PATENT APPLICATION

BIOMETRIC BROADBAND GAMING SYSTEM AND METHOD

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CROSS REFERENCES TO RELATED APPLICATIONS

This patent application is a continuation-in-part of provisional patent application 60/266,856 filed on February 6, 2001.

BACKGROUND OF THE INVENTION

1. Field of Invention

The present invention is a biometric broadband interactive gaming system and method. More particularly, the biometric broadband interactive gaming system and method operates in a networked environment which interfaces with a plurality of network access devices including personal computers, wireless devices, and interactive set-top boxes.

2. Description of Related Art

The related art includes gaming devices, on-line gaming, networked interactive gaming, and biometrics.

Gaming Devices

For purposes of this patent, the term "gaming" shall refer to either gambling and/or gaming applications. Gaming devices include games of skill and games of chance. Games of chance include many casino-type gaming devices in which the outcome of the game depends, at least in part, on a randomly generated event. For example, a game of chance may use a random number generator to generate a random or pseudo-random number. The random number may then be compared to a predefined table to determine the outcome of the event. If the random number falls within a certain range of numbers on the table, the player may win a predefined prize. The table may also contain display information that allows the gaming

device to generate a display that corresponds to the outcome of the game. The gaming device may present the outcome of the game on a large variety of display devices, such as mechanical spinning reels or video screens.

Games of skill comprise a skill component in which a player combines letters or words (word puzzles), answers questions (trivia), overcomes challenges (video games), competes with other players (networked video games), and the like. Generally, a game of skill is a game requiring a level of skill which does not rely solely on chance. Some games of skill require a high degree of expertise and knowledge and other games of skill require very limited expertise or knowledge.

On-Line Gaming

In June 2001, Nevada signed a bill that could result in Nevada being the first state to offer legalized gambling over the Internet. The new law authorizes state gaming regulators to set up an infrastructure to license and oversee online gaming in Nevada when such gaming becomes legal. Online gaming is a federal issue whose legality is unclear at present.

A variety of technological limitations have been asserted as preventing Congress's endorsement of on-line gaming. These technological limitations are related to the preventing of underage gambling, controlling of gambling addiction, and ensuring the security and reliability of on-line gaming is secure and reliable.

To prevent underage gambling prior art systems and methods use passwords, user ID's, credit cards and "click-through" agreements that ask the player to agree to being of legal gambling age by clicking on a button. Presently, there are no systems and methods to control on-line gambling addiction. With respect to ensuring that on-line gaming is secure and reliable, prior art systems and methods use various cryptographic techniques such as RSA encryption, digital certificates, or other similar well known cryptographic methods. These cryptographic methods are helpful in ensuring secure communications, however these cryptographic methods do not ensure that the individual accessing the on-line game is a valid user.

In view of the prior art systems, a minor or other unauthorized individual simply needs a user ID and a corresponding password to access a gaming site. The obtaining of a

user ID and password is a relatively simple task as this information is generally not modified. Commonly the user ID information is acquired by identifying the web site's naming convention for the player. The player password can be easily determined by remembering the pattern of keys typed by the player during the log-on procedures or by simply requesting the password from the player as part of a diagnostic procedure. The latter is a trick commonly used by hackers to access a system. The password problem may be overcome by modifying the password on a regular basis, however the player must then remember the modified password. Should the player forget the password a new password is mailed. During the mailing process it is common for e-mail to be easily intercepted in cyberspace. Additionally, it is common for unauthorized users to simulate being at a certain location by submitting an IP address that identifies an authorized user.

Therefore, a better system and method for identifying a valid user is needed. Additionally, it would be beneficial to provide a gaming system and method that would: prevent underage gambling, be simple to implement, prevent gambling addiction, and provide a higher degree of security and reliability from unauthorized users.

Networked Interactive Gaming

Networked interactive gaming in an open networked environment such as the Internet is well-known. However, interactive gaming in an open network such as the Internet is confined to communicating with other devices using the same TCP/IP protocols. Currently networked interactive gaming systems using the TCP/IP protocol are not configured to communicate with interactive set-top boxes using MPEG protocols.

Networked interactive gaming in an open networked environment using traditional security methods such as secure socket layers and digital certificates are well known. However, networked interactive gaming in an open networked environment using traditional security methods does not prevent gambling from a minor having acquired a parent's user ID and password without the parent's consent.

Networked interactive gaming using LANs and WANs for progressive slot machines having large jackpots are also well-known. However, networked interactive systems using LANs and WANs for progressive slot machines generally exist in a highly secure proprietary

network environment. Thus, the creation of a progressive slot machine with a large jackpot in an open network environment is not well known.

Biometrics

A biometric is a measurable psychological and/or behavioral trait that can be captured and subsequently compared with another instance at the time of verification. This definition includes the matching of fingerprints, voice patterns, hand geometry, iris and retina scans, vein patterns and other such methodologies. For purposes of the invention described heretofore, the definition of biometrics also includes signature verification, keystroke patterns and other methodologies weighted towards individual behavior.

Biometric applications for games of skill and games of chance are limited. For example biometric gaming applications are taught in U.S. Patent 6,010,404 granted to Walker et al. teaches a method and apparatus for using player input codes (e.g., numeric, biometric or physical) to affect the outcomes of electronic gambling devices, such as slot machines. Additionally, U.S. Patent No. 6,142,876 granted to Cumbers teaches a system and method for passively tracking the play of players playing gaming devices such as slot machines. Players provide identification information and facial recognition data is acquired by a digital or video camera. For each player an account file and a file of the facial image data is stored. When the player plays the slot machine, a camera scans the player and acquires facial image data which is compared to stored data to identify the player. Furthermore, U.S. Patent No. 5,902,983 granted to Crevelt et al., teaches a gaming machine configured to perform EFT transactions which are limited to preset amounts. The patent teaches the use of a fingerprint imaging device, and retinal scans for verifying a player's identity.

Although biometric applications for gaming applications are known, biometric applications for on-line gaming systems are not known. Furthermore, the managing of biometric information and gaming information in an open network environment is not known. Additionally, the use of biometrics in a gaming system and method to prevent underage gambling and prevent gambling addiction is not known.

SUMMARY OF INVENTION

1. Advantages of the Invention

One of the advantages of the present invention is that it provides a secure and reliable on-line gaming system and method.

A further advantage of the present invention is that it provides a secure system and method for identifying a user in an open network environment.

A further advantage of the present invention is that it provides a system and method to prevent underage gambling.

A further advantage of the present invention is that it provides a more secure and reliable and secure gaming system and method.

Another advantage of the present invention is that it provides a system and method for managing biometric information and gaming information in an open network environment.

Another advantage of the present invention is that it permits a plurality of users in a geographically broad area to play the same game.

A further advantage of the present invention is that it provides a pseudo-real time gaming system and method.

Another advantage of the present invention is that it simulates a game of chance such as a slot machine in an on-line environment.

An additional advantage of the present invention is that it provides a networked jackpot.

2. Brief Description of the Invention

The present invention is a networked gaming system that comprises a verification system, a broadband gaming system and a transactional system. The verification system operations include ensuring that a user is a registered player by using a biometric input. The broadband gaming system operations include managing and performing at least one game. The transactional system operations include providing oversight for each transaction conducted by the verification system and the broadband gaming system.

The present invention comprises a verification system for playing the networked gaming system. The networked games include games of chance and games of skill. The

verification system communicates with a biometric input module and a network access device to generate a user identification information. The user identification information is compared to information in a registration database. If an acceptable match is made between the user identification information and the information in the registration database, the user is designated as a player. The player then has access to both the broadband gaming system and the transactional system.

Additionally, the present invention includes a broadband gaming system which is in communication with the verification system. The broadband gaming system includes a buffer which stores information about players who desire to play a game. The buffer is operatively coupled to a random number generator that generates a random number for each player in the buffer. A paytable module in communication with the random number generator determines the outcome associated with the random number generator. The paytable also determines which images associated with the outcome for each player. Preferably, the images are stored on a mini video server and then cached in a memory module. The images are intelligently buffered for downstream communications. In its preferred embodiment, a plurality of encoders are operatively coupled to the memory module caching the broadcast video streams. The plurality of encoders encode the broadcast downstream images according to requirements for each network access device. Each encoder is operatively coupled to an encryption module that encrypts the broadcast. A modulation module is operatively coupled to the encryption module and modulates encrypted images for downstream transmission. Each network access device includes a tuner, a demodulation module, and a decryption module that permits an image to be viewed by the network access device.

Further still the present invention provides a transactional system and method that ensures secure communications occur in the verification system and the broadband gaming system. The transactional system also performs accounting, bonusing, tracking and other such functions. Preferably, the transactional system is capable of receiving a plurality of funds from a financial account and converting them to credits that are used in the broadband gaming system.

The above description sets forth, rather broadly, the more important features of the present invention so that the detailed description of the preferred embodiment that follows may be better understood and contributions of the present invention to the art may be better appreciated. There are, of course, additional features of the invention that will be described below and will form the subject matter of claims. In this respect, before explaining at least one preferred embodiment of the invention in detail, it is to be understood that the invention is not limited in its application to the details of the construction and to the arrangement of the components set forth in the following description or as illustrated in the drawings. The invention is capable of other embodiments and of being practiced and carried out in various ways. Also, it is to be understood that the phraseology and terminology employed herein are for the purpose of description and should not be regarded as limiting.

BRIEF DESCRIPTION OF THE DRAWINGS

Preferred embodiments of the present invention are shown in the accompanying drawings wherein:

FIG. 1a through FIG. 1d provide diagrams of a plurality of network access devices.

FIG. 2 is a high level diagram of a gaming system networked to a plurality of network access devices.

FIG. 3 is a block diagram of an illustrative biometric input module.

FIG. 4 is a block diagram of a gaming system configured to receive a biometric input from a network access device.

FIG. 5 is a table of the data fields in a verification system.

FIG. 6 is a table of the data fields in a broadband gaming system and in a transactional system.

FIG. 7 is a block diagram of a broadband gaming system.

FIG. 8 is a flowchart of the registration method for the gaming system.

FIG. 9 is a flowchart of the verification method for the gaming system.

FIG. 10 is a flowchart of the gaming method for the gaming system.

FIG. 11 is a flowchart of the method for purchasing credits for the gaming system.

FIG. 12 is a flowchart of the method for storing credits on the gaming system.

FIG. 13 is a flowchart of the information processed by the broadband gaming system.

FIG. 14 is a continuation of the FIG. 13 flowchart.

FIG. 15 is a flowchart of the information processed by the transactional system in communication with the broadband gaming system.

DESCRIPTION OF THE PREFERRED EMBODIMENT

In the following detailed description of the preferred embodiments, reference is made to the accompanying drawings, which form a part of this application. The drawings show, by way of illustration, specific embodiments in which the invention may be practiced. It is to be understood that other embodiments may be utilized and structural changes may be made without departing from the scope of the present invention.

NETWORK ACCESS DEVICES

Referring to FIG. 1a through FIG. 1d there is shown a plurality of illustrative network access devices. Each of the network access devices is configured to be capable of running a gaming application. For illustrative purposes the gaming application shown simulates the spinning reels of a slot machine.

The network access device in FIG. 1a is a personal computer 10 having a network interface card (not shown) that may be operatively coupled to a modem (not shown). Another network access device shown in FIG. 1b includes a television 12 operatively coupled to an interactive set-top box 14 that is operatively coupled to a cable network (not shown). The other network access device shown in FIG. 1c is a wireless device 16 such as a digital phone or personal digital system (PDA) or other such wireless device which is configured to communicate with a network using wireless networking protocols. Yet another network access device is shown in FIG. 1d and includes a gaming terminal 18 such as a slot machine on a casino floor that is operatively coupled to a plurality of other gaming terminals. It shall be appreciated by those skilled in the art of networking that the distinguishing feature between each of these network access devices is the type of communications protocols used by each device to enable communications between similar network access devices.

Each of the network access devices either includes a biometric input module operatively coupled to the network access device or includes a biometric input module communicatively coupled to the network access device. A biometric is a measurable psychological and/or behavioral trait that can be captured and subsequently compared with another instance at the time of verification. This definition includes the matching of fingerprints, voice patterns, hand geometry, iris and retina scans, vein patterns and other such methodologies. For purposes of the invention described heretofore, the definition of biometrics also includes signature verification, keystroke patterns and other methodologies weighted towards individual behavior.

In one illustrative embodiment, the biometric input module is a fingerprint scanner 20 resident on the gaming terminal 18 wherein the biometric input is a fingerprint. In another illustrative embodiment, the biometric input module is the screen 22 of wireless device 16 wherein the screen is configured to receive a biometric input such as a user signature. In yet another illustrative embodiment, the biometric input module is a telephone 24 that is configured to receive a voice pattern from a user prior to engaging communications with the interactive set-top box 14. In yet another illustrative embodiment the biometric input module is a keyboard 26 operatively coupled to computer 10 wherein the user is requested to input a keystroke pattern. An illustrative example of a biometric input module operatively coupled to the network access device is shown in FIG. 1d having the fingerprint scanner 20 on the gaming terminal 18. An illustrative example of a biometric input module, e.g. the telephone 24, communicatively coupled to the network access device, e.g. the interactive set-top box 14, is shown in FIG. 1b

The biometric input is used to prevent unauthorized gaming activity and to efficiently store credits on the user's behalf. By way of example and not of limitation, unauthorized gaming activity includes underage gaming and players with histories of gambling addiction. Additionally, player credits may be stored on a network so that the player does not need to carry coins, paper currency, coupons, credit cards or debits cards to play a game. It shall be appreciated by those skilled in the art having the benefit of this disclosure that different biometric input modules may be used in conjunction with different network access devices.

GAMING SYSTEM

Referring to FIG. 2 there is shown a high level block diagram of a gaming system 30 in communication with a plurality of network access devices coupled to a network 32. The gaming system includes a verification system 34, a broadband gaming system 36 and a transactional system 38. The verification system 34 verifies that a user operating a network access device is a registered player. The broadband gaming system 36 performs the function of generating a game and broadcasting the game results to each of the network access devices. The transactional system 38 performs a plurality of functions including tracking each transaction performed by both the verification system and the broadband gaming system and conducting electronic fund transfers.

Verification System

The verification system 34 verifies that a user desiring to play the game is a registered player. The verification system 34 communicates with the biometric input module and a network access device to generate user identification information. The user identification information includes information such as cryptographic keys that are necessary to securely identify the network access device. The user identification information also includes media access control (MAC) identification and confirmation of the user Internet Protocol (IP) address. The user identification information is compared to information in a registration database 40 by a verification server 42. If an acceptable match is made between the user identification information and the information in the registration database, the user is designated as a player. The player then has access to either the broadband gaming system 36 or the transactional system 38.

In an alternative embodiment the user identification information is housed in a smart card (not shown) that is in communication with the verification system 34. The smart card includes a stored biometric which is used to identify the user as a player. Cryptographic keys are then exchanged between the verification system 34 and the smart card to provide the player access to either the broadband gaming system or the transactional system 38.

Referring to FIG. 3 there is shown an illustrative biometric input module 50. By way of example, the illustrative biometric input module 50 is a fingerprint scanner. It shall be

appreciated by those skilled in the art having the benefit of this disclosure that the use of the fingerprint scanner as the illustrative biometric input module is not restrictive. A scanned fingerprint image is collected by the biometric input 52. After the scanned fingerprint image is collected, the fingerprint image is compressed by the compression module 54. A memory module 56 provides fast memory resources for the compression of the fingerprint image. After compression, the fingerprint image is encrypted by the encryption module 58 for downstream transmission. The encryption module 58 also includes a memory module 60 that provides fast memory resources for the encryption of the compressed fingerprint image. An encrypted compressed fingerprint image is then communicated to network 32 (see FIG. 2) using the network interface module 62.

Referring to FIG. 4 there is shown a block diagram of the verification system 34. The verification system is operatively coupled to network 32 with network interface module 64. The network interface module 64 is configured to receive user identification information generated by the network access devices and from the biometric input module. Preferably, the biometric and other user identification information received by the verification system is an encrypted biometric that is decrypted by decryption module 66. A memory module 68 is preferably a fast memory module that expedites the decryption process. After decryption, the biometric and remaining user identification information is processed by the verification server. It shall be appreciated by those skilled in the art that the verification server 42 may house the network interface module 64, decryption module 66 and the memory module 68. The verification server 42 is also in operative communication with a registration database 40. The verification server 42 performs the function of matching the user identification information collected from the network access device with the player information in the registration database 40. Additionally, the verification server 42 performs the caching functions needed to ensure that once a player has been identified during an initial game, subsequent usage by the same player proceeds quickly.

Preferably, the verification server 42 identifies registered players using a biometric template of the registered player residing on the registration database 40. The registered players are referenced with Personal ID numbers. When a transaction is undertaken the user firstly calls up the particular template from the registration database 40 by inputting a

Personal ID. The Personal ID includes a particular number, user ID, password or other such identification techniques. The inputting of the Personal ID is accomplished with a familiar numeric keypad, keyboard, magstripe card or smart card. The correct template is called and held in memory ready for comparison with the biometric sample provided by the user. A comparison takes place that results in a binary true or false condition as to the identity of the user. The user is in effect claiming an identity by inputting the Personal ID and the system is subsequently verifying that the claim is genuine according to the matching criteria setup within the system.

Referring to FIG. 5 there is shown the registration data fields 70 and user submitted data fields 72. The registration data fields 70 include data fields that comprise the user identification information. The registration data fields include user identification information such as player name, address, user name, password, credit card information, and the date and time of the registration. The player biometric and Personal ID also comprises the user identification information and provides unique information about the player. The Personal ID may be the same as the user name or password. It shall be appreciated by those skilled in the art that some biometric information may be compressed. Furthermore, the user identification information includes data about the network access device and the network connection such as MAC ID, IP addresses, browser type, any cookies resident on the network access device, etc. Finally, the user identification system includes cryptographic keys which are used to encrypt and decrypt the communications between the verification system and each of the network access devices.

The user submitted data fields 72 mirror the registration data fields 70. The user submitted data fields receive data generated by a user that is attempting to access the broadband gaming system 36. The user submitted information is carefully analyzed to ensure that a valid user is being identified. It is well known that the connection of one network access device to another network access device generates security concerns. Preferably, the present verification system operates using a fast hardware-type firewall that performs a stateful multilayer inspection. In its preferred embodiment the firewall provides packet filtering using a secure protocol such as IPSec. This protocol provides encryption of the data at the packet level as well as at the source address level. Without access to the encryption

keys, a potential intruder would have difficulty penetrating the firewall. Additionally, it would be preferable to provide a circuit level gateway and an application level gateway. The circuit level gateway works on the session layer of the OSI model or the TCP layer of the TCP/IP model and monitors TCP handshaking between packets to determine whether a requested session is legitimate. The application level gateway filters data packets at the application layer of the OSI model. A stateful multilayer inspection firewall offers a high level of security, good performance and transparency to end users.

Referring to FIG. 6 there is shown the player data fields 74 that are generated by the broadband gaming system and the transactional system after the user has been verified to be a registered player. The player data fields 74 are used to generate a player matrix which is used as an additional internal security measure. The player data fields 74 include a Player ID that identifies the player, a timestamp that provides the date, time in and time out by the player during the game. Additionally, the type of game, credits played, and credits remaining are monitored. Based on the level of player activity a bonus is provided to the player. Further still the session time for each type of game and the amount played during the session is monitored to better define the type of games the player likes. Transactional information is also monitored and updated, preferably, by the transactional system 38. The transactional information includes credit card information, transaction requests, transaction approval, conversion of monetary funds to credits for playing the game, any transfers of credits for playing the game, and conversions from credits to monetary funds that are credited to the player's financial account. Preferably, communications between the transactional system and the broadband gaming system are conducted in a secure environment using cryptographic keys. Although the use of cryptography within the private network may appear excessive, one of the greatest security threats within a private network comes from its own employees. Therefore, it is preferable to use internal firewalls for communications between the broadband gaming system, the transactional system and the verification system.

Broadband Gaming System

A more detailed drawing of the broadband gaming system is provided in FIG. 7. The dashed boundary in FIG. 7 defines the broadband gaming system 36. After player

verification is completed at the verification system 34, the broadband gaming system 34 is engaged. The broadband gaming system 34 includes a player buffer 84 configured to receive the players who will be playing the game. The player buffer 84 generates an initial player matrix with player data fields 74.

A countdown timer 82 is coupled to the player buffer 80. Preferably, the countdown timer 82 is also displayed to the player. The countdown timer 82 provides a window of time within which players may join the game. The players that have joined the game before the end of the timing period are stored in the buffer. When the timing period reaches zero the initial player matrix is communicated to the transactional system 38 and to the gaming module 84.

The gaming module 84 provides a game that is played by the plurality of players. The game may include a plurality of different games and the type of game is not restrictive to this invention. Preferably, the gaming module 84 includes at least one random number generator 86 and a paytable module 88.

The random number generator 86 is operatively coupled to the player buffer. The random number generator 86 generates at least one random number that is stored in the player matrix. In one embodiment, at least one random number is generated for the plurality of players playing the game. In an alternative embodiment, at least one random number is generated for each player. In yet another embodiment, a plurality of random numbers are generated that are applied to the plurality of players playing the game. Preferably, the random number generator 86 is a fast hardware module.

A paytable module 88 is operatively coupled to the random number generator 86. The paytable module 88 is a programmable module that determines the type of prize awarded to the player based on the random number generated by the random number generator 86. In one embodiment, the paytable module 88 is a field programmable gate array. Preferably, the paytable module 88 also includes an image ID that is associated with the outcome determined by the paytable module 88.

A gaming output module 90 revises the player matrix to include the outcome for each player. Additionally, the gaming output module 90 groups the players according to the image ID. Based on the results generated by the gaming module 84, the gaming output module 84

generates a final player matrix that is communicated to the transactional server 38 and to a memory module 92.

Preferably, the memory module 92 has stored a plurality of images in a fast memory by the time the final player matrix is communicated to the memory module 92. In operation, the memory module 92 is enabled before the final matrix is communicated to the memory module 92. By way of example, when the game is engaged the memory module 92 begins the process of finding the applicable images associated with the image IDs in the mini-video server 94 and transferring the images to the fast memory module 92. Thus, when the gaming output is received by the memory, the images are stored in the fast memory module 92. In one embodiment, the memory module 92 then broadcasts the images to encoders 96 and 98. In an alternative embodiment, the memory module 92 is operatively coupled to an intelligent router (not shown) that routes the images to the appropriate encoders 96 and 98.

