
- (d) *implementing said tournament game, including receiving input at said game apparatus from said player during said tournament game, and providing a game score to said server based on an outcome of said tournament game;*
- (e) *repeating steps (a) through (d) with at least one additional player until said tournament is determined to have concluded; and*
- (f) *distributing said tournament prize value to one or more winning players selected from participants of said tournament;*

wherein said prize is selected by said winning player using a prize selection menu presented on said game apparatus displaying a plurality of available prizes, wherein said tournament prize includes a plurality of prize credits usable to redeem at least one of said prizes in said prize selection menu.

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