The appropriate encoder then receives the images and converts them to a format which meets the requirements for the appropriate network access device. By way of example, an IP encoder 96 encodes a plurality of JPEG images for viewing on a conventional web browser, and an MPEG encoder 98 encodes the plurality of JPEG images into an MPEG stream that is viewed on a television via an interactive set-top box.

An encryption module 100a and 100b operatively coupled to encoder 96 and 98, respectively, then receives the encoded images and encrypts the encoded images in manner well known to those skilled in the art. A modulation module 102a and 102b is operatively coupled to encryption modules 100a and 100b, respectively, then modulates encrypted encoded images for downstream transmission in a manner well known to those skilled in the art.

Preferably, the broadband gaming system occupies one downstream band, i.e. one 6 or 8 MHz band, in the interactive set-top-box environment. In the web based broadcast environment, the broadband gaming system occupies a downstream channel much like a standard streaming media website.

It shall be appreciated by those skilled in the art having the benefit of this disclosure that the broadband gaming system can play more than one game at a time. The system may be designed to operate in a multi-tasking mode where more than one game is played at a time.

Additionally, the system may be designed to operate in a fast serial mode in which a game is played while the countdown timer is waiting for the next queue to be filled.

Transactional System

Referring back to FIG. 2, there is shown the transactional system 38 which comprises a transactional server 110 and a transactional database 112. The transactional system 38 performs a plurality of functions including tracking each transaction performed by both the verification system and the broadband gaming system. Additionally, the transactional system 38 is configured to authorize and conduct electronic fund transfers. Furthermore, the transactional system 38 performs such operations as player tracking, managing loyalty programs, engaging bonus games, determining bonus prizes and interfacing with accounting programs.

METHOD FOR REGISTERING A PLAYER

Referring to FIG. 8 there is shown a flowchart of the registration method for the gaming system 30. The registration method 150 begins when a prospective player first accesses a website, channel, kiosk or other such registration terminals as described in block 152. The method then proceeds to block 153.

At block 153, the registration process is initiated. By way of example and not of limitation, a registration terminal may provide a hyperlink to a registration window that prompts the prospective player for information. The method then proceeds to block 154.

At block 154, the prospective player provides registration identification information such as name, address, credit card number and other information necessary to create a registration file for the prospective player. The method then proceeds to block 156.

At block 156, the prospective player is prompted for a personal ID. The personal ID may be a user ID, a password, a numeric combination, or any other such identification information. The personal ID is used during the verification process to identify a biometric template for the prospective player. The method then proceeds to block 158.

At block 158, the prospective player submits a biometric to the registration terminal. By way of example and not of limitation the biometric is a fingerprint. Any other biometric may also be used. The method then proceeds to block 160 or 162.

At block 160, the biometric input is compressed and encrypted. It is preferable for certain biometric inputs to compressed, such as fingerprint scans, retinal scans and other such scanning techniques. Other biometric inputs such as voice patterns, signatures do not have to be compressed. The process of encrypting biometric inputs is necessary in an open network environment. The process of encrypting may not be necessary on a private proprietary network. Therefore, it shall be appreciated by those skilled in the art having the benefit of this disclosure that the compression and encryption processes in block 160 may not be necessary for every biometric input.

At block 162, the prospective player information is stored in the verification system and a player profile is updated accordingly. Alternatively, the prospective player information is stored on a smart card. The method then proceeds to block 164.

At block 164, security information about the registration terminal is collected. The registration information identifies the registration terminal as being a secure terminal. The registration terminal provides information such as the MAC ID for the biometric input module, the IP address for the server communicating with the registration terminal, and the cryptographic keys associated with the registration terminal. The registration terminal includes the network access devices described in FIG. 1a through FIG. 1d as well as kiosks and other such registration terminals.

At block 166, the prospective player is identified as a registered player and the registration database 40 is updated accordingly. The registration process is broken out into separate components for security purposes. Once a validly registered player is identified by the verification system, the registration process is completed.

METHOD FOR PLAYER VERIFICATION

Referring to FIG. 9 there is shown a method 170 for player verification used by the verification system 34. The player verification process includes receiving user identification

information from a network access device. The method is initiated at block 174 when a user accesses a website or channel displaying the game. The method then proceeds to block 176.

At block 176, the personal ID is provided by the user. The personal ID is used by the verification system to find a biometric template for determining whether the user is a registered player. The method then proceeds to block 178.

At block 178, the biometric input module of the network access device receives a biometric from the user. As previously described the biometric input module can be one of the plurality of biometric inputs. Depending on the type of biometric, the biometric may be compressed as described by block 180 and encrypted as described by block 182. At block 184, the biometric and the personal ID is then communicated through a network 32 to the verification system 34. Alternatively, the biometric and Personal ID is communicated to a smart card for verification.

At block 186, the verification system 34 requests security information from the network access devices. The security information identifies the network access devices as being a valid network access device. The method then proceeds to block 188.

At block 188, the verification system 34 processes the security information to ensure that the security information is generated by the appropriate network access device, and to ensure that the security information has not been compromised. Preferably, the verification system 34 performs a stateful multilayer inspection as described above. The method then proceeds to block 190.

At block 190, the user submitted player information is compared to the registered player information. If a determination is made at decision diamond 192 that the submitted player information is not a valid registered player the method proceeds to block 194. At block 194, the user is requested to re-input the biometric. If the biometric is input more than three times, as provided by decision diamond 196, the user is requested to contact customer service.

If a match is found at decision diamond 192 between the user submitted information and the registered player information, the user is identified as a valid player, and then the player proceeds to the broadband gaming system 36.

METHOD FOR OPERATION OF BROADBAND GAMING SYSTEM

Referring to FIG. 10 and FIG. 11 there is shown a flowchart 200 of the information processed by the broadband gaming system 34. The process is engaged by performing the verification process in which the verification system identifies a player as in block 201. After the verification process has been completed the method proceeds to block 202.

At block 202, the players who desire to play a particular game are stored in a buffer until the particular game is engaged. The method then proceeds to decision diamond 204.

At decision diamond 204, the countdown timer 82 determines if the period during which the game is open has been closed. If the game remains open, additional players may be received by the broadband gaming system. If the game is closed because the period during which the game is open has expired, then the method proceeds to block 206.

At block 206, the initial player matrix described above is generated. The initial player matrix includes information about the player, the type of game, and other such information about the game as described by the player data fields 74 shown in FIG. 6. The initial player matrix is then communicated to block 208 which transmits the initial player matrix to the transactional system for validation. Additionally, the initial player matrix is communicated to the next block 210 in the broadband gaming system which starts the gaming module.

At block 210, the initial player matrix is received by the gaming module 84 and the gaming module 84 is engaged. At a minimum the gaming module 84 comprises a random number generator 86 and a paytable module 88. The random number generator generates at least one random number that is used during the game. The paytable module 88 is used to determine the prize associated with the at least one random number.

Referring to FIG. 11, a continuation of the broadband gaming system method is shown. By way of example, the gaming module may comprise a plurality of different random number generators. Blocks 214 and 216 describe the processes performed by a random number generator and a paytable module, respectively. The random number generator 86 of block 214 determines the winning combination of numbers for the game. At block 216, the paytable module 88 is used to determine the prize awarded to the player. Preferably, the paytable module 88 is also configured to provide image IDs that identify the images associated with the prize. Preferably, the paytable module 88 is resident in both the

broadband gaming system and the transactional system. The purpose for this redundancy is as a security check for output generated by the gaming module. The method then proceeds to block 218.

At block 218 the player outputs with the same image IDs are grouped together. The grouping process is performed to simplify the broadcasting of the images to the plurality of players. By grouping the players according to the same image ID and having identified the network access device used by the player, a dynamic broadcasting method is created which occupies minimal downstream bandwidth. The method then proceeds to block 220.

At block 220 a final player matrix is completed. The final player matrix includes the same data fields as the initial player matrix. Additionally, the final player matrix includes the random number output and the paytable output. The final player matrix is then communicated to the transactional system as described in block 222. The method then proceeds to decision diamond 224.

At decision diamond 224, a validation procedure is conducted. The validation procedure essentially compares the transactional system's reverse calculation of the random numbers with the random numbers generated by the gaming module. If the random numbers in the transactional system are not the same or similar to the random numbers generated by the random number generator, a system failure or security breach is detected. If a security breach or system failure is detected, the method then proceeds to process block 226, which initiates diagnostic procedures. If the random numbers match, then the method proceeds to block 228.

At block 228, the plurality of images is broadcast. The images are preferably broadcast along one downstream channel for each network access device. However, traffic considerations may require the use of a plurality of downstream channels. By way of example, for DOCSIS and DSL type downstream transmissions, the streaming video preferably occupies a portion of the bandwidth available for a cable modem or DSL modem, respectively. In an alternative example, for an interactive set-top box environment, the downstream channel preferably occupies one 6MHz or 8MHz band or a portion of the 6MHz or 8MHz band. The method then proceeds to the next block 230.

At block 230, the broadcast images are encoded for downstream transmission. It shall be appreciated by those skilled in the art having the benefit of this disclosure that downstream transmission systems are well known and can be easily integrated into the systems and method described in this patent. The method then proceeds to block 232.

At block 232, the broadcast images are encrypted for downstream transmission. The purpose for downstream encryption is to prevent unauthorized access to the downstream signal. It shall be appreciated by those skilled in the art that various secure systems and methods for downstream transmission of images are well known.

It shall be appreciated by those skilled in the art having the benefit of this disclosure that a plurality of games may be played simultaneously. The games may be played in a distributed/parallel manner or in a serial manner.

AN ILLUSTRATIVE GAME

An illustrative game is described to show how the system and method described above operates. The illustrative game described herein is a progressive slot machine. It is well-known that in the United States many states have legalized lottery games even though other games of chance such as progressive slot machines have not been legalized. It is also well-known that in casino gaming floors the most popular games are progressive slot machines. The present illustrative game operates on the system and method described above and provides an output similar to a progressive slot machine with a lottery type input.

The illustrative game includes first having a player provide a plurality of letters or numbers that are either generated by the player or are selected in a random manner. The random number generator of the gaming module is then engaged and a gaming module random number is generated. Preferably, the order that the random numbers were generated is used to determine the prize awarded to the player. A programmed paytable is then used to compare the player selected numbers to the gaming module random numbers according to the rules programmed into the paytable module. Based on the results of this comparison a prize is awarded to the player. An image ID is associated with the prize awarded. The plurality of players are then grouped according to their respective image IDs. A broadcast stream for the plurality of images associated with each image ID is broadcast to each player.

A more concrete example includes having a player select a plurality of numbers, such as the numbers below:

23 35 8 15 42

The random number generator of the gaming module is then engaged. By way of example the random number results are:

56 2 3 8 42

The paytable module is then programmed to interpret the random numbers generating by the gaming module according to the following illustrative rules:

1. If a match between one number is achieved, then a prize of 1X the initial bet credit is awarded and an image ID X023-1396 is used. Image ID X023-1396 is an animated plurality of images representing three cherries.

2. If a match between one number at the same location is achieved, then a prize of 2X the initial bet credit is awarded and an image ID X023-1397 is used. Image ID X023-1397 is an animated plurality of images representing four cherries.

3. If a match between a first number is achieved and a match between a second number is achieved, then a prize of 5X the initial credit is awarded and an image ID X023- 1998 is used. Image ID X023-1998 is an animated plurality of images representing 3 oranges.

4. If a match between a first number at the same location is achieved and a match between a second number is achieved, than a prize of 7X the initial credit is awarded and an image ID X023-1999 is used. Image ID X023-1999 is an animated plurality of images representing 4 oranges.

Thus, for the illustrative example provided above, the player having selected the numbers: 23, 35, 8, 15 and 42 is entitled to a prize of 7X the initial credit for a random number: 56, 2, 3, 8, and 42. The associated images displayed on the network access device is an animated plurality of images representing 4 oranges.

CONCLUSION

It can now be seen that the present invention solves many of the problems associated with the prior art. The present invention provides a verification system that uses biometrics to identify the player. The present invention provides a broadband gaming system that communicates with a plurality of different network access devices. Furthermore, the present invention provides a system and method for generating a combined jackpot in an open network environment across a broad geographical area.

Although the description above contains many specifications, these should not be construed as limiting the scope of the invention but as merely providing illustrations of some of the presently preferred embodiments of this invention. The specification, for instance, makes reference to bonus prizes. However, the present invention is not intended to be limited to bonus prizes. Rather it is intended that the present invention can be used independently as a stand-alone game. Thus, the scope of the invention should be determined by the appended claims and their legal equivalents rather than by the examples given.

CLAIMS

What is claimed is:

1. A gaming system, comprising;

a verification system in communication with a network, said verification system configured to receive a user biometric and compare said user biometric to a plurality of registered player biometrics;

a broadband gaming module that is enabled when said user biometric matches one of said plurality of registered players, said gaming module configured to provide a game that is played by said registered player; and

a transactional system in communication with said verification system and said broadband gaming module, said transactional system configured to monitor transactions conducted by said verification system and said broadband gaming system.

2. The gaming system of claim 1 wherein said verification system is in communication with a network access device operatively coupled to a network, said network access device having a biometric input module configured to receive said user biometric.

3. The gaming system of claim 1 wherein said broadband gaming system is configured to communicate with a first network access device having a first protocol and a second network device having a second protocol.

4. The gaming system of claim 3 wherein said first protocol is an IP communications protocol.

5. The gaming system of claim 3 wherein said first protocol is an MPEG communications protocol.

6. The gaming system of claim 3 wherein said first protocol is an IP communications protocol and said second protocol is an MPEG communications protocol.

7. A gaming system, comprising;

a verification system configured to communication with a network, said verification system configured to receive a user biometric and compare said user biometric to a plurality of registered player biometrics; and

a gaming module that is enabled when said user biometric matches one of said plurality of registered players, said gaming module including a random number generator that is used to determine whether a prize is awarded to a player.

8. The gaming system of claim 7 wherein said verification system is configured to communicate with a network access device having a biometric input module that receives said user biometric.

9. The gaming system of claim 7 wherein said gaming module is resident in a broadband gaming system, said broadband gaming system configured to communicate with a plurality of network access devices.

10. The gaming system of claim 9 wherein at least one of said plurality of network access devices comprises a biometric input module.

11. The gaming system of claim 7 further comprising a paytable module in communication with said random number generator, said paytable module configured to determine whether said player is awarded said prize.

12. The gaming system of claim 11 further comprising a memory module in communication with said paytable module, said memory module configured to store a plurality of images that are displayed on said plurality of network access devices.

13. A gaming method, comprising:

providing a network that permits communications between a network access device and a gaming system;

inputting a user biometric into said network access device;

comparing said user biometric to a plurality of registered player biometrics;

permitting a player access to a game when said user biometric matches one of said plurality of registered player biometrics;

playing said game; and

viewing results from said game on said network access device.

14. The method of claim 13 further comprising causing said user biometric to be communicated from said network access device to a verification system, said verification system comparing said user biometric to said plurality of registered player biometrics.

15. The method of claim 13 further comprising comparing said user biometric to one of said plurality of registered player biometrics at said network access device.

16. The method of claim 14 further comprising requesting a personal identification code from a user that is providing said user biometric and using said personal identification code to identify said registered player biometric.

17. The method of claim 13 further comprising permitting a plurality of registered players to access said game when a plurality of users submit a plurality of user biometrics that identify said plurality of users as said plurality of registered players.

18. The method of claim 13 wherein playing said game comprises generating at least one random number.

19. The method of claim 18 further comprising determining whether a prize is awarded to said player based on said at least one random number.

20. The method of claim 19 further comprising generating a plurality of images that communicate said prize awarded to said player.

ABSTRACT

The present invention is a biometric broadband gaming system and method that comprises a verification system, a broadband gaming system and a transactional system. The verification system operations include receiving a biometric input to ensure that a user is a registered player. The broadband gaming system operations include providing a game of skill or game of chance to a plurality of players communicating via different network access devices. The transactional system operations include managing transactions conducted by the verification system and the broadband gaming system.

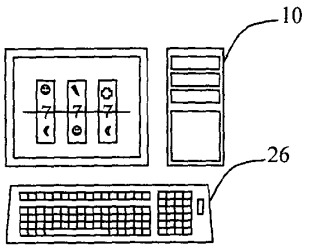


FIG. 1a

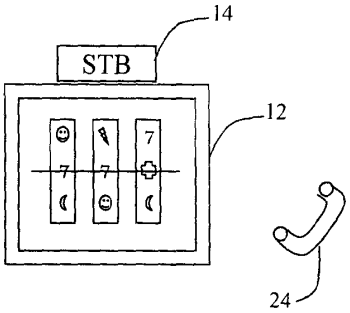


FIG. 1b

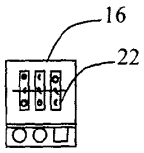


FIG. 1c

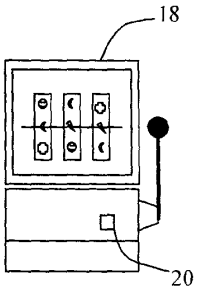
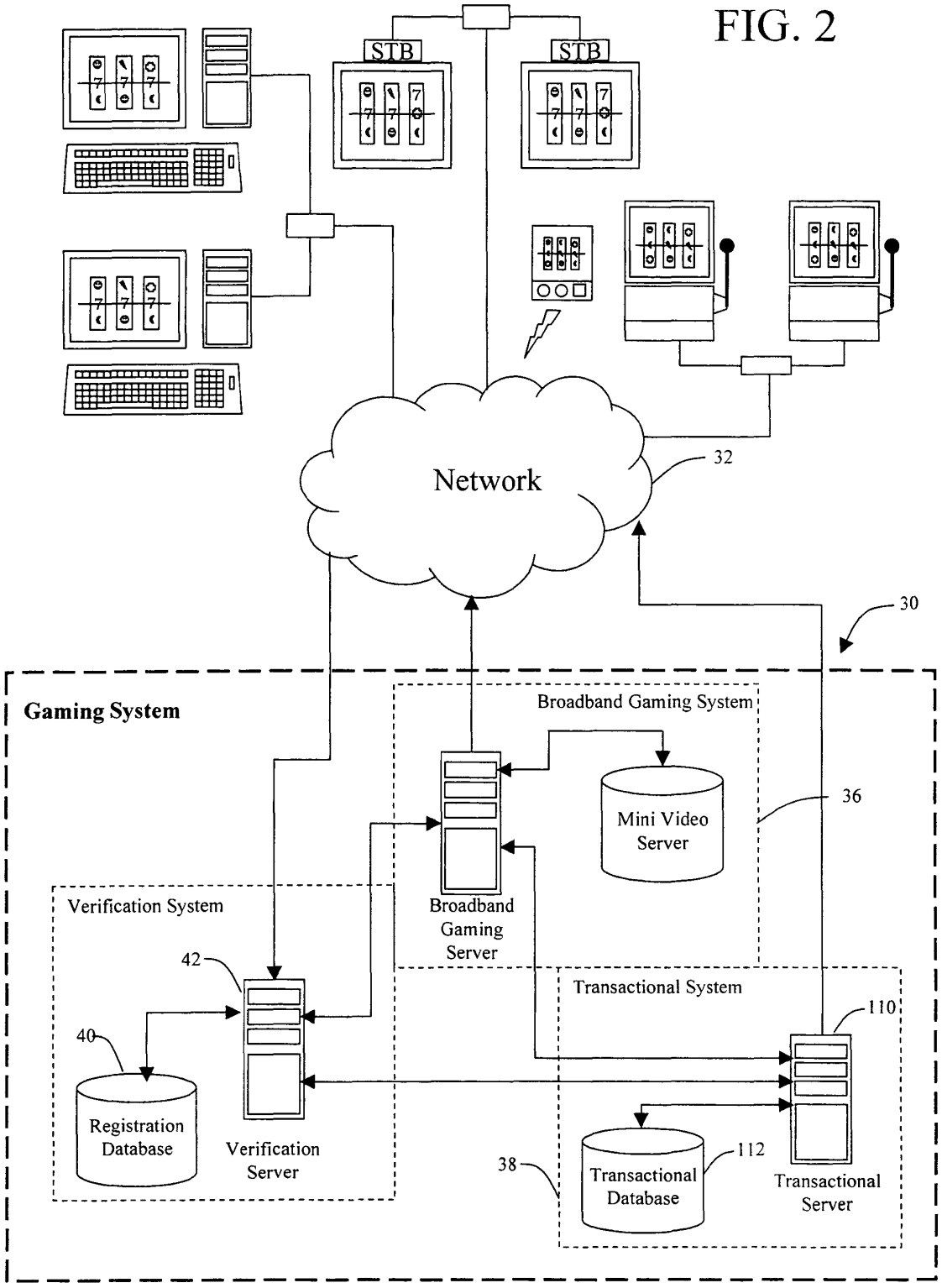


FIG. 1d

FIG. 2


STB
STB
Network
32
30
Gaming System
Broadband Gaming System
Mini Video Server
36
Broadband Gaming Server
Verification System
42
40
Registration Database
Verification Server
Transactional System
110
38
Transactional Database
112
Transactional Server

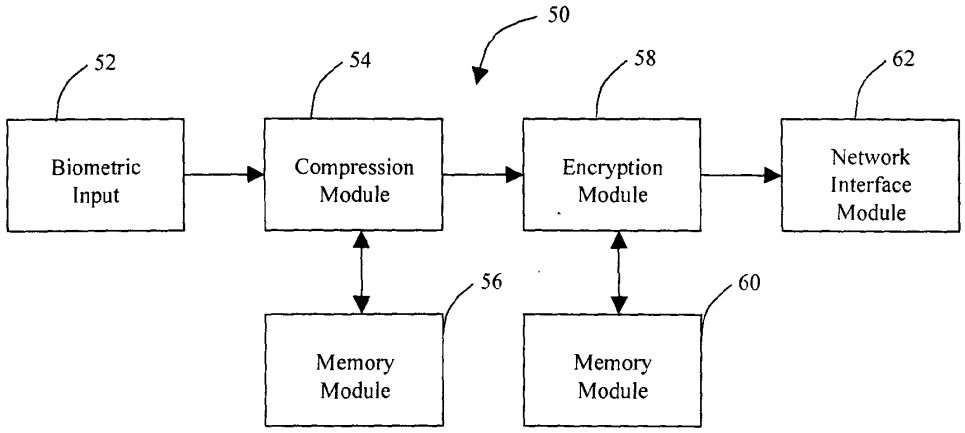

50
52
54
58
62
Biometric Input
Compression Module
Encryption Module
Network Interface Module
56
60
Memory Module
Memory Module

FIG. 3

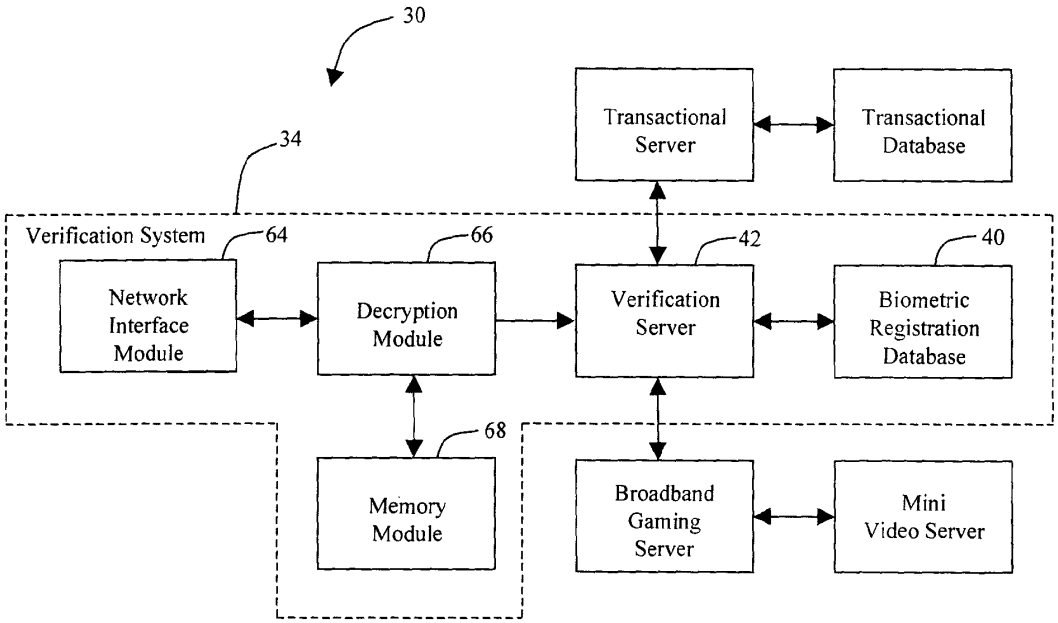

30
Transactional Server
Transactional Database
34
Verification System
64
66
42
40
Network Interface Module
Decryption Module
Verification Server
Biometric Registration Database
68
Memory Module
Broadband Gaming Server
Mini Video Server

FIG. 4

70

REGISTRATION DATA FIELDS	
NAME	BIOMETRIC
ADDRESS	PLAYER ID
USER NAME	MAC ID
PASSWORD	IP ADDRESS
CREDIT CARD	BROWSER
DATE	COOKIES
TIME	CRYPTO KEYS

72

USER SUBMITTED DATA	
NAME	BIOMETRIC
ADDRESS	PLAYER ID
USER NAME	MAC ID
PASSWORD	IP ADDRESS
CREDIT CARD	BROWSER
DATE	COOKIES
TIME	CRYPTO KEYS

FIG. 5

74

PLAYER DATA FIELDS	
PLAYER ID	SESSION TIME FOR TYPE OF GAME
DATE	AMOUNT PLAYED DURING SESSION
TIME IN	CREDIT CARD INFORMATION
TIME OUT	TRANSACTION REQUEST
TYPE GAME	TRANSACTION APPROVAL
CREDITS IN	TRANSFER OF CREDITS
CREDITS OUT	TRANSFER TO PLAYER CREDIT CRD
BONUS	CRYPTO KEYS

FIG. 6

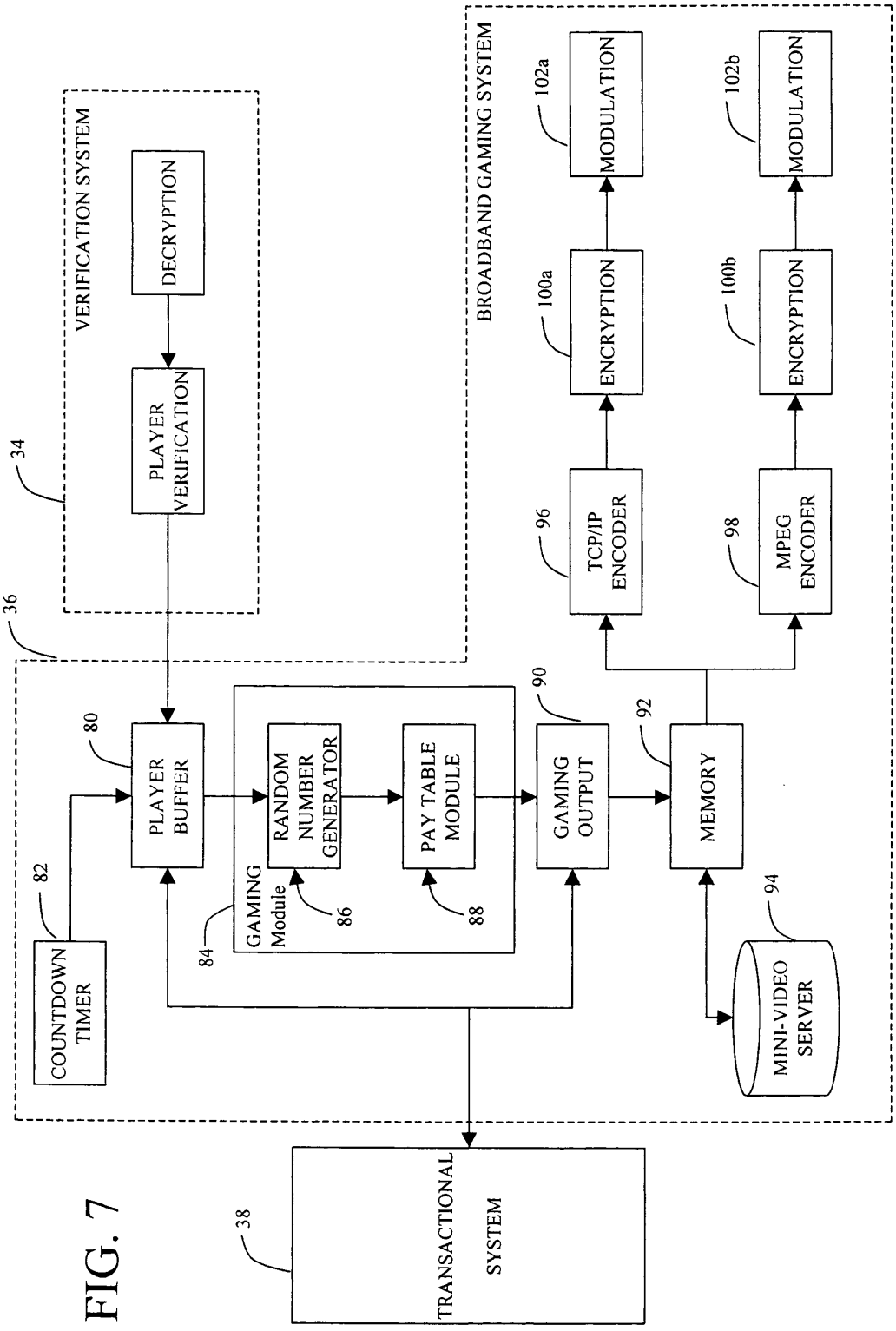

VERIFICATION SYSTEM
DECRYPTION
PLAYER VERIFICATION
34
36
BROADBAND GAMING SYSTEM
102a
MODULATION
102b
MODULATION
100a
ENCRYPTION
100b
ENCRYPTION
96
TCP/IP ENCODER
98
MPEG ENCODER
80
PLAYER BUFFER
RANDOM NUMBER GENERATOR
PAY TABLE MODULE
90
GAMING OUTPUT
92
MEMORY
82
COUNTDOWN TIMER
GAMING Module
84
86
88
94
MINI-VIDEO SERVER
38
TRANSACTIONAL SYSTEM

FIG. 7

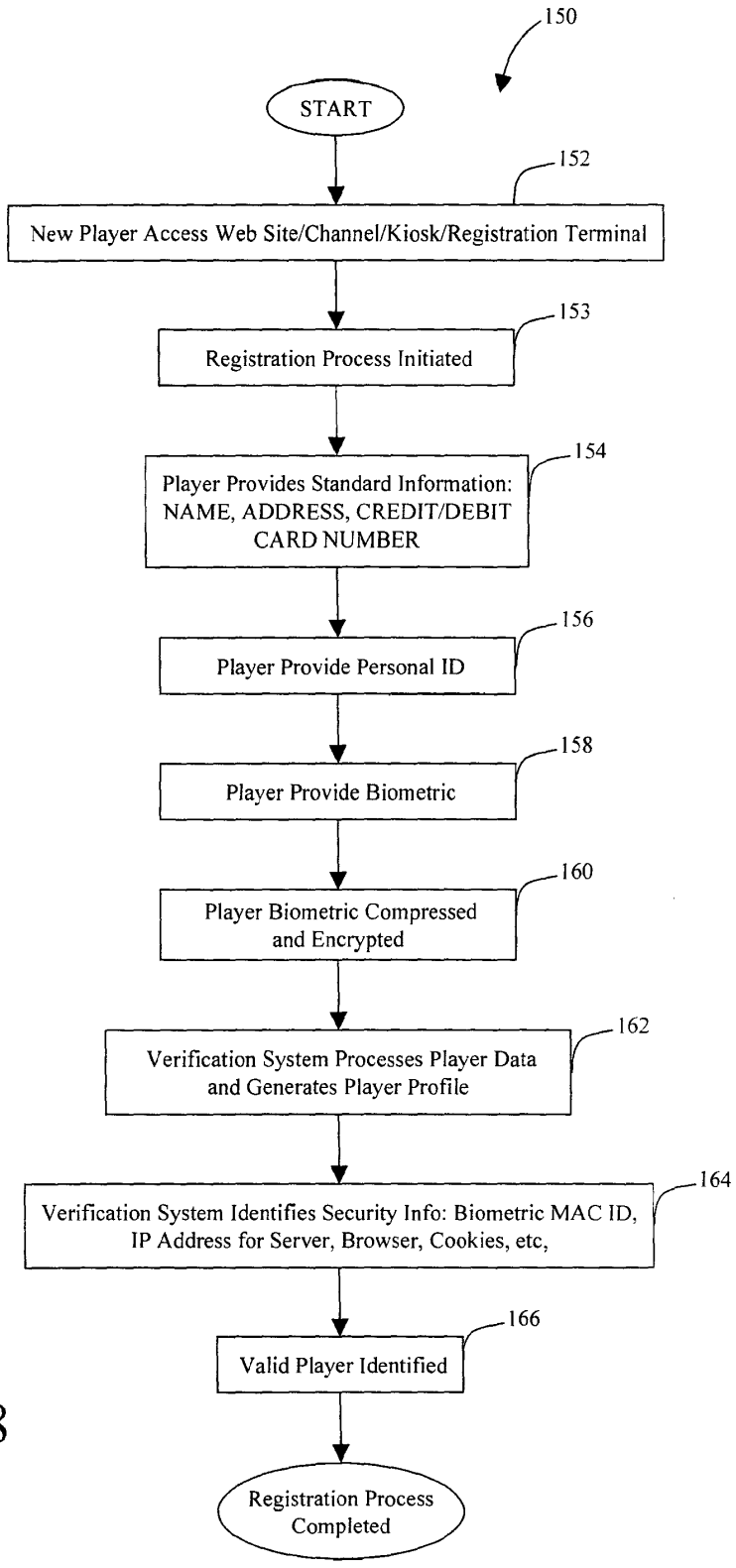

150
START
152
New Player Access Web Site/Channel/Kiosk/Registration Terminal
153
Registration Process Initiated
154
Player Provides Standard Information: NAME, ADDRESS, CREDIT/DEBIT CARD NUMBER
156
Player Provide Personal ID
158
Player Provide Biometric
160
Player Biometric Compressed and Encrypted
162
Verification System Processes Player Data and Generates Player Profile
164
Verification System Identifies Security Info: Biometric MAC ID, IP Address for Server, Browser, Cookies, etc,
166
Valid Player Identified
Registration Process Completed

FIG. 8

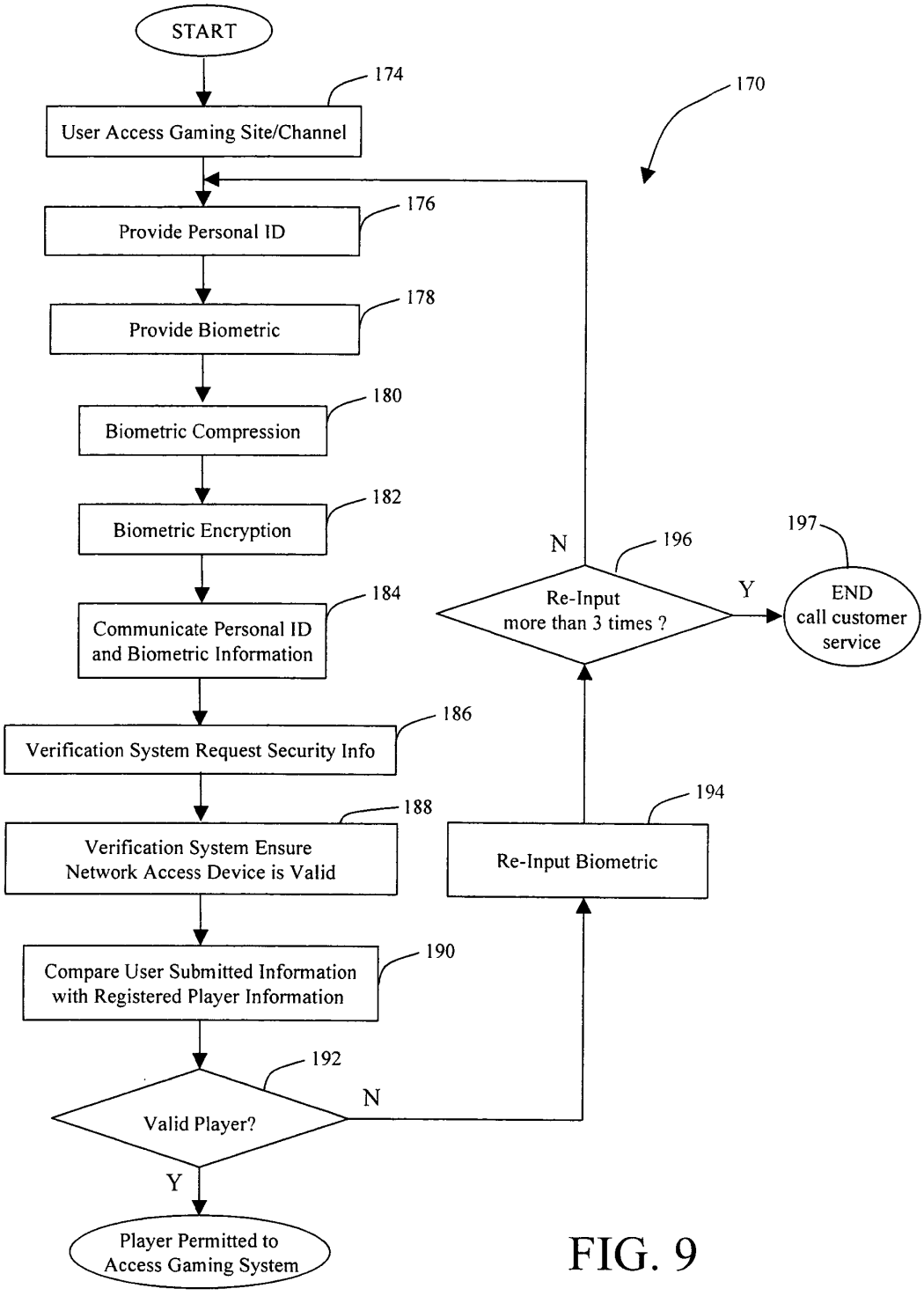

START
174
User Access Gaming Site/Channel
170
176
Provide Personal ID
178
Provide Biometric
180
Biometric Compression
182
Biometric Encryption
184
Communicate Personal ID and Biometric Information
186
Verification System Request Security Info
188
Verification System Ensure Network Access Device is Valid
190
Compare User Submitted Information with Registered Player Information
192
Valid Player?
N
Y
Player Permitted to Access Gaming System
194
Re-Input Biometric
196
Re-Input more than 3 times ?
N
Y
197
END call customer service

FIG. 9

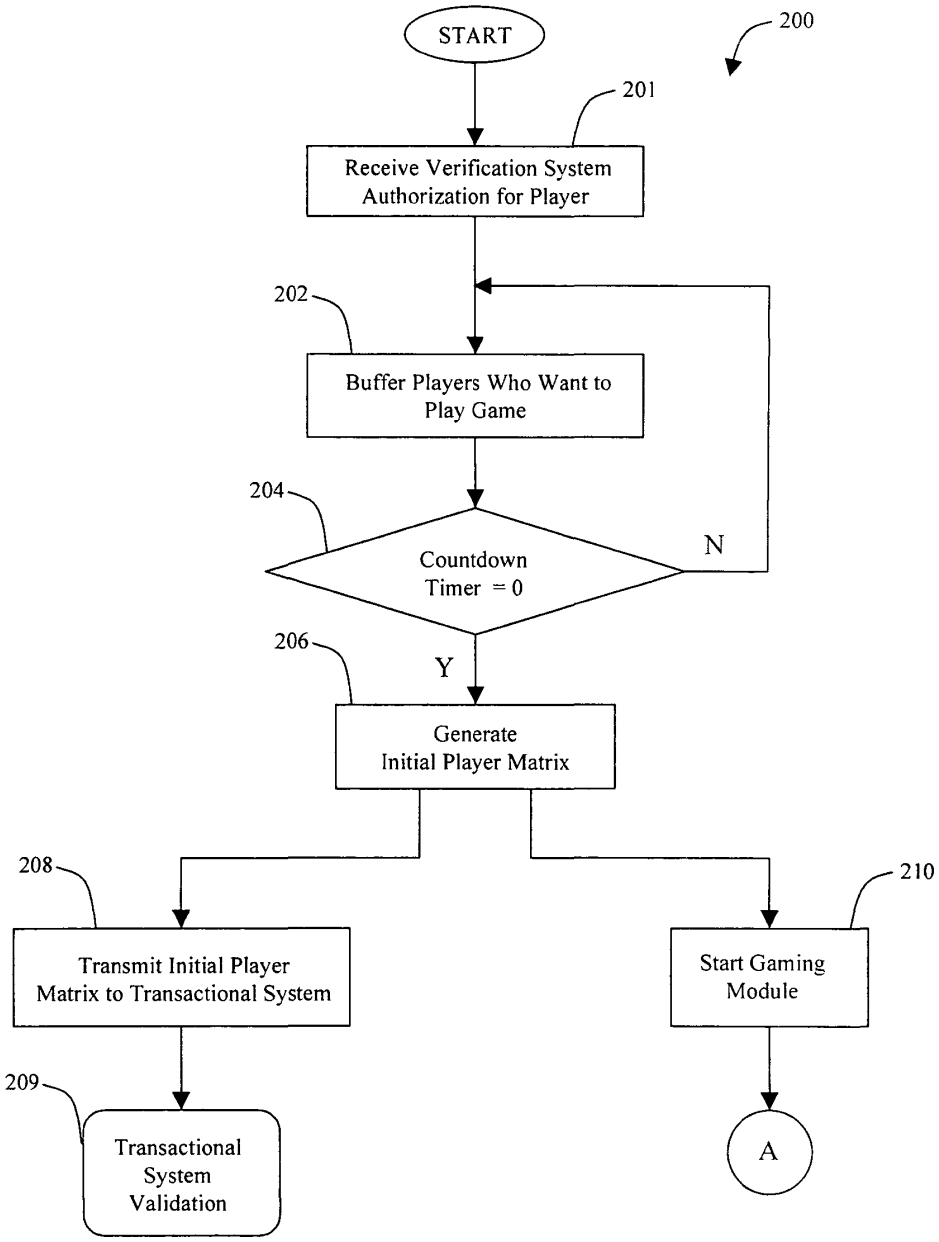

START
200
201
Receive Verification System Authorization for Player
202
Buffer Players Who Want to Play Game
204
Countdown Timer = 0
N
Y
206
Generate Initial Player Matrix
208
Transmit Initial Player Matrix to Transactional System
209
Transactional System Validation
210
Start Gaming Module
A

FIG. 10

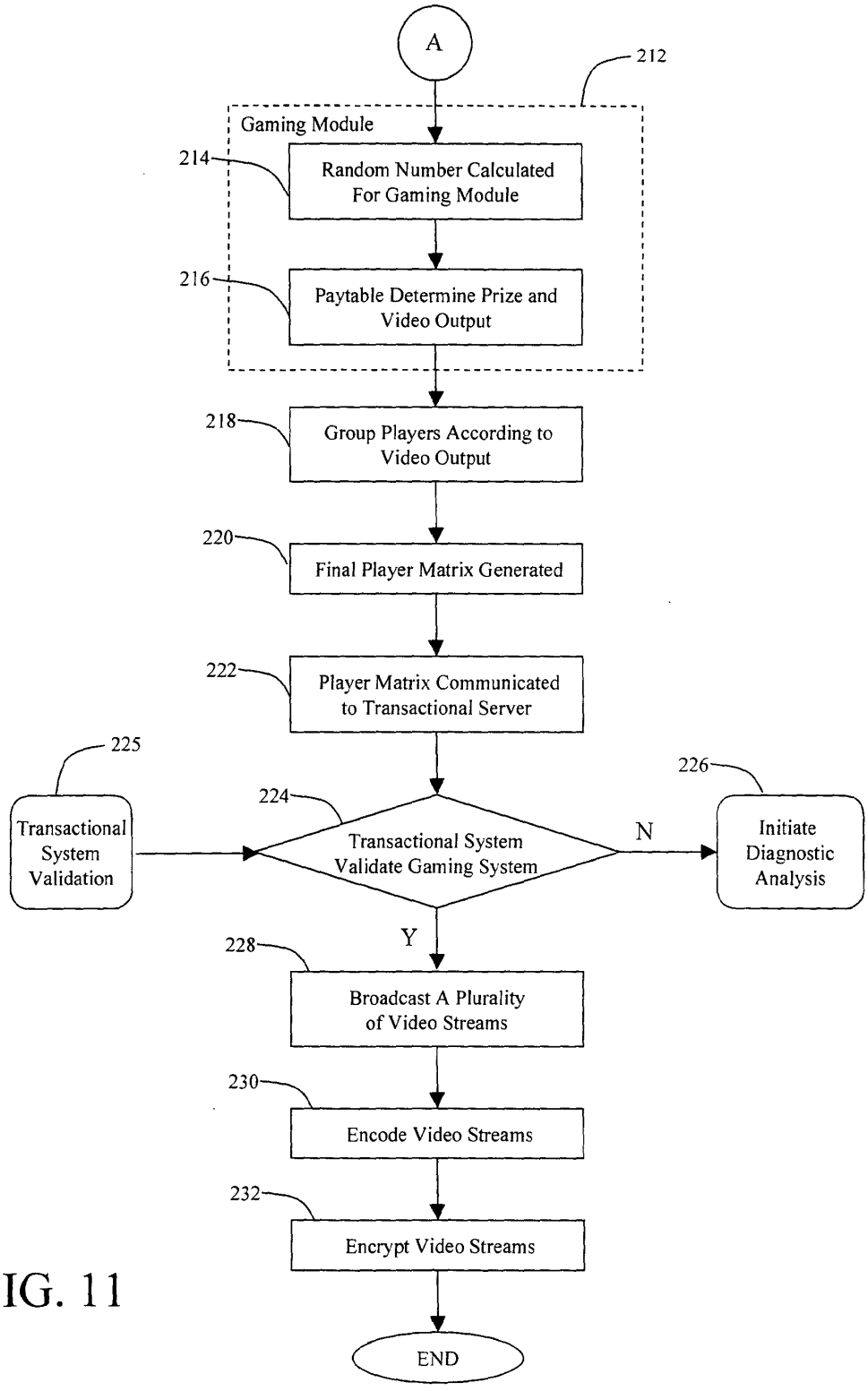

A
212
Gaming Module
214
Random Number Calculated For Gaming Module
216
Paytable Determine Prize and Video Output
218
Group Players According to Video Output
220
Final Player Matrix Generated
222
Player Matrix Communicated to Transactional Server
225
Transactional System Validation
224
Transactional System Validate Gaming System
N
226
Initiate Diagnostic Analysis
Y
228
Broadcast A Plurality of Video Streams
230
Encode Video Streams
232
Encrypt Video Streams
END

FIG. 11

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): **Kerr, Michael A.**	Group Art Unit: **TBD**
Application Serial No.: **TBD**	Examiner name: **TBD**
Filed: **TBD**	Confirmation No: **TBD**
Title: **GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA**	

FIRST PRELIMINARY AMENDMENT

Mail Stop Missing Parts
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir/Madam:

This is a Preliminary Amendment being submitted for the patent application identified above. This communication includes Amendments to the Claims, Remarks, and a Substitute Specification (with and without markings).

Amendments to the Claims begin on page 3.

Remarks begin on page 8.

Substitute Specification with markings begins on Page 38.

Substitute Specification without markings begins on Page 36.

Amendments to the Claims

1. (Canceled) ~~A gaming system, comprising:~~

~~a verification system in communication with a network, said verification system configured to receive a user biometric and compare said user biometric to a plurality of registered player biometrics;~~

~~a broadband gaming module that is enabled when said biometric matches one of said plurality of registered players, said gaming module configured to provide a game that is played by said registered player; and~~

~~a transactional system in communication with said verification system and said broadband gaming module, said transactional system configured to monitor transactions conducted by said verification system and said broadband gaming system.~~

2. (Canceled) ~~The gaming system of claim 1 wherein said verification system is in communication with a network access device operatively coupled to a network, said network access device having a biometric input module configured to receive said user biometric.~~

3. (Canceled) ~~The gaming system of claim 1 wherein said broadband gaming system is configured to communicate with a first network access device having a first protocol and a second network device having a second protocol.~~

4. (Canceled) ~~The gaming system of claim 3 wherein said first protocol is an IP communications protocol.~~

5. (Canceled) ~~The gaming system of claim 3 wherein said first protocol is an MPEG communications protocol.~~

6. (Canceled) ~~The gaming system of claim 3 wherein said first protocol is an IP communications protocol and said second protocol is an MPEG communications protocol.~~

7. (Canceled) ~~A gaming system, comprising:~~

~~a verification system configured to communication with a network, said verification system configured to receive a user biometric and compare said user biometric to a plurality of registered player biometrics; and~~

~~a gaming module that is enabled when said biometric matches one of said plurality of registered players, said gaming module including a random number generator that is used to determine whether a prize is awarded to a player.~~

8. (Canceled) ~~The gaming system of claim 7 wherein said verification system is configured to communicate with a network access device having a biometric input module that receives said user biometric.~~

9. (Canceled) ~~The gaming system of claim 7 wherein said gaming module is resident in a broadband gaming system, said broadband gaming system configured to communicate with a plurality of network access devices.~~

10. (Canceled) ~~The gaming system of claim 9 wherein at least one of said plurality of network access devices comprises a biometric input module.~~

11. (Canceled) ~~The gaming system of claim 7 further comprising a paytable module in communication with said random number generator, said paytable module configured to determine whether said player is awarded said prize.~~

12. (Canceled) ~~The gaming system of claim 11 further comprising a memory module in communication with said paytable module, said memory module configured to store a plurality of images that are displayed on said plurality of network access devices.~~

13. (Canceled) ~~A gaming method, comprising:~~

~~providing a network that permits communications between a network access device and a gaming system;~~

~~inputting a user biometric into said network access device;~~

~~comparing said user biometric to a plurality of registered player biometrics;~~

~~permitting a player access to a game when said user biometric matches one of said plurality of registered player biometrics;~~

~~playing said game; and~~

~~viewing results from said game on said network access device.~~

14 . (Canceled) ~~The method of claim 13 further comprising causing said user biometric to be communicated from said network access device to a verification system, said verification system comparing said user biometric to said plurality of registered player biometrics.~~

15. (Canceled) ~~The method of claim 13 further comprising said user biometric to one of said plurality of registered player biometrics at said network access device.~~

16. (Canceled) ~~The method of claim 14 further comprising requesting a personal identification code from a user that is providing said user biometric and using said personal identification code to identify said registered player biometric.~~

17. (Canceled) ~~The method of claim 13 further comprising permitting a plurality of registered players to access said game when a plurality of users submit a plurality of user biometrics that identify said plurality of users as said plurality of registered players.~~

18. (Canceled) ~~The method of claim 13 wherein playing said game comprises generating at least one random number.~~

19. (Canceled) ~~The method of claim 18 further comprising determining whether a prize is awarded to said player based on said at least one random number.~~

20. (Canceled) ~~The method of claim 19 further comprising generating a plurality of images that communicate said prize awarded to said player.~~

21 (New). A gaming system server, comprising:

a registration database configured to store registration data associated with each registered user;

a verification system in communication with registration database, said verification system configured to:

receive user identification information from at least one network access device;

receive security information from the at least one network access device;

verify the network access device user is a registered user by comparing the user identification information to the registration data; and

verify security information received from the network access device;

a video system configured to store a plurality of images corresponding to at least one game; and

a gaming module configured to:

generate at least one random game output, the at least one random game output associated with at least one game outcome; and

communicate the plurality of images corresponding to the at least one game outcome to the at least one network access device.

22 (New). The gaming system server of claim 21, wherein the gaming module comprises a player buffer configured to receive one or more player data sets, each player data set associated with a player.

23 (New). The gaming system server of claim 22, wherein the gaming module comprises a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set.

24 (New). The gaming system server of claim 22, wherein the random game output generated by the gaming module is a random number generated for each player data set.

25 (New). The gaming system server of claim 22, wherein the random game output generated by the gaming module is a random number generated for all player data sets in the player buffer.

26 (New). The gaming system server of claim 21, wherein the gaming module comprises a paytable module configured to determine one or more prizes associated with the game outcome.

27 (New). The gaming system network of claim 21, further comprising an encoding module configured to convert the images to a format meeting the requirements of the at least one network access device.

28 (New). The gaming system server of claim 21, further comprising an encryption module, the encryption module configured to encrypt the images communicated to the at least one network access device.

29 (New). A gaming system server, comprising:

a registration database configured to store registration data associated with each registered user;

a verification system in communication with the registration database, said verification system configured to:

receive user identification information from at least one network access device;

receive security information from the at least one network access device;

verify the network access device user is a registered user by comparing the user identification information to the registration data; and

verify security information received from the network access device; and

a means for generating at least one game outcome and communicating a game output corresponding to the game outcome to the at least one network access device

30 (New). The gaming system server of claim 29, further comprising a player buffer configured to receive one or more player data sets, each player data set associated with a player.

31 (New). The gaming system server of claim 30, further comprising a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set.

32 (New). The gaming system server of claim 30, wherein the game output is a random game output is based on a random number from a random number generator, the random number generated for each player data set.

33 (New). The gaming system server of claim 30, wherein the game output is a random game output based on a random number from a random number generator, the random number generated for all player data sets in the player buffer.

34 (New). The gaming system server of claim 29, further comprising a paytable module configured to determine one or more prizes associated with the game outcome.

35 (New). The gaming system network of claim 29, further comprising an encoding module configured to convert the images to a format meeting the requirements of the at least one network access device.

36 (New). The gaming system server of claim 29, further comprising an encryption module, the encryption module configured to encrypt the images communicated to the at least one network access device.

37 (New). A method for generating a game output with a gaming system server, comprising:

receiving user identification information from at least one network access device at a verification system;

receiving security information associated with the at least one network access device at a verification system;

verifying with the verification system that the at least one network access device user is a registered user by comparing the user identification information to registration data stored in a registration database;

verifying with the verification system security information received from the at least one network access device;

generating with a gaming system at least one random game output, the at least one random game output associated with at least one game outcome; and

communicating the plurality of images corresponding the at least one game outcome from the gaming system to the at least one network access device.

38 (New). The method of claim 37, further comprising receiving player data sets with a player buffer.

39 (New). The method of claim 37, further comprising limiting the time during which the player buffer is capable of receiving a player data set with a countdown timer.

40 (New). The method of claim 38, wherein the step of generating at least one random game output comprises generating a random game output for each player data set.

41 (New). The method of claim 38, wherein the step of generating at least one random game output comprises generating a random game output for all player data sets in the player buffer.

42 (New). The method of claim 37, further comprising determining one or more prizes associated with the game outcome with a paytable module.

43 (New). The method of claim 37, further comprising converting the images to a format meeting the requirements of the at least one network access device with an encoding module.

44 (New). The method of claim 37, further comprising encrypting the images communicated to the at least one network access device with an encryption module.

Remarks

Support for the instant amendments is provided, *inter alia*, at Paragraphs [0057]-[0058], [0063]-[0070], [0074]-[0077], [0080]-[0082], [0084], and [0111] in the Specification as well as in Figures 1, 2, 7, 10, and 11 in the Drawings.

In view of the foregoing amendments and remarks, the Applicant respectfully submits that the above-identified patent application is in condition for allowance. If the Examiner finds that a telephone conference would expedite the prosecution of this application, the Examiner is invited to telephone the undersigned at the number provided.

Respectfully Submitted,

Dated: December 29, 2010

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SUBSTITUTE SPECIFICATION (with Markings)

This Substitute Specification with markings contains no new matter.

PATENT APPLICATION

~~BIOMETRIC BROADBAND~~ GAMING SYSTEM NETWORK AND METHOD FOR ~~STREAMING~~ DELIVERING GAMING MEDIA

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~~BIOMETRIC BROADBAND~~ GAMING SYSTEM SERVER AND METHOD FOR ~~STREAMING GAMING MEDIA~~ GENERATING A GAME OUTPUT

CROSS REFERENCES TO RELATED APPLICATIONS

[0001] This patent application is a continuation of 10/681,034, filed October 8, 2003 which is a continuation of patent application 09/899,559 having a filing date of July 5, 2001, now abandoned, which claims the benefit of provisional patent application 60/266,956 filed February 6, 2001.~~-in-part of provisional patent application 60/266,856 filed on Feb. 6, 2001.~~

BACKGROUND ~~OF THE INVENTION~~

[0002] **1. Field** ~~of Invention~~

[0003] The present invention is ~~a biometric broadband~~ an interactive gaming system network and method for delivering gaming media. More particularly, the ~~biometric broadband~~ interactive gaming system and method operates in a networked environment that ~~which~~ interfaces with a gaming server and a video server. ~~plurality of network access devices including personal computers, wireless devices, and interactive set-top boxes.~~

[0004] **2. Description of Related Art**

[0005] The related art includes gaming devices, on-line gaming, networked interactive gaming, and biometrics.

[0006] **Gaming Devices**

[0007] For purposes of this patent, the term "gaming" shall refer to either gambling and/or gaming applications. Gaming devices include games of skill and games of chance. Games of chance include many casino-type gaming devices in which the outcome of the game depends, at least in part, on a randomly generated event. For

example, a game of chance may use a random number generator to generate a random or pseudo-random number. The random number may then be compared to a predefined table to determine the outcome of the event. If the random number falls within a certain range of numbers on the table, the player may win a predefined prize. The table may also contain display information that allows the gaming device to generate a display that corresponds to the outcome of the game. The gaming device may present the outcome of the game on a large variety of display devices, such as mechanical spinning reels or video screens.

[0008] Games of skill comprise a skill component in which a player combines letters or words (word puzzles), answers questions (trivia), overcomes challenges (video games), competes with other players (networked video games), and the like. Generally, a game of skill is a game requiring a level of skill which does not rely solely on chance. Some games of skill require a high degree of expertise and knowledge and other games of skill require very limited expertise or knowledge.

[0009] **On-Line Gaming**

[0010] In June 2001, Nevada signed a bill that could result in Nevada being the first state to offer legalized gambling over the Internet. The new law authorizes state gaming regulators to set up an infrastructure to license and oversee online gaming in Nevada when such gaming becomes legal. Online gaming is a federal issue whose legality is unclear at present.

[0011] A variety of technological limitations have been asserted as preventing Congress's endorsement of on-line gaming. These technological limitations are related to the preventing of underage gambling, controlling of gambling addiction, and ensuring the security and reliability of on-line gaming.

[0012] To prevent underage gambling prior art systems and methods use passwords, user IDs, credit cards and "click-through" agreements that ask the player to agree to being of legal gambling age by clicking on a button. Presently, there are

no systems and methods to control on-line gambling addiction. With respect to ensuring that on-line gaming is secure and reliable, prior art systems and methods use various cryptographic techniques such as RSA encryption, digital certificates, or other similar well known cryptographic methods. These cryptographic methods are helpful in ensuring secure communications, however these cryptographic methods do not ensure that the individual accessing the on-line game is a valid user.

[0013] In view of the prior art systems, a minor or other unauthorized individual simply needs a user ID and a corresponding password to access a gaming site. The obtaining of a user ID and password is a relatively simple task as this information is generally not modified. Commonly the user ID information is acquired by identifying the web site's naming convention for the player. The player password can be easily determined by remembering the pattern of keys typed by the player during the log-on procedures or by simply requesting the password from the player as part of a diagnostic procedure. The latter is a trick commonly used by hackers to access a system. The password problem may be overcome by modifying the password on a regular basis, however the player must then remember the modified passwords. Should the player forget the password a new password is mailed. During the mailing process it is common for e-mail to be easily intercepted in cyberspace. Additionally, it is common for unauthorized users to simulate being at a certain location by submitting an IP address that identifies an authorized user.

[0014] Therefore, a better system and method for identifying a valid user is needed. Additionally, it would be beneficial to provide a gaming system and method that would prevent underage gambling, simple to implement, prevent gambling addiction, and provide a higher degree of security and reliability from unauthorized users.

[0015] **Networked Interactive Gaming**

[0016] Networked interactive gaming in an open networked environment such as the Internet is well-known. However, interactive gaming in an open network such as the

Internet is confined to communicating with other devices using the same TCP/IP protocols. Currently networked interactive gaming systems using the TCP/IP protocol are not configured to communicate with interactive set-top boxes using MPEG protocols.

[0017] Networked interactive gaming in an open networked environment using traditional security methods such as secure socket layers and digital certificates are well known. However, networked interactive gaming in an open networked environment using traditional security methods does not prevent gambling from a minor having acquired a parent's user ID and password without the parent's consent.

[0018] Networked interactive gaming using LANs and WANs for progressive slot machines having large jackpots are also well-known. However, networked interactive systems using LANs and WANs for progressive slot machines generally exist in a highly secure proprietary network environment. Thus, the creation of a progressive slot machine with a large jackpot in an open network environment is not well known.

[0019] **Biometrics**

[0020] A biometric is a measurable psychological and/or behavioral trait that can be captured and subsequently compared with another instance at the time of verification. This definition includes the matching of fingerprints, voice patterns, hand geometry, iris and retina scans, vein patterns and other such methodologies. For purposes of the invention described heretofore, the definition of biometrics also includes signature verification, keystroke patterns and other methodologies weighted towards individual behavior.

[0021] Biometric applications for games of skill and games of chance are limited. For example biometric gaming applications are taught in U.S. Pat. 6,010,404 granted to Walker et al. teaches a method and apparatus for using player input codes (e.g., numeric, biometric or physical) to affect the outcomes of electronic gambling

devices, such as slot machines. Additionally, U.S. Pat. No. 6,142,876 granted to Cumbers teaches a system and method for passively tracking the play of players playing gaming devices such as slot machines. Players provide identification information and facial recognition data is acquired by a digital or video camera. For each player an account file and a file of the facial image data is stored. When the player plays the slot machine, a camera scans the player and acquires facial image data which is compared to stored data to identify the player. Furthermore, U.S. Patent No. 5,902,983 granted to Crevelt et al. teaches a gaming machine configured to perform EFT transactions which are limited to preset amounts. The patent teaches the use of a fingerprint imaging device, and retinal scans for verifying a player's identity.

[0022] Although biometric applications for gaming applications are known, biometric applications for on-line gaming systems are not known. Furthermore, the managing of biometric information and gaming information in an open network environment is not known. Additionally, the use of biometrics in a gaming system and method to prevent underage gambling and prevent gambling addiction is not known.

SUMMARY ~~OF INVENTION~~

[0023] A gaming system server is described. The server registration database configured to store registration data associated with each user registered to use the gaming system. A verification system is communicatively connected with the at least one network access device and the registration database. The verification system is configured to receive user identification information from the at least one network access device, receive security information from the at least one network access device, verify that the user associated with the network access device is a registered user by comparing the user identification information to the registration data, and verify the security information received from the network access device. The server also has a video system configured to store a plurality of images corresponding to at least one game type. A gaming module of the server is configured to generate at least one random game output. The at least one random

game output is associated with at least one game outcome. The gaming system is also configured to communicate the plurality of images corresponding to the at least one game outcome to the at least one network access device.

~~One of the advantages of the present invention is that it provides a secure and reliable on-line gaming system and method.~~

[0024] In another embodiment, the gaming system server is described. The server comprises a means for generating at least one game outcome and communicating a game output corresponding to the game outcome to the at least one network access device.

[0025] A method for generating a game output with a gaming system server is also described. The method comprises receiving user identification information associated with at least one network access device at a verification system. The method further comprises receiving security information associated with the at least one network access device at a verification system. The verification system verifies that the at least one network access device user is a registered user by comparing the user identification information to registration data stored in a registration database. The verification system also verifies the security information received from the at least one network access device. The method also comprises generating with a gaming system at least one random game output. The at least one random game output is associated with at least one game outcome. The gaming system communicates the plurality of images corresponding to the at least one game outcome from the gaming system to the at least one network access device.

~~A further advantage of the present invention is that it provides a secure system and method for identifying a user in an open network environment.~~

[0026] ~~A further~~ One advantage of the present invention is that it provides a system and method to prevent underage gambling.

[0027] A further advantage of the present invention is that it provides a more secure and reliable and secure gaming system and method.

[0028] Another advantage of the present invention is that it provides a system and method for managing biometric information and gaming information in an open network environment.

[0029] Another advantage of the present invention is that it permits a plurality of users in a geographically broad area to play the same game.

[0030] A further advantage of the present invention is that it provides a pseudo-real time gaming system and method.

[0031] Another advantage of the present invention is that it simulates a game of chance such as a slot machine in an on-line environment.

[0032] An additional advantage of the present invention is that it provides a networked jackpot.

~~2. Brief Description of the Invention~~ **BRIEF DESCRIPTION**

[0033] ~~The present invention is a~~ A networked gaming system that comprises a verification system, a broadband gaming system and a transactional system is described. The verification system operations include ensuring that a user is a registered player by using a biometric input. The broadband gaming system operations include managing and performing at least one game. The transactional system operations include providing oversight for each transaction conducted by the verification system and the broadband gaming system.

[0034] ~~The present invention comprises a~~ A verification system for playing the networked gaming system is described. The networked games include games of

chance and games of skill. The verification system communicates with a biometric input module and a network access device to generate a user identification information. The user identification information is compared to information in a registration database. If an acceptable match is made between the user identification information and the information in the registration database, the user is designated as a player. The player then has access to both the broadband gaming system and the transactional system.

[0035] ~~Additionally, the present invention includes a~~ A broadband gaming system which is in communication with the verification system is described. The broadband gaming system includes a buffer which stores information about players who desire to play a game. The buffer is operatively coupled to a random number generator that generates a random number for each player in the buffer. A paytable module in communication with the random number generator determines the outcome associated with the random number generator. The paytable also determines which images are associated with the outcome for each player. Preferably, the images are stored on a mini video server and then cached in a memory module. The images are intelligently buffered for downstream communications. In its preferred embodiment, a plurality of encoders are operatively coupled to the memory module caching the broadcast video streams. The plurality of encoders encode the broadcast downstream images according the requirements for each network access device. Each encoder is operatively coupled to an encryption module that encrypts the broadcast. A modulation module is operatively coupled to the encryption module and modulates encrypted images for downstream transmission. Each network access device includes a tuner, a demodulation module, and a decryption module that permits an image to be viewed by the network access device.

[0036] ~~Further still the present invention provides a~~ A transactional system and method that ensures secure communications occur in the verification system and the broadband gaming system is described. The transactional system also performs accounting, bonusing, tracking and other such functions. Preferably, the transactional system is capable of receiving a plurality of funds from a financial

account and converting them to credits that are used in the broadband gaming system.

[0037] The above description sets forth, rather broadly, the more important features of the present invention so that the detailed description of the preferred embodiment that follows may be better understood and contributions of the present invention to the art may be better appreciated. There are, of course, additional features of the invention that will be described below and will form the subject matter of claims. In this respect, before explaining at least one preferred embodiment of the invention in detail, it is to be understood that the invention is not limited in its application to the details of the construction and to the arrangement of the components set forth in the following description or as illustrated in the drawings. The invention is capable of other embodiments and of being practiced and carried out in various ways. Also, it is to be understood that the phraseology and terminology employed herein are for the purpose of description and should not be regarded as limiting.

BRIEF DESCRIPTION OF THE DRAWINGS

[0038] Preferred embodiments of the present invention are shown in the accompanying drawings wherein:

[0039] FIG. 1a through FIG. 1d provide diagrams of a plurality of network access devices.

[0040] FIG. 2 is a high level diagram of a gaming system networked to a plurality of network access devices.

[0041] FIG. 3 is a block diagram of an illustrative biometric input module.

[0042] FIG. 4 is a block diagram of a gaming system configured to receive a biometric input from a network access device.

[0043] FIG. 5 is a table of the data fields in a verification system.

[0044] FIG. 6 is a table of the data fields in a broadband gaming system and in a transactional system.

[0045] FIG. 7 is a block diagram of a broadband gaming system.

[0046] FIG. 8 is a flowchart of the registration method for the gaming system.

[0047] FIG. 9 is a flowchart of the verification method for the gaming system.

[0048] FIG. 10 is a flowchart of the information processed by the gaming system. ~~gaming method for the gaming system.~~

[0049] FIG. 11 is a continuation of the flowchart of the information processed by the gaming system in FIG. 10. ~~is a flowchart of the method for purchasing credits for the gaming system.~~

~~FIG. 12 is a flowchart of the method for storing credits on the gaming system.~~

~~FIG. 13 is a flowchart of the information processed by the broadband gaming system.~~

~~FIG. 14 is a continuation of the FIG. 13 flowchart.~~

~~FIG. 15 is a flowchart of the information processed by the transactional system in communication with the broadband gaming system.~~

DETAILED DESCRIPTION ~~OF THE PREFERRED EMBODIMENT~~

[0050] In the following detailed description of the preferred embodiments, reference is made to the accompanying drawings, which form a part of this application. The

drawings show, by way of illustration, specific embodiments in which the invention may be practiced. It is to be understood that other embodiments may be utilized and structural changes may be made without departing from the scope of the present invention.

[0051] **NETWORK ACCESS DEVICES**

[0052] Referring to FIG. 1a through FIG. 1d there is shown a plurality of illustrative network access devices. Each of the network access devices is configured to be capable of running a gaming application. For illustrative purposes the gaming application shown simulates the spinning reels of a slot machine.

[0053] The network access device in FIG. 1a is a personal computer 10 having a network interface card (not shown) that may be operatively coupled to a modem (not shown). Another network access device shown in FIG. 1b includes a television 12 operatively coupled to an interactive set-top box 14 that is operatively coupled to a cable network (not shown). The other network access device shown in FIG. 1*c* is a wireless device 16 such as a digital phone or personal digital system (PDA) or other such wireless device which is configured to communicate with a network using wireless networking protocols. Yet another network access device is shown in FIG. 1d and includes a gaming terminal 18 such as a slot machine on a casino floor that is operatively coupled to a plurality of other gaming terminals. It shall be appreciated by those skilled in the art of networking that the distinguishing feature between each of these network access devices is the type of communications protocols used by each device to enable communications between similar network access devices.

[0054] Each of the network access devices either includes a biometric input module operatively coupled to the network access device or includes a biometric input module communicatively coupled to the network access device. A biometric is a measurable psychological and/or behavioral trait that can be captured and subsequently compared with another instance at the time of verification. This definition includes the matching of fingerprints, voice patterns, hand geometry, iris

and retina scans, vein patterns and other such methodologies. For purposes of the invention described heretofore, the definition of biometrics also includes signature verification, keystroke patterns and other methodologies weighted towards individual behavior.

[0055] In one illustrative embodiment, the biometric input module is a fingerprint scanner 20 resident on the gaming terminal 18 wherein the biometric input is a fingerprint. In another illustrative embodiment, the biometric input module is the screen 22 of wireless device 16 wherein the screen is configured to receive a biometric input such as a user signature. In yet another illustrative embodiment, the biometric input module is a telephone 24 that is configured to receive a voice pattern from a user prior to engaging communications with the interactive set-top box 14. In yet another illustrative embodiment the biometric input module is a keyboard 26 operatively coupled to computer 10 wherein the user is requested to input a keystroke pattern. An illustrative example of a biometric input module operatively coupled to the network access device is shown in FIG. 1d having the fingerprint scanner 20 on the gaming terminal 18. An illustrative example of a biometric input module, e.g. the telephone 24, communicatively coupled to the network access device, e.g. the interactive set-top box 14, is shown in FIG. 1b.

[0056] The biometric input is used to prevent unauthorized gaming activity and efficiently store credits on the user's behalf. By way of example and not of limitation, unauthorized gaming activity includes underage gaming and a players with histories of gambling addiction. Additionally, player credits may be stored on a network so that the player does not need to carry coins, paper currency, coupons, credit cards or debits cards to play a game. It shall be appreciated by those skilled in the art having the benefit of this disclosure that different biometric input modules may be used in conjunction with different network access devices.

[0057] **GAMING SYSTEM**

[0058] Referring to FIG. 2 there is shown a high level block diagram of a gaming system 30 in communication with a plurality of network access devices coupled to a network 32. The gaming system includes a verification system 34, a broadband gaming system 36 and a transactional system 38. The verification system 34 verifies that a user operating a network access device is a registered player. The broadband gaming system 36 performs the function of generating a game and broadcasting the game results to each of the network access devices. The transactional system 38 performs a plurality of functions including tracking each transaction performed by both the verification system and the broadband gaming system and conducting electronic fund transfers.

[0059] **Verification System**

[0060] The verification system 34 verifies that a user desiring to play the game is a registered player. The verification system 34 communicates with the biometric input module and a network access device to generate user identification information. The user identification information includes information such as cryptographic keys that are necessary to securely identify the network access device. The user identification information also includes media access control (MAC) identification and confirmation of the user Internet Protocol (IP) address. The user identification information is compared to information in a registration database 40 by a verification server 42. If an acceptable match is made between the user identification information and the information in the registration database, the user is designated as a player. The player then has access to either the broadband gaming system 36 or the transactional system 38.

[0061] In an alternative embodiment the user identification information is housed in a smart card (not shown) that is in communication with the verification system 34. The smart card includes a stored biometric which is used to identify the user as a player. Cryptographic keys are then exchanged between the verification system 34 and the smart card to provide the player access to either the broadband gaming system or the transactional system 38.

[0062] Referring to FIG. 3 there is shown an illustrative biometric input module 50. By way of example, the illustrative biometric input module 50 is a fingerprint scanner. It shall be appreciated by those skilled in the art having the benefit of this disclosure that the use of the fingerprint scanner as the illustrative biometric input module is not restrictive. A scanned fingerprint image is collected by the biometric input 52. After the scanned fingerprint image is collected, the fingerprint image is compressed by the compression module 54. A memory module 56 provides fast memory resources for the compression of the fingerprint image. After compression, the fingerprint image is encrypted by the encryption module 58 for downstream transmission. The encryption module 58 also includes a memory module 60 that provides fast memory resources for the encryption of the compressed fingerprint image. An encrypted compressed fingerprint image is then communicated to network 32 (see FIG. 2) using the network interface module 62.

[0063] Referring to FIG. 4 there is shown a block diagram of the verification system 34. The verification system is operatively coupled to network 32 with network interface module 64. The network interface module 64 is configured to receive user identification information generated by the network access devices and from the biometric input module. Preferably, the biometric and other user identification information received by the verification system is an encrypted biometric that is decrypted by decryption module 66. A memory module 68 is preferably a fast memory that expedites the decryption process. After decryption the biometric and remaining user identification information is processed by the verification server. It shall be appreciated by those skilled in the art that the verification server 42 may house the network interface module 64, decryption module 66 and the memory module 68. The verification server 42 is also in operative communication with a registration database 40. The verification server 42 performs the function of matching the user identification information collected from the network access device with the player information in the registration database 40. Additionally, the verification server 42 performs the caching functions needed to ensure that once a

player has been identified during an initial game, subsequent usage by the same player proceeds quickly.

[0064] Preferably, the verification server 42 identifies registered players using a biometric template of the registered player residing on the registration database 40. The registered players are referenced with Personal ID numbers. When a transaction is undertaken the user firstly calls up the particular template from the registration database 40 by inputting a Personal ID. The Personal ID includes a particular number, user ID, password or other such identification techniques. The inputting of the Personal ID is accomplished with a familiar numeric keypad, keyboard, magstripe card or smart card. The correct template is called and held in memory ready for comparison with the biometric sample provided by the user. A comparison takes place that results in a binary true or false condition as to the identity of the user. The user is in effect claiming an identity by inputting the Personal ID and the system is subsequently verifying that the claim is genuine according to the matching criteria setup within the system.

[0065] Referring to FIG. 5 there is shown the registration data fields 70 and user submitted data fields 72. The registration data fields 70 include data fields that comprise the user identification information. The registration data fields include user identification information such as player name, address, user name, password, credit card information, and the date and time of the registration. The player biometric and Personal ID also comprises the user identification information and provides unique information about the player. The Personal ID may be the same as the user name or password. It shall be appreciated by those skilled in the art that some biometric information may be compressed. Furthermore, the user identification information includes data about the network access device and the network connection such as MAC ID, IP addresses, browser type, any cookies resident on the network access device, etc. Finally, the user identification system includes cryptographic keys which are used to encrypt and decrypt the communications between the verification system and each of the network access devices.

[0066] The user submitted data fields 72 mirror the registration data fields 70. The user submitted data fields receive data generated by a user that is attempting to access the broadband gaming system 36. The user submitted information is carefully analyzed to ensure that a valid user is being identified. It is well known that the connection of one network access device to another network access device generates security concerns. Preferably, the present verification system operates using a fast hardware-type firewall that performs a stateful multilayer inspection. In its preferred embodiment the firewall provides packet filtering using a secure protocol such as IPSec. This protocol provides encryption of the data at the packet level as well as at the source address level. Without access to the encryption keys, a potential intruder would have difficulty penetrating the firewall. Additionally, it would be preferable to provide a circuit level gateway and an application level gateway. The circuit level gateway works on the session layer of the OSI model or the TCP layer of the TCP/IP model and monitors TCP handshaking between packets to determine whether a requested session is legitimate. The application level gateway filters data packets at the application layer of the OSI model. A stateful multilayer inspection firewall offers a high level of security, good performance and transparency to end users.

[0067] Referring to FIG. 6 there is shown the player data fields 74 that are generated by the broadband gaming system and the transactional system after the user has been verified to be a registered player. The player data fields 74 are used to generate a player matrix which is used as an additional internal security measure. The player data fields 74 include a Player ID that identifies the player, a timestamp that provides the date, time in and time out by the player during the game. Additionally, the type of game, credits played, and credits remaining are monitored. Based on the level of player activity a bonus is provided to the player. Further still the session time for each type of game and the amount played during the session is monitored to better define the type of games the players' like. Transactional information is also monitored and updated, preferably, by the transactional system 38. The transactional information includes credit card information, transaction requests, transaction approval, conversion of monetary funds to credits for playing

the game, any transfers of credits for playing the game, and conversions from credits to monetary funds that are credited to the player's financial account. Preferably, communications between the transactional system and the broadband gaming system are conducted in a secure environment using cryptographic keys. Although the use of cryptography within the private network may appear excessive, one of the greatest security threats within a private network comes from its own employees. Therefore, it is preferable to use internal firewalls for communications between the broadband gaming system, the transactional system and the verification system.

[0068] **Broadband Gaming System**

[0069] A more detailed drawing of the broadband gaming system is provided in FIG. 7. The dashed boundary in FIG. 7 defines the broadband gaming system 36. After player verification is completed at the verification system 34, the broadband gaming system 34 is engaged. The broadband gaming system 34 includes a player buffer 84 configured to receive the players who will be playing the game. The player buffer 84 generates an initial player matrix with player data fields 74.

[0070] A countdown timer 82 is coupled to the player buffer 80. Preferably, the countdown timer 82 is also displayed to the player. The countdown timer 82 provides a window of time within which players may join the game. The players that have joined the game before the end of the timing period are stored in the buffer. When the timing period reaches zero the initial player matrix is communicated to the transactional system 38 and to the gaming module 84.

[0071] The gaming module 84 provides a game that is played by the plurality of players. The game may include a plurality of different games and the type of game is not restrictive to this invention. Preferably, the gaming module 84 includes at least one random number generator 86 and a paytable module 88.

[0072] The random number generator 86 is operatively coupled to the player buffer. The random number generator 86 generates at least one random number that is stored in the player matrix. In one embodiment, at least one random number is generated for the plurality of players playing the game. In an alternative embodiment, at least one random number is generated for each player. In yet another embodiment, a plurality of random numbers are generated that are applied to the plurality of players playing the game. Preferably, the random number generator 86 is a fast hardware module.

[0073] A paytable module 88 is operatively coupled to the random number generator 86. The paytable module 88 is a programmable module that determines the type of prize awarded to the player based on the random number generated by the random number generator 86. In one embodiment, the paytable module 88 is a field programmable gate array. Preferably, the paytable module 88 also includes an image ID that is associated with the outcome determined by the paytable module 88.

[0074] A gaming output module 90 revises the player matrix to include the outcome for each player. Additionally, the gaming output module 90 groups the players according to the image ID. Based on the results generated by the gaming module 84, the gaming output module 84 generates a final player matrix that is communicated to the transactional server 38 and to a memory module 92.

[0075] Preferably, the memory module 92 has stored a plurality of images in a fast memory by the time the final player matrix is communicated to the memory module 92. In operation, the memory module 92 is enabled before the final matrix is communicated to the memory module 92. By way of example, when the game is engaged the memory module 92 begins the process of finding the applicable images associated with the image IDs in the mini-video server 94 and transferring the images to the fast memory module 92. Thus, when the gaming output is received by the memory, the images are stored in the fast memory module 92. In one embodiment, the memory module 92 then broadcasts the images to encoders 96 and 98. In an alternative embodiment, the memory module 92 is operatively coupled

to an intelligent router (not shown) that routes the images to the appropriate encoders 96 and 98.

[0076] The appropriate encoder then receives the images and converts them to a format which meets the requirements for the appropriate network access device. By way of example, an IP encoder 96 encodes a plurality of JPEG images for viewing on a conventional web browser, and an MPEG encoder 98 encodes the plurality of JPEG images into an MPEG stream that is viewed on a television via an interactive set-top box.

[0077] An encryption module 100a and 100b operatively coupled to encoder 96 and 98, respectively, then receives the encoded images and encrypts the encoded images in manner well known to those skilled in the art. A modulation module 102a and 102b is operatively coupled to encryption modules 100a and 100b, respectively, then modulates encrypted encoded images for downstream transmission in a manner well known to those skilled in the art.

[0078] Preferably, the broadband gaming system occupies one downstream band, i.e. one 6 or 8 MHz band, in the interactive set-top-box environment. In the web based broadcast environment, the broadband gaming system occupies a downstream channel much like a standard streaming media website.

[0079] It shall be appreciated by those skilled in the art having the benefit of this disclosure that the broadband gaming system can play more than one game at a time. The system may be designed to operate in a multi-tasking mode where more than one game is played at a time. Additionally, the system may be designed to operate in a fast serial mode in which a game is played while the countdown timer is waiting for the next queue to be filled.

[0080] **Transactional System**

[0081] Referring back to FIG. 2, there is shown the transactional system 38 which comprises a transactional server 110 and a transactional database 112. The transactional system 38 performs a plurality of functions including tracking each transaction performed by both the verification system and the broadband gaming system. Additionally, the transactional system 38 is configured to authorize and conduct electronic fund transfers. Furthermore, the transactional system 38 performs such operations as player tracking, managing loyalty programs, engaging bonus games, determining bonus prizes and interfacing with accounting programs.

[0082] **METHOD FOR REGISTERING A PLAYER**

[0083] Referring to FIG. 8 there is shown a flowchart of the registration method for the gaming system 30. The registration method 150 begins when a prospective player first accesses a website, channel, kiosk or other such registration terminals as described in block 152. The method then proceeds to block 153.

[0084] At block 153, the registration process is initiated. By way of example and not of limitation, a registration terminal may provide a hyperlink to a registration window that prompts the prospective player for information. The method then proceeds to block 154.

[0085] At block 154, the prospective player provides registration identification information such as name, address, credit card number and other information necessary to create a registration file for the prospective player. The method then proceeds to block 156.

[0086] At block 156, the prospective player is prompted for a personal ID. The personal ID may be a user ID, a password, a numeric combination, or any other such identification information. The personal ID is used during the verification

process to identify a biometric template for the prospective player. The method then proceeds to block 158.

[0087] At block 158, the prospective player submits a biometric to the registration terminal. By way of example and not of limitation the biometric is a fingerprint. Any other biometric may also be used. The method then proceeds to block 160 or 162.

[0088] At block 160, the biometric input is compressed and encrypted. It is preferable for certain biometric inputs to be compressed such as fingerprint scans, retinal scans and other such scanning techniques. Other biometric inputs such as voice patterns~~,~~ and signatures do not have to be compressed. The process of encrypting biometric inputs is necessary in an open network environment. The process of encrypting may not be necessary on a private proprietary network. Therefore, it shall be appreciated by those skilled in the art having the benefit of this disclosure that the compression and encryption processes in block 160 may not be necessary for every biometric input.

[0089] At block 162, the prospective player information is stored in the verification system and a player profile is updated accordingly. Alternatively, the prospective player information is stored on a smart card. The method then proceeds to block 164.

[0090] At block 164, security information about the registration terminal is collected. The registration information identifies the registration terminal as being a secure terminal. The registration terminal provides information such as the MAC ID for the biometric input module, the IP address for the server communicating with the registration terminal, and the cryptographic keys associated with the registration terminal. The registration terminal includes the network access devices described in FIG. 1*a* through FIG.1*d* as well as kiosks and other such registration terminals.

[0091] At block 166, the prospective player is identified as a registered player and the registration database 40 is updated accordingly. The registration process is

broken out into separate components for security purposes. Once a validly registered player is identified by the verification system, the registration process is completed.

[0092] **METHOD FOR PLAYER VERIFICATION**

[0093] Referring to FIG. 9 there is shown a method 170 for player verification used by the verification system 34. The player verification process includes receiving user identification information from a network access device. The method is initiated at block 174 when a user accesses a website or channel displaying the game. The method then proceeds to block 176.

[0094] At block 176, the personal ID is provided by the user. The personal ID is used by the verification system to find a biometric template for determining whether the user is a registered player. The method then proceeds to block 178.

[0095] At block 178, the biometric input module of the network access device receives a biometric from the user. As previously described the biometric input module can be one of plurality of biometric inputs. Depending on the type of biometric, the biometric may be compressed as described by block 180 and encrypted as described by block 182. At block 184, the biometric and the personal ID is then communicated through a network 32 to the verification system 34. Alternatively, the biometric and Personal ID is communicated to a smart card for verification.

[0096] At block 186, the verification system 34 requests security information from the network access devices. The security information identifies the network access devices as being a valid network access device. The method then proceeds to block 188.

[0097] At block 188, the verification system 34 processes the security information to ensure that the security information is generated by the appropriate network access

device, and to ensure that the security information has not been compromised. Preferably, the verification system 34 performs a stateful multilayer inspection as described above. The method then proceeds to block 190.

[0098] At block 190, the user submitted player information is compared to the registered player information. If a determination is made at decision diamond 192 that the submitted player information is not a valid registered player the method proceeds to block 194. At block 194, the user is requested to re-input the biometric. If the biometric is input more than three times, as provided by decision diamond 196, the user is requested to contact customer service.

[0099] If a match is found at decision diamond 192 between the user submitted information and the registered player information, the user is identified as a valid player~~, and~~ then the player proceeds to the broadband gaming system 36.

[0100] **METHOD FOR OPERATION OF BROADBAND GAMING SYSTEM**

[0101] Referring to FIG. 10 and FIG. 11 there is shown a flowchart 200 of the information processed by the broadband gaming system 34. The process is engaged by performing the verification process in which the verification system identifies a player as in block 201. After the verification process has been completed the method proceeds to block 202.

[0102] At block 202, the players who desire to play a particular game are stored in a buffer until the particular game is engaged. The method then proceeds to decision diamond 204.

[0103] At decision diamond 204, the countdown timer 82 determines if the period during which the game is open has been closed. If the game remains open, additional players may be received by the broadband gaming system. If the game is closed because the period during which the game is open has expired, then the method proceeds to block 206.

[0104] At block 206, the initial player matrix described above is generated. The initial player matrix includes information about the player, the type of game, and other such information about the game as described by the player data fields 74 shown in FIG. 6. The initial player matrix is then communicated to block 208 which transmits the initial player matrix to the transactional system for validation. Additionally, the initial player matrix is communicated to the next block 210 in the broadband gaming system which starts the gaming module.

[0105] At block 210, the initial player matrix is received by the gaming module 84 and the gaming module 84 is engaged. At a minimum the gaming module 84 comprises a random number generator 86 and a paytable module 88. The random number generator generates at least one random number that is used during the game. The paytable module 88 is used to determine the prize associated with the at least one random number.

[0106] Referring to FIG. 11, a continuation of the broadband gaming system method is shown. By way of example, the gaming module may comprise a plurality of different random number generators. The blocks 214 and 216 describe the processes performed by a random number generator and a paytable module, respectively. The random number generator 86 of block 214 determines the winning combination of numbers for the game. At block 216, the paytable module 88 is used to determine the prize awarded to the player. Preferably, the paytable module 88 is also configured to provide image IDs that identify the images associated with the prize. Preferably, the paytable module 88 is resident in both the broadband gaming system and the transactional system. The purpose for this redundancy is as a security check for output generated by the gaming module. The method then proceeds to block 218.

[0107] At block 218 the player outputs with the same image IDs are grouped together. The grouping process is performed to simplify the broadcasting of the images to the plurality of players. By grouping the players according to the same

image ID and having identified the network access device used by the player, a dynamic broadcasting method is created which occupies minimal downstream bandwidth. The method then proceeds to block 220.

[0108] At block 220 a final player matrix is completed. The final player matrix includes the same data fields as the initial player matrix. Additionally, the final player matrix includes the random number output and the paytable output. The final player matrix is then communicated to the transactional system as described in block 222. The method then proceeds to decision diamond 224.

[0109] At decision diamond 224, a validation procedure is conducted. The validation procedure essentially compares the transactional system's reverse calculation of the random numbers with the random numbers generated by the gaming module. If the random numbers in the transactional system are not the same or similar to the random numbers generated by the random number generator, a system failure or security breach is detected. If a security breach or system failure is detected, the method then proceeds to process block 226, which initiates diagnostic procedures. If the random numbers match, then the method proceeds to block 228.

[0110] At block 228, the plurality of images is broadcast. The images are preferably broadcast along one downstream channel for each network access device. However, traffic considerations may require the use of a plurality of downstream channels. By way of example, for DOCSIS and DSL type downstream transmissions, the streaming video preferably occupies a portion of the bandwidth available for a cable modem or DSL modem, respectively. In an alternative example, for an interactive set-top box environment, the downstream channel preferably occupies one 6 MHz or 8 MHz band or a portion of the 6 MHz or 8 MHz band. The method then proceeds to the next block 230.

[0111] At block 230, the broadcast images are encoded for downstream transmission. It shall be appreciated by those skilled in the art having the benefit of this disclosure that downstream transmission systems are well known and can be

easily integrated into the systems and method described in this patent. The method then proceeds to block 232.

[0112] At block 232, the broadcast images are encrypted for downstream transmission. The purpose for downstream encryption is to prevent unauthorized access to the downstream signal. It shall be appreciated by those skilled in the art that various secure systems and methods for downstream transmission of images are well known.

[0113] It shall be appreciated by those skilled in the art having the benefit of this disclosure that a plurality of games may be played simultaneously. The games may be played in a distributed/parallel manner or in serial manner.

[0114] **AN ILLUSTRATIVE GAME**

[0115] An illustrative game is described to show how the system and method described above operates. The illustrative game described herein is a progressive slot machine. It is well-known that in the United States many states have legalized lottery games even though other games of chance such as progressive slot machines have not been legalized. It is also well-known that in casino gaming floors the most popular games are progressive slot machines. The present illustrative game operates on the system and method described above and provides an output similar to a progressive slot machine with a lottery type input.

[0116] The illustrative game includes first having a player provide a plurality of letters or numbers that are either generated by the player or are selected in a random manner. The random number generator of the gaming module is then engaged and a gaming module random number is generated. Preferably, the order that the random numbers were generated is used to determine the prize awarded to the player. A programmed paytable is then used to compare the player selected numbers to the gaming module random numbers according to the rules programmed into the paytable module. Based on the results of this comparison a prize is

awarded to the player. An image ID is associated with the prize awarded. The plurality of players are then grouped according to their respective image IDs. A broadcast stream for the plurality of images associated with each image ID is broadcast to each player.

[0117] A more concrete example includes having a player select a plurality of numbers, such as the numbers below:

25 35 8 15 42

[0118] The random number generator of the gaming module is then engaged. By way of example the random number results are:

56 2 3 8 42

[0119] The paytable module is then programmed to interpret the random numbers generated by the gaming module according to the following illustrative rules:

[0120] 1. If a match between one number is achieved, then a prize of 1X the initial bet credit is awarded and an image ID X023-1396 is used. Image ID X023-1396 is an animated plurality of images representing three cherries.

[0121] 2. If a match between one number at the same location is achieved, then a prize of 2X the initial bet credit is awarded and an image ID X023-1397 is used. Image ID X023-1397 is an animated plurality of images representing four cherries.

[0122] 3. If a match between a first number is achieved and a match between a second number is achieved, then a prize of 5X the initial credit is awarded and an image ID X023-1998 is used. Image ID X023-1998 is an animated plurality of images representing 3 oranges.

[0123] 4. If a match between a first number at the same location is achieved and a match between a second number is achieved, than a prize of 7X the

initial credit is awarded and an image ID X023-1999 is used. Image ID X023-1999 is an animated plurality of images representing 4 oranges.

[0124] Thus, for the illustrative example provided above, the player having selected the numbers: 23, 35, 8, 15 and 42 is entitled to a prize of 7X the initial credit for a random number: 56, 2, 3, 8, and 42. The associated images displayed on the network access device is an animated plurality of images representing 4 oranges.

~~CONCLUSION~~

~~It can now be seen that the present invention solves many of the problems associated with the prior art. The present invention provides a verification system that uses biometrics to identify the player. The present invention provides a broadband gaming system that communicates with a plurality of different network access devices. Furthermore, the present invention provides a system and method for generating a combined jackpot in an open network environment across a broad geographical area.~~

~~Although the description above contains many specifications, these should not be construed as limiting the scope of the invention but as merely providing illustrations of some of the presently preferred embodiments of this invention. The specification, for instance, makes reference to bonus prizes. However, the present invention is not intended to be limited to bonus prizes. Rather it is intended that the present invention can be used independently as a stand-alone game. Thus, the~~ The scope of the invention should be determined by the appended claims and their legal equivalents rather than by the examples given.

ABSTRACT

~~The present invention is a biometric broadband gaming system and method that comprises a verification system, a broadband gaming system and a transactional system. The verification system operations include receiving a biometric input to ensure that a user is a registered player. The broadband gaming system operations include providing a game of skill or game of chance to a plurality of players communicating via different network access devices. The transactional system operations include managing transactions conducted by the verification system and the broadband gaming system.~~

A gaming system server and method for generating a game output with a gaming system are described. The server includes at a registration database configured to store registration data associated with each user, a verification system communicatively connected with the at least one network access device and the registration database, a video system, and a gaming module. The verification system verifies that the user associated with the network access device is a registered user and verifies security information received from the network access device. The video system stores a plurality of images corresponding to at least one game type. The gaming module generates at least one random game output associated with at least one game outcome, and communicates the plurality of images corresponding to the at least one game outcome to the at least one network access device.

SUBSTITUTE SPECIFICATION (without Markings)

This Substitute Specification without markings contains no new matter.

PATENT APPLICATION

GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

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GAMING SYSTEM NETWORK AND METHOD FOR GENERATING A GAME OUTPUT

CROSS REFERENCES TO RELATED APPLICATIONS

[0001] This patent application is a continuation of 10/681,034, filed October 8, 2003 which is a continuation of patent application 09/899,559 having a filing date of July 5, 2001, now abandoned, which claims the benefit of provisional patent application 60/266,956 filed February 6, 2001.

BACKGROUND

[0002] **1. Field**

[0003] The present invention is an interactive gaming system network and method for delivering gaming media. More particularly, the interactive gaming system and method operates in a networked environment that interfaces with a gaming server and a video server.

[0004] **2. Description of Related Art**

[0005] The related art includes gaming devices, on-line gaming, networked interactive gaming, and biometrics.

[0006] **Gaming Devices**

[0007] For purposes of this patent, the term "gaming" shall refer to either gambling and/or gaming applications. Gaming devices include games of skill and games of chance. Games of chance include many casino-type gaming devices in which the outcome of the game depends, at least in part, on a randomly generated event. For example, a game of chance may use a random number generator to generate a random or pseudo-random number. The random number may then be compared to a predefined table to determine the outcome of the event. If the random number falls within a certain range of numbers on the table, the player may win a predefined

prize. The table may also contain display information that allows the gaming device to generate a display that corresponds to the outcome of the game. The gaming device may present the outcome of the game on a large variety of display devices, such as mechanical spinning reels or video screens.

[0008] Games of skill comprise a skill component in which a player combines letters or words (word puzzles), answers questions (trivia), overcomes challenges (video games), competes with other players (networked video games), and the like. Generally, a game of skill is a game requiring a level of skill which does not rely solely on chance. Some games of skill require a high degree of expertise and knowledge and other games of skill require very limited expertise or knowledge.

[0009] **On-Line Gaming**

[0010] In June 2001, Nevada signed a bill that could result in Nevada being the first state to offer legalized gambling over the Internet. The new law authorizes state gaming regulators to set up an infrastructure to license and oversee online gaming in Nevada when such gaming becomes legal. Online gaming is a federal issue whose legality is unclear at present.

[0011] A variety of technological limitations have been asserted as preventing Congress's endorsement of on-line gaming. These technological limitations are related to the prevention of underage gambling, controlling of gambling addiction, and ensuring the security and reliability of on-line gaming.

[0012] To prevent underage gambling prior art systems and methods use passwords, user IDs, credit cards and "click-through" agreements that ask the player to agree to being of legal gambling age by clicking on a button. Presently, there are no systems and methods to control on-line gambling addiction. With respect to ensuring that on-line gaming is secure and reliable, prior art systems and methods use various cryptographic techniques such as RSA encryption, digital certificates, or other similar well known cryptographic methods. These cryptographic methods are

helpful in ensuring secure communications, however these cryptographic methods do not ensure that the individual accessing the on-line game is a valid user.

[0013] In view of the prior art systems, a minor or other unauthorized individual simply needs a user ID and a corresponding password to access a gaming site. The obtaining of a user ID and password is a relatively simple task as this information is generally not modified. Commonly the user ID information is acquired by identifying the web site's naming convention for the player. The player password can be easily determined by remembering the pattern of keys typed by the player during the log-on procedures or by simply requesting the password from the player as part of a diagnostic procedure. The latter is a trick commonly used by hackers to access a system. The password problem may be overcome by modifying the password on a regular basis, however the player must then remember the modified password. Should the player forget the password a new password is mailed. During the mailing process it is common for e-mail to be easily intercepted in cyberspace. Additionally, it is common for unauthorized users to simulate being at a certain location by submitting an IP address that identifies an authorized user.

[0014] Therefore, a better system and method for identifying a valid user is needed. Additionally, it would be beneficial to provide a gaming system and method that would prevent underage gambling, be simple to implement, prevent gambling addiction, and provide a higher degree of security and reliability from unauthorized users.

[0015] **Networked Interactive Gaming**

[0016] Networked interactive gaming in an open networked environment such as the Internet is well-known. However, interactive gaming in an open network such as the Internet is confined to communicating with other devices using the same TCP/IP protocols. Currently networked interactive gaming systems using the TCP/IP protocol are not configured to communicate with interactive set-top boxes using MPEG protocols.

[0017] Networked interactive gaming in an open networked environment using traditional security methods such as secure socket layers and digital certificates are well known. However, networked interactive gaming in an open networked environment using traditional security methods does not prevent gambling from a minor having acquired a parent's user ID and password without the parent's consent.

[0018] Networked interactive gaming using LANs and WANs for progressive slot machines having large jackpots are also well-known. However, networked interactive systems using LANs and WANs for progressive slot machines generally exist in a highly secure proprietary network environment. Thus, the creation of a progressive slot machine with a large jackpot in an open network environment is not well known.

[0019] **Biometrics**

[0020] A biometric is a measurable psychological and/or behavioral trait that can be captured and subsequently compared with another instance at the time of verification. This definition includes the matching of fingerprints, voice patterns, hand geometry, iris and retina scans, vein patterns and other such methodologies. For purposes of the invention described heretofore, the definition of biometrics also includes signature verification, keystroke patterns and other methodologies weighted towards individual behavior.

[0021] Biometric applications for games of skill and games of chance are limited. For example biometric gaming applications are taught in U.S. Pat. 6,010,404 granted to Walker et al. teaches a method and apparatus for using player input codes (e.g., numeric, biometric or physical) to affect the outcomes of electronic gambling devices, such as slot machines. Additionally, U.S. Pat. No. 6,142,876 granted to Cumbers teaches a system and method for passively tracking the play of players playing gaming devices such as slot machines. Players provide identification information and facial recognition data is acquired by a digital or video camera. For each player an account file and a file of the facial image data is stored. When the player plays the slot machine, a camera scans the player and acquires facial image data which is compared to stored data to identify the player. Furthermore, U.S. Patent No. 5,902,983 granted to Crevelt et al. teaches a gaming machine configured to perform EFT transactions which are limited to preset amounts. The patent teaches the use of a fingerprint imaging device, and retinal scans for verifying a player's identity.

[0022] Although biometric applications for gaming applications are known, biometric applications for on-line gaming systems are not known. Furthermore, the managing of biometric information and gaming information in an open network environment are not known. Additionally, the use of biometrics in a gaming system and method to prevent underage gambling and prevent gambling addiction is not known.

SUMMARY

[0023] A gaming system server is described. The server registration database configured to store registration data associated with each user registered to use the gaming system. A verification system is communicatively connected with the at least one network access device and the registration database. The verification system is configured to receive user identification information from the at least one network access device, receive security information from the at least one network access device, verify that the user associated with the network access device is a

registered user by comparing the user identification information to the registration data, and verify the security information received from the network access device. The server also has a video system configured to store a plurality of images corresponding to at least one game type. A gaming module of the server is configured to generate at least one random game output. The at least one random game output is associated with at least one game outcome. The gaming system is also configured to communicate the plurality of images corresponding to the at least one game outcome to the at least one network access device.

[0024] In another embodiment, the gaming system server is described. The server comprises a means for generating at least one game outcome and communicating a game output corresponding to the game outcome to the at least one network access device.

[0025] A method for generating a game output with a gaming system server is also described. The method comprises receiving user identification information associated with at least one network access device at a verification system. The method further comprises receiving security information associated with the at least one network access device at a verification system. The verification system verifies that the at least one network access device user is a registered user by comparing the user identification information to registration data stored in a registration database. The verification system also verifies the security information received from the at least one network access device. The method also comprises generating with a gaming system at least one random game output. The at least one random game output is associated with at least one game outcome. The gaming system communicates the plurality of images corresponding to the at least one game outcome from the gaming system to the at least one network access device.

[0026] One advantage of the present invention is that it provides a system and method to prevent underage gambling.

[0027] A further advantage of the present invention is that it provides a more secure and reliable and secure gaming system and method.

[0028] Another advantage of the present invention is that it provides a system and method for managing biometric information and gaming information in an open network environment.

[0029] Another advantage of the present invention is that it permits a plurality of users in a geographically broad area to play the same game.

[0030] A further advantage of the present invention is that it provides a pseudo-real time gaming system and method.

[0031] Another advantage of the present invention is that it simulates a game of chance such as a slot machine in an on-line environment.

[0032] An additional advantage of the present invention is that it provides a networked jackpot.

BRIEF DESCRIPTION

[0033] A networked gaming system that comprises a verification system, a broadband gaming system and a transactional system is described. The verification system operations include ensuring that a user is a registered player by using a biometric input. The broadband gaming system operations include managing and performing at least one game. The transactional system operations include providing oversight for each transaction conducted by the verification system and the broadband gaming system.

[0034] A verification system for playing the networked gaming system is described. The networked games include games of chance and games of skill. The verification system communicates with a biometric input module and a network access device to

generate a user identification information. The user identification information is compared to information in a registration database. If an acceptable match is made between the user identification information and the information in the registration database, the user is designated as a player. The player then has access to both the broadband gaming system and the transactional system.

[0035] A broadband gaming system which is in communication with the verification system is described. The broadband gaming system includes a buffer which stores information about players who desire to play a game. The buffer is operatively coupled to a random number generator that generates a random number for each player in the buffer. A paytable module in communication with the random number generator determines the outcome associated with the random number generator. The paytable also determines which images are associated with the outcome for each player. Preferably, the images are stored on a mini video server and then cached in a memory module. The images are intelligently buffered for downstream communications. In its preferred embodiment, a plurality of encoders are operatively coupled to the memory module caching the broadcast video streams. The plurality of encoders encode the broadcast downstream images according the requirements for each network access device. Each encoder is operatively coupled to an encryption module that encrypts the broadcast. A modulation module is operatively coupled to the encryption module and modulates encrypted images for downstream transmission. Each network access device includes a tuner, a demodulation module, and a decryption module that permits an image to be viewed by the network access device.

[0036] A transactional system and method that ensures secure communications occur in the verification system and the broadband gaming system is described. The transactional system also performs accounting, bonusing, tracking and other such functions. Preferably, the transactional system is capable of receiving a plurality of funds from a financial account and converting them to credits that are used in the broadband gaming system.

[0037] The above description sets forth, rather broadly, the more important features of the present invention so that the detailed description of the preferred embodiment that follows may be better understood and contributions of the present invention to the art may be better appreciated. There are, of course, additional features of the invention that will be described below and will form the subject matter of claims. In this respect, before explaining at least one preferred embodiment of the invention in detail, it is to be understood that the invention is not limited in its application to the details of the construction and to the arrangement of the components set forth in the following description or as illustrated in the drawings. The invention is capable of other embodiments and of being practiced and carried out in various ways. Also, it is to be understood that the phraseology and terminology employed herein are for the purpose of description and should not be regarded as limiting.

BRIEF DESCRIPTION OF THE DRAWINGS

[0038] Preferred embodiments of the present invention are shown in the accompanying drawings wherein:

[0039] FIG. 1a through FIG. 1d provide diagrams of a plurality of network access devices.

[0040] FIG. 2 is a high level diagram of a gaming system networked to a plurality of network access devices.

[0041] FIG. 3 is a block diagram of an illustrative biometric input module.

[0042] FIG. 4 is a block diagram of a gaming system configured to receive a biometric input from a network access device.

[0043] FIG. 5 is a table of the data fields in a verification system.

[0044] FIG. 6 is a table of the data fields in a broadband gaming system and in a transactional system.

[0045] FIG. 7 is a block diagram of a broadband gaming system.

[0046] FIG. 8 is a flowchart of the registration method for the gaming system.

[0047] FIG. 9 is a flowchart of the verification method for the gaming system.

[0048] FIG. 10 is a flowchart of the information processed by the gaming system.

[0049] FIG. 11 is a continuation of the flowchart of the information processed by the gaming system in FIG. 10.

DETAILED DESCRIPTION

[0050] In the following detailed description of the preferred embodiments, reference is made to the accompanying drawings, which form a part of this application. The drawings show, by way of illustration, specific embodiments in which the invention may be practiced. It is to be understood that other embodiments may be utilized and structural changes may be made without departing from the scope of the present invention.

[0051] **NETWORK ACCESS DEVICES**

[0052] Referring to FIG. 1a through FIG. 1d there is shown a plurality of illustrative network access devices. Each of the network access devices is configured to be capable of running a gaming application. For illustrative purposes the gaming application shown simulates the spinning reels of a slot machine.

[0053] The network access device in FIG. 1a is a personal computer 10 having a network interface card (not shown) that may be operatively coupled to a modem (not

shown). Another network access device shown in FIG. 1b includes a television 12 operatively coupled to an interactive set-top box 14 that is operatively coupled to a cable network (not shown). The other network access device shown in FIG. 1c is a wireless device 16 such as a digital phone or personal digital system (PDA) or other such wireless device which is configured to communicate with a network using wireless networking protocols. Yet another network access device is shown in FIG. 1d and includes a gaming terminal 18 such as a slot machine on a casino floor that is operatively coupled to a plurality of other gaming terminals. It shall be appreciated by those skilled in the art of networking that the distinguishing feature between each of these network access devices is the type of communications protocols used by each device to enable communications between similar network access devices.

[0054] Each of the network access devices either includes a biometric input module operatively coupled to the network access device or includes a biometric input module communicatively coupled to the network access device. A biometric is a measurable psychological and/or behavioral trait that can be captured and subsequently compared with another instance at the time of verification. This definition includes the matching of fingerprints, voice patterns, hand geometry, iris and retina scans, vein patterns and other such methodologies. For purposes of the invention described heretofore, the definition of biometrics also includes signature verification, keystroke patterns and other methodologies weighted towards individual behavior.

[0055] In one illustrative embodiment, the biometric input module is a fingerprint scanner 20 resident on the gaming terminal 18 wherein the biometric input is a fingerprint. In another illustrative embodiment, the biometric input module is the screen 22 of wireless device 16 wherein the screen is configured to receive a biometric input such as a user signature. In yet another illustrative embodiment, the biometric input module is a telephone 24 that is configured to receive a voice pattern from a user prior to engaging communications with the interactive set-top box 14. In yet another illustrative embodiment the biometric input module is a keyboard 26 operatively coupled to computer 10 wherein the user is requested to input a

keystroke pattern. An illustrative example of a biometric input module operatively coupled to the network access device is shown in FIG. 1d having the fingerprint scanner 20 on the gaming terminal 18. An illustrative example of a biometric input module, e.g. the telephone 24, communicatively coupled to the network access device, e.g. the interactive set-top box 14, is shown in FIG. 1b.

[0056] The biometric input is used to prevent unauthorized gaming activity and efficiently store credits on the user's behalf. By way of example and not of limitation, unauthorized gaming activity includes preventing underage gaming and prohibiting players with histories of gambling addiction. Additionally, player credits may be stored on a network so that the player does not need to carry coins, paper currency, coupons, credit cards or debits cards to play a game. It shall be appreciated by those skilled in the art having the benefit of this disclosure that different biometric input modules may be used in conjunction with different network access devices.

[0057] **GAMING SYSTEM**

[0058] Referring to FIG. 2 there is shown a high level block diagram of a gaming system 30 in communication with a plurality of network access devices coupled to a network 32. The gaming system includes a verification system 34, a broadband gaming system 36 and a transactional system 38. The verification system 34 verifies that a user operating a network access device is a registered player. The broadband gaming system 36 performs the function of generating a game and broadcasting the game results to each of the network access devices. The transactional system 38 performs a plurality of functions including tracking each transaction performed by both the verification system and the broadband gaming system and conducting electronic fund transfers.

[0059] **Verification System**

[0060] The verification system 34 verifies that a user desiring to play the game is a registered player. The verification system 34 communicates with the biometric input

module and a network access device to generate user identification information. The user identification information includes information such as cryptographic keys that are necessary to securely identify the network access device. The user identification information also includes media access control (MAC) identification and confirmation of the user Internet Protocol (IP) address. The user identification information is compared to information in a registration database 40 by a verification server 42. If an acceptable match is made between the user identification information and the information in the registration database, the user is designated as a player. The player then has access to either the broadband gaming system 36 or the transactional system 38.

[0061] In an alternative embodiment the user identification information is housed in a smart card (not shown) that is in communication with the verification system 34. The smart card includes a stored biometric which is used to identify the user as a player. Cryptographic keys are then exchanged between the verification system 34 and the smart card to provide the player access to either the broadband gaming system or the transactional system 38.

[0062] Referring to FIG. 3 there is shown an illustrative biometric input module 50. By way of example, the illustrative biometric input module 50 is a fingerprint scanner. It shall be appreciated by those skilled in the art having the benefit of this disclosure that the use of the fingerprint scanner as the illustrative biometric input module is not restrictive. A scanned fingerprint image is collected by the biometric input 52. After the scanned fingerprint image is collected, the fingerprint image is compressed by the compression module 54. A memory module 56 provides fast memory resources for the compression of the fingerprint image. After compression, the fingerprint image is encrypted by the encryption module 58 for downstream transmission. The encryption module 58 also includes a memory module 60 that provides fast memory resources for the encryption of the compressed fingerprint image. An encrypted compressed fingerprint image is then communicated to network 32 (see FIG. 2) using the network interface module 62.

[0063] Referring to FIG. 4 there is shown a block diagram of the verification system 34. The verification system is operatively coupled to network 32 with network interface module 64. The network interface module 64 is configured to receive user identification information generated by the network access devices and from the biometric input module. Preferably, the biometric and other user identification information received by the verification system is an encrypted biometric that is decrypted by decryption module 66. A memory module 68 is preferably a fast memory that expedites the decryption process. After decryption the biometric and remaining user identification information is processed by the verification server. It shall be appreciated by those skilled in the art that the verification server 42 may house the network interface module 64, decryption module 66 and the memory module 68. The verification server 42 is also in operative communication with a registration database 40. The verification server 42 performs the function of matching the user identification information collected from the network access device with the player information in the registration database 40. Additionally, the verification server 42 performs the caching functions needed to ensure that once a player has been identified during an initial game, subsequent usage by the same player proceeds quickly.

[0064] Preferably, the verification server 42 identifies registered players using a biometric template of the registered player residing on the registration database 40. The registered players are referenced with Personal ID numbers. When a transaction is undertaken the user firstly calls up the particular template from the registration database 40 by inputting a Personal ID. The Personal ID includes a particular number, user ID, password or other such identification techniques. The inputting of the Personal ID is accomplished with a familiar numeric keypad, keyboard, magstripe card or smart card. The correct template is called and held in memory ready for comparison with the biometric sample provided by the user. A comparison takes place that results in a binary true or false condition as to the identity of the user. The user is in effect claiming an identity by inputting the Personal ID and the system is subsequently verifying that the claim is genuine according to the matching criteria setup within the system.

[0065] Referring to FIG. 5 there is shown the registration data fields 70 and user submitted data fields 72. The registration data fields 70 include data fields that comprise the user identification information. The registration data fields include user identification information such as player name, address, user name, password, credit card information, and the date and time of the registration. The player biometric and Personal ID also comprises the user identification information and provides unique information about the player. The Personal ID may be the same as the user name or password. It shall be appreciated by those skilled in the art that some biometric information may be compressed. Furthermore, the user identification information includes data about the network access device and the network connection such as MAC ID, IP addresses, browser type, any cookies resident on the network access device, etc. Finally, the user identification system includes cryptographic keys which are used to encrypt and decrypt the communications between the verification system and each of the network access devices.

[0066] The user submitted data fields 72 mirror the registration data fields 70. The user submitted data fields receive data generated by a user that is attempting to access the broadband gaming system 36. The user submitted information is carefully analyzed to ensure that a valid user is being identified. It is well known that the connection of one network access device to another network access device generates security concerns. Preferably, the present verification system operates using a fast hardware-type firewall that performs a stateful multilayer inspection. In its preferred embodiment the firewall provides packet filtering using a secure protocol such as IPSec. This protocol provides encryption of the data at the packet level as well as at the source address level. Without access to the encryption keys, a potential intruder would have difficulty penetrating the firewall. Additionally, it would be preferable to provide a circuit level gateway and an application level gateway. The circuit level gateway works on the session layer of the OSI model or the TCP layer of the TCP/IP model and monitors TCP handshaking between packets to determine whether a requested session is legitimate. The application level gateway filters data packets at the application layer of the OSI model. A stateful multilayer

inspection firewall offers a high level of security, good performance and transparency to end users.

[0067] Referring to FIG. 6 there is shown the player data fields 74 that are generated by the broadband gaming system and the transactional system after the user has been verified to be a registered player. The player data fields 74 are used to generate a player matrix which is used as an additional internal security measure. The player data fields 74 include a Player ID that identifies the player, a timestamp that provides the date, time in and time out by the player during the game. Additionally, the type of game, credits played, and credits remaining are monitored. Based on the level of player activity a bonus is provided to the player. Further still the session time for each type of game and the amount played during the session is monitored to better define the type of games the players' like. Transactional information is also monitored and updated, preferably, by the transactional system 38. The transactional information includes credit card information, transaction requests, transaction approval, conversion of monetary funds to credits for playing the game, any transfers of credits for playing the game, and conversions from credits to monetary funds that are credited to the player's financial account. Preferably, communications between the transactional system and the broadband gaming system are conducted in a secure environment using cryptographic keys. Although the use of cryptography within the private network may appear excessive one of the greatest security threats within a private network comes from its own employees. Therefore, it is preferable to use internal firewalls for communications between the broadband gaming system, the transactional system and the verification system.

[0068] **Broadband Gaming System**

[0069] A more detailed drawing of the broadband gaming system is provided in FIG. 7. The dashed boundary in FIG. 7 defines the broadband gaming system 36. After player verification is completed at the verification system 34, the broadband gaming system 34 is engaged. The broadband gaming system 34 includes a player buffer 84

configured to receive the players who will be playing the game. The player buffer 84 generates an initial player matrix with player data fields 74.

[0070] A countdown timer 82 is coupled to the player buffer 80. Preferably, the countdown timer 82 is also displayed to the player. The countdown timer 82 provides a window of time within which players may join the game. The players that have joined the game before the end of the timing period are stored in the buffer. When the timing period reaches zero the initial player matrix is communicated to the transactional system 38 and to the gaming module 84.

[0071] The gaming module 84 provides a game that is played by the plurality of players. The game may include a plurality of different games and the type of game is not restrictive to this invention. Preferably, the gaming module 84 includes at least one random number generator 86 and a paytable module 88.

[0072] The random number generator 86 is operatively coupled to the player buffer. The random number generator 86 generates at least one random number that is stored in the player matrix. In one embodiment, at least one random number is generated for the plurality of players playing the game. In an alternative embodiment, at least one random number is generated for each player. In yet another embodiment, a plurality of random numbers are generated that are applied to the plurality of players playing the game. Preferably, the random number generator 86 is a fast hardware module.

[0073] A paytable module 88 is operatively coupled to the random number generator 86. The paytable module 88 is a programmable module that determines the type of prize awarded to the player based on the random number generated by the random number generator 86. In one embodiment, the paytable module 88 is a field programmable gate array. Preferably, the paytable module 88 also includes an image ID that is associated with the outcome determined by the paytable module 88.

[0074] A gaming output module 90 revises the player matrix to include the outcome for each player. Additionally, the gaming output module 90 groups the players according to the image ID. Based on the results generated by the gaming module 84, the gaming output module 84 generates a final player matrix that is communicated to the transactional server 38 and to a memory module 92.

[0075] Preferably, the memory module 92 has stored a plurality of images in a fast memory by the time the final player matrix is communicated to the memory module 92. In operation, the memory module 92 is enabled before the final matrix is communicated to the memory module 92. By way of example, when the game is engaged the memory module 92 begins the process of finding the applicable images associated with the image IDs in the mini-video server 94 and transferring the images to the fast memory module 92. Thus, when the gaming output is received by the memory, the images are stored in the fast memory module 92. In one embodiment, the memory module 92 then broadcasts the images to encoders 96 and 98. In an alternative embodiment, the memory module 92 is operatively coupled to an intelligent router (not shown) that routes the images to the appropriate encoders 96 and 98.

[0076] The appropriate encoder then receives the images and converts them to a format which meets the requirements for the appropriate network access device. By way of example, an IP encoder 96 encodes a plurality of JPEG images for viewing on a conventional web browser, and an MPEG encoder 98 encodes the plurality of JPEG images into an MPEG stream that is viewed on a television via an interactive set-top box.

[0077] An encryption module 100a and 100b operatively coupled to encoder 96 and 98, respectively, then receives the encoded images and encrypts the encoded images in manner well known to those skilled in the art. A modulation module 102a and 102b is operatively coupled to encryption modules 100a and 100b, respectively, then modulates encrypted encoded images for downstream transmission in a manner well known to those skilled in the art.

[0078] Preferably, the broadband gaming system occupies one downstream band, i.e. one 6 or 8 MHz band, in the interactive set-top-box environment. In the web based broadcast environment, the broadband gaming system occupies a downstream channel much like a standard streaming media website.

[0079] It shall be appreciated by those skilled in the art having the benefit of this disclosure that the broadband gaming system can play more than one game at a time. The system may be designed to operate in a multi-tasking mode where more than one game is played at a time. Additionally, the system may be designed to operate in a fast serial mode in which a game is played while the countdown timer is waiting for the next queue to be filled.

[0080] **Transactional System**

[0081] Referring back to FIG. 2, there is shown the transactional system 38 which comprises a transactional server 110 and a transactional database 112. The transactional system 38 performs a plurality of functions including tracking each transaction performed by both the verification system and the broadband gaming system. Additionally, the transactional system 38 is configured to authorize and conduct electronic fund transfers. Furthermore, the transactional system 38 performs such operations as player tracking, managing loyalty programs, engaging bonus games, determining bonus prizes and interfacing with accounting programs.

[0082] **METHOD FOR REGISTERING A PLAYER**

[0083] Referring to FIG. 8 there is shown a flowchart of the registration method for the gaming system 30. The registration method 150 begins when a prospective player first accesses a website, channel, kiosk or other such registration terminals as described in block 152. The method then proceeds to block 153.

[0084] At block 153, the registration process is initiated. By way of example and not of limitation, a registration terminal may provide a hyperlink to a registration window that prompts the prospective player for information. The method then proceeds to block 154.

[0085] At block 154, the prospective player provides registration identification information such as name, address, credit card number and other information necessary to create a registration file for the prospective player. The method then proceeds to block 156.

[0086] At block 156, the prospective player is prompted for a personal ID. The personal ID may be a user ID, a password, a numeric combination, or any other such identification information. The personal ID is used during the verification process to identify a biometric template for the prospective player. The method then proceeds to block 158.

[0087] At block 158, the prospective player submits a biometric to the registration terminal. By way of example and not of limitation the biometric is a fingerprint. Any other biometric may also be used. The method then proceeds to block 160 or 162.

[0088] At block 160, the biometric input is compressed and encrypted. It is preferable for certain biometric inputs to be compressed such as fingerprint scans, retinal scans and other such scanning techniques. Other biometric inputs such as voice patterns and signatures do not have to be compressed. The process of encrypting biometric inputs is necessary in an open network environment. The process of encrypting may not be necessary on a private proprietary network. Therefore, it shall be appreciated by those skilled in the art having the benefit of this disclosure that the compression and encryption processes in block 160 may not be necessary for every biometric input.

[0089] At block 162, the prospective player information is stored in the verification system and a player profile is updated accordingly. Alternatively, the prospective

player information is stored on a smart card. The method then proceeds to block 164.

[0090] At block 164, security information about the registration terminal is collected. The registration information identifies the registration terminal as being a secure terminal. The registration terminal provides information such as the MAC ID for the biometric input module, the IP address for the server communicating with the registration terminal, and the cryptographic keys associated with the registration terminal. The registration terminal includes the network access devices described in FIG. 1a through FIG.1d as well as kiosks and other such registration terminals.

[0091] At block 166, the prospective player is identified as a registered player and the registration database 40 is updated accordingly. The registration process is broken out into separate components for security purposes. Once a validly registered player is identified by the verification system, the registration process is completed.

[0092] **METHOD FOR PLAYER VERIFICATION**

[0093] Referring to FIG. 9 there is shown a method 170 for player verification used by the verification system 34. The player verification process includes receiving user identification information from a network access device. The method is initiated at block 174 when a user accesses a website or channel displaying the game. The method then proceeds to block 176.

[0094] At block 176, the personal ID is provided by the user. The personal ID is used by the verification system to find a biometric template for determining whether the user is a registered player. The method then proceeds to block 178.

[0095] At block 178, the biometric input module of the network access device receives a biometric from the user. As previously described the biometric input module can be one of plurality of biometric inputs. Depending on the type of

biometric, the biometric may be compressed as described by block 180 and encrypted as described by block 182. At block 184, the biometric and the personal ID is then communicated through a network 32 to the verification system 34. Alternatively, the biometric and Personal ID is communicated to a smart card for verification.

[0096] At block 186, the verification system 34 requests security information from the network access devices. The security information identifies the network access devices as being a valid network access device. The method then proceeds to block 188.

[0097] At block 188, the verification system 34 processes the security information to ensure that the security information is generated by the appropriate network access device, and to ensure that the security information has not been compromised. Preferably, the verification system 34 performs a stateful multilayer inspection as described above. The method then proceeds to block 190.

[0098] At block 190, the user submitted player information is compared to the registered player information. If a determination is made at decision diamond 192 that the submitted player information is not a valid registered player the method proceeds to block 194. At block 194, the user is requested to re-input the biometric. If the biometric is input more than three times, as provided by decision diamond 196, the user is requested to contact customer service.

[0099] If a match is found at decision diamond 192 between the user submitted information and the registered player information, the user is identified as a valid player then the player proceeds to the broadband gaming system 36.

[0100] **METHOD FOR OPERATION OF BROADBAND GAMING SYSTEM**

[0101] Referring to FIG. 10 and FIG. 11 there is shown a flowchart 200 of the information processed by the broadband gaming system 34. The process is

engaged by performing the verification process in which the verification system identifies a player as in block 201. After the verification process has been completed the method proceeds to block 202.

[0102] At block 202, the players who desire to play a particular game are stored in a buffer until the particular game is engaged. The method then proceeds to decision diamond 204.

[0103] At decision diamond 204, the countdown timer 82 determines if the period during which the game is open has been closed. If the game remains open, additional players may be received by the broadband gaming system. If the game is closed because the period during which the game is open has expired, then the method proceeds to block 206.

[0104] At block 206, the initial player matrix described above is generated. The initial player matrix includes information about the player, the type of game, and other such information about the game as described by the player data fields 74 shown in FIG. 6. The initial player matrix is then communicated to block 208 which transmits the initial player matrix to the transactional system for validation. Additionally, the initial player matrix is communicated to the next block 210 in the broadband gaming system which starts the gaming module.

[0105] At block 210, the initial player matrix is received by the gaming module 84 and the gaming module 84 is engaged. At a minimum the gaming module 84 comprises a random number generator 86 and a paytable module 88. The random number generator generates at least one random number that is used during the game. The paytable module 88 is used to determine the prize associated with the at least one random number.

[0106] Referring to FIG. 11, a continuation of the broadband gaming system method is shown. By way of example, the gaming module may comprise a plurality of different random number generators. The blocks 214 and 216 describe the

processes performed by a random number generator and a paytable module, respectively. The random number generator 86 of block 214 determines the winning combination of numbers for the game. At block 216, the paytable module 88 is used to determine the prize awarded to the player. Preferably, the paytable module 88 is also configured to provide image IDs that identify the images associated with the prize. Preferably, the paytable module 88 is resident in both the broadband gaming system and the transactional system. The purpose for this redundancy is as a security check for output generated by the gaming module. The method then proceeds to block 218.

[0107] At block 218 the player outputs with the same image IDs are grouped together. The grouping process is performed to simplify the broadcasting of the images to the plurality of players. By grouping the players according to the same image ID and having identified the network access device used by the player, a dynamic broadcasting method is created which occupies minimal downstream bandwidth. The method then proceeds to block 220.

[0108] At block 220 a final player matrix is completed. The final player matrix includes the same data fields as the initial player matrix. Additionally, the final player matrix includes the random number output and the paytable output. The final player matrix is then communicated to the transactional system as described in block 222. The method then proceeds to decision diamond 224.

[0109] At decision diamond 224, a validation procedure is conducted. The validation procedure essentially compares the transactional system's reverse calculation of the random numbers with the random numbers generated by the gaming module. If the random numbers in the transactional system are not the same or similar to the random numbers generated by the random number generator, a system failure or security breach is detected. If a security breach or system failure is detected, the method then proceeds to process block 226, which initiates diagnostic procedures. If the random numbers match, then the method proceeds to block 228.

[0110] At block 228, the plurality of images is broadcast. The images are preferably broadcast along one downstream channel for each network access device. However, traffic considerations may require the use of a plurality of downstream channels. By way of example, for DOCSIS and DSL type downstream transmissions, the streaming video preferably occupies a portion of the bandwidth available for a cable modem or DSL modem, respectively. In an alternative example, for an interactive set-top box environment, the downstream channel preferably occupies one 6 MHz or 8 MHz band or a portion of the 6 MHz or 8 MHz band. The method then proceeds to the next block 230.

[0111] At block 230, the broadcast images are encoded for downstream transmission. It shall be appreciated by those skilled in the art having the benefit of this disclosure that downstream transmission systems are well known and can be easily integrated into the systems and method described in this patent. The method then proceeds to block 232.

[0112] At block 232, the broadcast images are encrypted for downstream transmission. The purpose for downstream encryption is to prevent unauthorized access to the downstream signal. It shall be appreciated by those skilled in the art that various secure systems and methods for downstream transmission of images are well known.

[0113] It shall be appreciated by those skilled in the art having the benefit of this disclosure that a plurality of games may be played simultaneously. The games may be played in a distributed/parallel manner or in serial manner.

[0114] **AN ILLUSTRATIVE GAME**

[0115] An illustrative game is described to show how the system and method described above operates. The illustrative game described herein is a progressive slot machine. It is well-known that in the United States many states have legalized lottery games even though other games of chance such as progressive slot

machines have not been legalized. It is also well-known that in casino gaming floors the most popular games are progressive slot machines. The present illustrative game operates on the system and method described above and provides an output similar to a progressive slot machine with a lottery type input.

[0116] The illustrative game includes first having a player provide a plurality of letters or numbers that are either generated by the player or are selected in a random manner. The random number generator of the gaming module is then engaged and a gaming module random number is generated. Preferably, the order that the random numbers were generated is used to determine the prize awarded to the player. A programmed paytable is then used to compare the player selected numbers to the gaming module random numbers according to the rules programmed into the paytable module. Based on the results of this comparison a prize is awarded to the player. An image ID is associated with the prize awarded. The plurality of players are then grouped according to their respective image IDs. A broadcast stream for the plurality of images associated with each image ID is broadcast to each player.

[0117] A more concrete example includes having a player select a plurality of numbers, such as the numbers below:

25 35 8 15 42

[0118] The random number generator of the gaming module is then engaged. By way of example the random number results are:

56 2 3 8 42

[0119] The paytable module is then programmed to interpret the random numbers generated by the gaming module according to the following illustrative rules:

[0120] 1. If a match between one number is achieved, then a prize of IX the initial bet credit is awarded and an image ID X023-1396 is used. Image ID X023-1396 is an animated plurality of images representing three cherries.

[0121] 2. If a match between one number at the same location is achieved, then a prize of 2X the initial bet credit is awarded and an image ID X023-1397 is used. Image ID X023-1397 is an animated plurality of images representing four cherries.

[0122] 3. If a match between a first number is achieved and a match between a second number is achieved, then a prize of 5X the initial credit is awarded and an image ID X023-1998 is used. Image ID X023-1998 is an animated plurality of images representing 3 oranges.

[0123] 4. If a match between a first number at the same location is achieved and a match between a second number is achieved, than a prize of 7X the initial credit is awarded and an image ID X023-1999 is used. Image ID X023-1999 is an animated plurality of images representing 4 oranges.

[0124] Thus, for the illustrative example provided above, the player having selected the numbers: 23, 35, 8, 15 and 42 is entitled to a prize of 7X the initial credit for a random number: 56, 2, 3, 8, and 42. The associated images displayed on the network access device is an animated plurality of images representing 4 oranges.

The scope of the invention should be determined by the appended claims and their legal equivalents rather than by the examples given.

ABSTRACT

A gaming system server and method for generating a game output with a gaming system are described. The server includes at a registration database configured to store registration data associated with each user, a verification system communicatively connected with the at least one network access device and the registration database, a video system, and a gaming module. The verification system verifies that the user associated with the network access device is a registered user and verifies security information received from the network access device. The video system stores a plurality of images corresponding to at least one game type. The gaming module generates at least one random game output associated with at least one game outcome, and communicates the plurality of images corresponding to the at least one game outcome to the at least one network access device.

Doc Code: Oath
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DECLARATION FOR UTILITY OR DESIGN PATENT APPLICATION (37 CFR 1.63)

☑ Declaration Submitted With Initial Filing OR ☐ Declaration Submitted After Initial Filing (surcharge (37 CFR 1.16(f)) required)

Attorney Docket Number	NEXRF 10.011
First Named Inventor	KERR, Michael A.
COMPLETE IF KNOWN	
Application Number	
Filing Date	December 29, 2010
Art Unit	
Examiner Name	

I hereby declare that: (1) Each inventor's residence, mailing address, and citizenship are as stated below next to their name; and (2) I believe the inventor(s) named below to be the original and first inventor(s) of the subject matter which is claimed and for which a patent is sought on the invention titled:

GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

(Title of the Invention)

the application of which

☑ is attached hereto

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☐ was filed on (MM/DD/YYYY)_____ as United States Application Number or PCT International Application Number _____ and was amended on (MM/DD/YYYY)_____ (if applicable).

I hereby state that I have reviewed and understand the contents of the above identified application, including the claims, as amended by any amendment specifically referred to above.

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I hereby claim foreign priority benefits under 35 U.S.C. 119(a)-(d) or (f), or 365(b) of any foreign application(s) for patent, inventor's or plant breeder's rights certificate(s), or 365(a) of any PCT international application which designated at least one country other than the United States of America, listed below and have also identified below, by checking the box, any foreign application for patent, inventor's or plant breeder's rights certificate(s), or any PCT international application having a filing date before that of the application on which priority is claimed.

Prior Foreign Application Number(s)	Country	Foreign Filing Date (MM/DD/YYYY)	Priority Not Claimed	Certified Copy Attached? YES	NO
			☐	☐	☐
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			☐	☐	☐
			☐	☐	☐

☐ Additional foreign application number(s) are listed on a supplemental priority data sheet PTO/SB/02B attached hereto.

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I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under 18 U.S.C. 1001 and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

NAME OF SOLE OR FIRST INVENTOR:	☐ A petition has been filed for this unsigned inventor
Given Name (first and middle [if any])	Family Name or Surname
Michael A.	Kerr
Inventor's Signature	Date
	December 29, 2010

Residence: City	State	Country	Citizenship
Reno	NV	US	US

Mailing Address			
P.O. Box 18600			
City	State	Zip	Country
Reno	NV	89511	US

☐ Additional inventors or a legal representative are being named on the _____ supplemental sheet(s) PTO/SB/02A or 02LR attached hereto

Electronic Acknowledgement Receipt	
EFS ID:	9136954
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Customer Number:	48008
Filer:	Michael A. Kerr/Marie Kerr
Filer Authorized By:	Michael A. Kerr
Attorney Docket Number:	NEXRF 10.011
Receipt Date:	29-DEC-2010
Filing Date:	
Time Stamp:	20:05:19
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		spec.pdf	1329392 fead6b33105dd65c19b3330d8e0371ac06d4c706	yes	28

	Multipart Description/PDF files in .zip description				
	Document Description		Start	End	
	Specification		1	24	
	Claims		25	27	
	Abstract		28	28	
Warnings:					
Information:					
2	Drawings-only black and white line drawings	figs.pdf	159827 a6ce771c70ae46fd82d44491d9e296dad3de24b8	no	9
Warnings:					
Information:					
3		amendment.pdf	283800 ad3403540368d0b1defb08b094f41f9955906af1	yes	70

	Multipart Description/PDF files in .zip description		
	Document Description	Start	End
	Applicant Arguments/Remarks Made in an Amendment	1	1
	Claims	2	10
	Applicant Arguments/Remarks Made in an Amendment	11	11
	Specification	12	40
	Abstract	41	41
	Specification	42	69
	Abstract	70	70
Warnings:			
Information:			

4	Oath or Declaration filed	decl.pdf	163568 18f98e80531b2115497fbd191bc0e2c6489c7ec6	no	3
Warnings:					
Information:					
		Total Files Size (in bytes):	1936587		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/SB/06 (07-06)
Approved for use through 1/31/2007. OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875	Application or Docket Number 12/981,403	Filing Date 12/29/2010	☐ To be Mailed

APPLICATION AS FILED – PART I

	(Column 1)	(Column 2)	SMALL ENTITY ☒		OR	OTHER THAN SMALL ENTITY	
FOR	NUMBER FILED	NUMBER EXTRA	RATE ($)	FEE ($)		RATE ($)	FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A			N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A			N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A			N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =		OR	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =			X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $250 ($125 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).						
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))							
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL			TOTAL	

APPLICATION AS AMENDED – PART II

AMENDMENT	12/29/2010	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE ($)	ADDITIONAL FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	ADDITIONAL FEE ($)
	Total (37 CFR 1.16(i))	* 24	Minus	** 24	= 0	X $26 =	0	OR	X $ =	
	Independent (37 CFR 1.16(h))	* 3	Minus	***3	= 0	X $110 =	0	OR	X $ =	
	☐ Application Size Fee (37 CFR 1.16(s))									
	☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
						TOTAL ADD'L FEE	0	OR	TOTAL ADD'L FEE	

AMENDMENT		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)	OR	RATE ($)	ADDITIONAL FEE ($)
	Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =		OR	X $ =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =		OR	X $ =	
	☐ Application Size Fee (37 CFR 1.16(s))									
	☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
						TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Legal Instrument Examiner:
/SHEILA CHAPMAN/

This collection of information is required by 37 CFR 1.16. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
12/981,403	12/29/2010	3714	0.00	NEXRF 10.011	24	3

CONFIRMATION NO. 6498

48008
KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

FILING RECEIPT

Date Mailed: 01/18/2011

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Applicant(s)

Michael A. Kerr, Reno, NV;

Assignment For Published Patent Application

NexRf Corporation

Power of Attorney: None

Domestic Priority data as claimed by applicant

This application is a CON of 10/681,034 10/08/2003
which is a CON of 09/899,559 07/05/2001 ABN
which claims benefit of 60/266,956 02/06/2001

Foreign Applications (You may be eligible to benefit from the **Patent Prosecution Highway** program at the USPTO. Please see http://www.uspto.gov for more information.)

If Required, Foreign Filing License Granted: 01/12/2011

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 12/981,403**

Projected Publication Date: To Be Determined - pending completion of Missing Parts

Non-Publication Request: No

Early Publication Request: No
**** SMALL ENTITY ****

Title

GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

Preliminary Class

463

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

Applicants also are advised that in the case of inventions made in the United States, the Director of the USPTO must issue a license before applicants can apply for a patent in a foreign country. The filing of a U.S. patent application serves as a request for a foreign filing license. The application's filing receipt contains further information and guidance as to the status of applicant's license for foreign filing.

Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at http://www.uspto.gov/web/offices/pac/doc/general/index.html.

For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4158).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

GRANTED

The applicant has been granted a license under 35 U.S.C. 184, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" followed by a date appears on this form. Such licenses are issued in all applications where the conditions for issuance of a license have been met, regardless of whether or not a license may be required as

set forth in 37 CFR 5.15. The scope and limitations of this license are set forth in 37 CFR 5.15(a) unless an earlier license has been issued under 37 CFR 5.15(b). The license is subject to revocation upon written notification. The date indicated is the effective date of the license, unless an earlier license of similar scope has been granted under 37 CFR 5.13 or 5.14.

This license is to be retained by the licensee and may be used at any time on or after the effective date thereof unless it is revoked. This license is automatically transferred to any related applications(s) filed under 37 CFR 1.53(d). This license is not retroactive.

The grant of a license does not in any way lessen the responsibility of a licensee for the security of the subject matter as imposed by any Government contract or the provisions of existing laws relating to espionage and the national security or the export of technical data. Licensees should apprise themselves of current regulations especially with respect to certain countries, of other agencies, particularly the Office of Defense Trade Controls, Department of State (with respect to Arms, Munitions and Implements of War (22 CFR 121-128)); the Bureau of Industry and Security, Department of Commerce (15 CFR parts 730-774); the Office of Foreign AssetsControl, Department of Treasury (31 CFR Parts 500+) and the Department of Energy.

NOT GRANTED

No license under 35 U.S.C. 184 has been granted at this time, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" DOES NOT appear on this form. Applicant may still petition for a license under 37 CFR 5.12, if a license is desired before the expiration of 6 months from the filing date of the application. If 6 months has lapsed from the filing date of this application and the licensee has not received any indication of a secrecy order under 35 U.S.C. 181, the licensee may foreign file the application pursuant to 37 CFR 5.15(b).

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011

CONFIRMATION NO. 6498

48008
KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

FORMALITIES LETTER

OC000000045436585

Date Mailed: 01/18/2011

NOTICE TO FILE MISSING PARTS OF NONPROVISIONAL APPLICATION

FILED UNDER 37 CFR 1.53(b)

Filing Date Granted

Items Required To Avoid Abandonment:

An application number and filing date have been accorded to this application. The item(s) indicated below, however, are missing. Applicant is given **TWO MONTHS** from the date of this Notice within which to file all required items below to avoid abandonment. Extensions of time may be obtained by filing a petition accompanied by the extension fee under the provisions of 37 CFR 1.136(a).

- The statutory basic filing fee is missing.
  *Applicant must submit $**82** to complete the basic filing fee for a small entity.*

The applicant needs to satisfy supplemental fees problems indicated below.

The required item(s) identified below must be timely submitted to avoid abandonment:

- Additional claim fees of $**104** as a small entity, including any required multiple dependent claim fee, are required. Applicant must submit the additional claim fees or cancel the additional claims for which fees are due.
- A surcharge (for late submission of filing fee, search fee, examination fee or oath or declaration) as set forth in 37 CFR 1.16(f) of $**65** for a small entity in compliance with 37 CFR 1.27, must be submitted.

SUMMARY OF FEES DUE:

Total fee(s) required within **TWO MONTHS** from the date of this Notice is $**631** for a small entity

- $**82** Statutory basic filing fee.
- $**65** Surcharge.
- The application search fee has not been paid. Applicant must submit $**270** to complete the search fee.
- The application examination fee has not been paid. Applicant must submit $**110** to complete the examination fee for a small entity in compliance with 37 CFR 1.27.
- Total additional claim fee(s) for this application is $**104**
  - $**104** for **4** total claims over 20.

Replies should be mailed to:

Mail Stop Missing Parts
Commissioner for Patents
P.O. Box 1450
Alexandria VA 22313-1450

Registered users of EFS-Web may alternatively submit their reply to this notice via EFS-Web.
https://sportal.uspto.gov/authenticate/AuthenticateUserLocalEPF.html

For more information about EFS-Web please call the USPTO Electronic Business Center at **1-866-217-9197** or visit our website at http://www.uspto.gov/ebc.

If you are not using EFS-Web to submit your reply, you must include a copy of this notice.

/rerry/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number: 12/981,403

APPLICATION AS FILED - PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY FEE($)
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	82		N/A	
SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	270		N/A	
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	110		N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	24 minus 20 =	* 4	x 26 =	104	OR		
INDEPENDENT CLAIMS (37 CFR 1.16(h))	3 minus 3 =	*	x 110 =	0.00			
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $270 ($135 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			0.00			
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				0.00			
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	566		TOTAL	

APPLICATION AS AMENDED - PART II

AMENDMENT A

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY ADDITIONAL FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE($)
Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
Application Size Fee (37 CFR 1.16(s))									
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

AMENDMENT B

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE($)	ADDITIONAL FEE($)		RATE($)	ADDITIONAL FEE($)
Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
Application Size Fee (37 CFR 1.16(s))									
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest found in the appropriate box in column 1.

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): **Kerr, Michael A.**	Group Art Unit: **3714**
Application Serial No.: **12/981,403**	Examiner Name: **TBD**
Filed: **December 29, 2010**	Confirmation No: **6498**
Title: **GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA**	

RESPONSE TO NOTICE TO FILE MISSING PARTS OF NONPROVISIONAL APPLICATION

Mail Stop Missing Parts
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir/Madam:

Applicant hereby files this Response to the Notice to File Missing Parts of Nonprovisional Application issued by the United States Patent and Trademark Office ("USPTO") on January 18, 2011. The Notice requests that Applicant include additional fees totaling $631 for the $82 statutory basic filing fee, $65 surcharge, $270 search fee, $110 examination fee and $104 additional claim fees.

Applicant submits herewith the required fees of $631

Respectfully Submitted;

Dated: March 15, 2011 /Michael A. Kerr/
Michael A. Kerr
Reg. No. 42,722

Michael A. Kerr
KERR IP GROUP, LLC
P.O. Box 18600
Reno, NV 89511
Tel: (775) 624-8700
Fax: (775) 622-0686

Electronic Patent Application Fee Transmittal	
Application Number:	12981403
Filing Date:	29-Dec-2010
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Filer:	Michael A. Kerr/Marie Kerr
Attorney Docket Number:	NEXRF 10.011
Filed as Small Entity	

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Utility filing Fee (Electronic filing)	4011	1	82	82
Utility Search Fee	2111	1	270	270
Utility Examination Fee	2311	1	110	110
Pages:				
Claims:				
Claims in excess of 20	2202	4	26	104
Miscellaneous-Filing:				
Late filing fee for oath or declaration	2051	1	65	65

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				
Miscellaneous:				
		Total in USD ($)		**631**

Electronic Acknowledgement Receipt	
EFS ID:	9689088
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Customer Number:	48008
Filer:	Michael A. Kerr/Marie Kerr
Filer Authorized By:	Michael A. Kerr
Attorney Docket Number:	NEXRF 10.011
Receipt Date:	18-MAR-2011
Filing Date:	29-DEC-2010
Time Stamp:	13:57:21
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$631
RAM confirmation Number	177
Deposit Account	
Authorized User	

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)

1	Applicant Response to Pre-Exam Formalities Notice	mpta.pdf	15163 d3888ef104b8fdd600c81f7306eb5233aa75d943	no	2
Warnings:					
Information:					
2	Fee Worksheet (PTO-875)	fee-info.pdf	38245 670b0f02cf151937b980deb7082dec54f16bda16	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	53408		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number: 12/981,403

APPLICATION AS FILED - PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY FEE($)
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	82		N/A	
SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	270		N/A	
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	110		N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	24 minus 20 =	* 4	x 26 =	104	OR		
INDEPENDENT CLAIMS (37 CFR 1.16(h))	3 minus 3 =	*	x 110 =	0.00			
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $270 ($135 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			0.00			
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				0.00			
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	566		TOTAL	

APPLICATION AS AMENDED - PART II

AMENDMENT A

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY ADDITIONAL FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE($)
Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
Application Size Fee (37 CFR 1.16(s))									
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

AMENDMENT B

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY ADDITIONAL FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE($)
Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
Application Size Fee (37 CFR 1.16(s))									
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest found in the appropriate box in column 1.

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APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
12/981,403	12/29/2010	3714	631	NEXRF 10.011	24	3

CONFIRMATION NO. 6498

UPDATED FILING RECEIPT

48008
KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

OC000000046731135

Date Mailed: 03/25/2011

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Applicant(s)

Michael A. Kerr, Reno, NV;

Assignment For Published Patent Application

NexRf Corporation

Power of Attorney: None

Domestic Priority data as claimed by applicant

This application is a CON of 10/681,034 10/08/2003
which is a CON of 09/899,559 07/05/2001 ABN
which claims benefit of 60/266,956 02/06/2001

Foreign Applications (You may be eligible to benefit from the **Patent Prosecution Highway** program at the USPTO. Please see http://www.uspto.gov for more information.)

If Required, Foreign Filing License Granted: 01/12/2011

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 12/981,403**

Projected Publication Date: 06/30/2011

Non-Publication Request: No

Early Publication Request: No
**** SMALL ENTITY ****

Title

GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

Preliminary Class

463

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

Applicants also are advised that in the case of inventions made in the United States, the Director of the USPTO must issue a license before applicants can apply for a patent in a foreign country. The filing of a U.S. patent application serves as a request for a foreign filing license. The application's filing receipt contains further information and guidance as to the status of applicant's license for foreign filing.

Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at http://www.uspto.gov/web/offices/pac/doc/general/index.html.

For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4158).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

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The applicant has been granted a license under 35 U.S.C. 184, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" followed by a date appears on this form. Such licenses are issued in all applications where the conditions for issuance of a license have been met, regardless of whether or not a license may be required as

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NOT GRANTED

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APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011

CONFIRMATION NO. 6498

48008
KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

PUBLICATION NOTICE

Title:GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

Publication No.US-2011-0159952-A1
Publication Date:06/30/2011

NOTICE OF PUBLICATION OF APPLICATION

The above-identified application will be electronically published as a patent application publication pursuant to 37 CFR 1.211, et seq. The patent application publication number and publication date are set forth above.

The publication may be accessed through the USPTO's publically available Searchable Databases via the Internet at www.uspto.gov. The direct link to access the publication is currently http://www.uspto.gov/patft/.

The publication process established by the Office does not provide for mailing a copy of the publication to applicant. A copy of the publication may be obtained from the Office upon payment of the appropriate fee set forth in 37 CFR 1.19(a)(1). Orders for copies of patent application publications are handled by the USPTO's Office of Public Records. The Office of Public Records can be reached by telephone at (703) 308-9726 or (800) 972-6382, by facsimile at (703) 305-8759, by mail addressed to the United States Patent and Trademark Office, Office of Public Records, Alexandria, VA 22313-1450 or via the Internet.

In addition, information on the status of the application, including the mailing date of Office actions and the dates of receipt of correspondence filed in the Office, may also be accessed via the Internet through the Patent Electronic Business Center at www.uspto.gov using the public side of the Patent Application Information and Retrieval (PAIR) system. The direct link to access this status information is currently http://pair.uspto.gov/. Prior to publication, such status information is confidential and may only be obtained by applicant using the private side of PAIR.

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011	6498

48008 7590 07/19/2011

KERR IP GROUP, LLC
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EXAMINER	
RUSSELL, MATTHEW S	

ART UNIT	PAPER NUMBER
3716	

NOTIFICATION DATE	DELIVERY MODE
07/19/2011	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

MICK@KIPG.COM
mmk@kipg.com
alayna@kipg.com

Office Action Summary	Application No.	Applicant(s)	
	12/981,403	KERR, MICHAEL A.	
	Examiner	Art Unit	
	MATTHEW RUSSELL	3716	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *29 December 2010*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *21-44* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *21-44* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Double Patenting

1. Claims 21-44 of this application conflict with claims 21-41 of Application No. 12/982,656, claims 21-39 of Application No. 12/982,018 and claims 21-48 of Application No. 10/681,034. 37 CFR 1.78(b) provides that when two or more applications filed by the same applicant contain conflicting claims, elimination of such claims from all but one application may be required in the absence of good and sufficient reason for their retention during pendency in more than one application. Applicant is required to either cancel the conflicting claims from all but one application or maintain a clear line of demarcation between the applications. See MPEP § 822.

2. The nonstatutory double patenting rejection is based on a judicially created doctrine grounded in public policy (a policy reflected in the statute) so as to prevent the unjustified or improper timewise extension of the "right to exclude" granted by a patent and to prevent possible harassment by multiple assignees. A nonstatutory obviousness-type double patenting rejection is appropriate where the conflicting claims are not identical, but at least one examined application claim is not patentably distinct from the reference claim(s) because the examined application claim is either anticipated by, or would have been obvious over, the reference claim(s). See, e.g., *In re Berg*, 140 F.3d 1428, 46 USPQ2d 1226 (Fed. Cir. 1998); *In re Goodman*, 11 F.3d 1046, 29 USPQ2d 2010 (Fed. Cir. 1993); *In re Longi*, 759 F.2d 887, 225 USPQ 645 (Fed. Cir. 1985); *In re Van Ornum*, 686

F.2d 937, 214 USPQ 761 (CCPA 1982); *In re Vogel*, 422 F.2d 438, 164 USPQ 619 (CCPA 1970); and *In re Thorington*, 418 F.2d 528, 163 USPQ 644 (CCPA 1969).

A timely filed terminal disclaimer in compliance with 37 CFR 1.321(c) or 1.321(d) may be used to overcome an actual or provisional rejection based on a nonstatutory double patenting ground provided the conflicting application or patent either is shown to be commonly owned with this application, or claims an invention made as a result of activities undertaken within the scope of a joint research agreement.

Effective January 1, 1994, a registered attorney or agent of record may sign a terminal disclaimer. A terminal disclaimer signed by the assignee must fully comply with 37 CFR 3.73(b).

3. **Claims 21-44 are provisionally rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claims 21-41 of Application No. 12/982,656, claims 21-39 of Application No. 12/982,018 and claims 21-48 of Application No. 10/681,034, all in view of Falcigilia (5971849).**

4. Wherein fail to Application Nos. 12/982,656, 12/982,018, and 10/681,034 to explicitly claim a player buffer configured to receive one or more player data sets, each player data set associated with a player; and a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set. In am gaming system

similar to that taught by Application Nos. 12/982,656, 12/982,018, and 10/681,034, Falcigilia teaches a gaming server system for playing a chance game with a "waiting room," i.e. player buffer, having a timer display until a game starts (countdown timer) and a player can join a game (see fig. 5, display; col. 7:6-34). Therefore it would have been obvious to one skilled in the art at the time of the invention to include gaming features as described above and in Falcigilia, in the gaming system server of Application Nos. 12/982,656, 12/982,018, and 10/681,034 to improve the gaming system and method of Application Nos. 12/982,656, 12/982,018, and 10/681,034 for the expected result of maintaining central control of game outcome.

5. This is a provisional obviousness-type double patenting rejection.

Claim Rejections - 35 USC § 102

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

2. Claims 29 are rejected under 35 U.S.C. 102(e) as being anticipated by Patent No. 7,107,245 to Kowalick (Kowalick).

1. As to claim 29, Kowalick discloses a gaming system server (fig. 1, 12/14/18/16/20/22, central computer including memory, circuitry, and processing capabilities inherent in a computer), comprising: a registration database configured to store registration data associated with each registered user (fig. 1, 22; col. 2:49-65; 3:3-4:37); a verification system in communication with registration database (fig. 12/14/18/16/20/22; col. 2:49-65; 3:3-4:37), said verification system configured to: receive user identification information from at least one network access device (see fig. 1, 26; col. 2:49-65; 3:3-4:37); receive security information from the at least one network access device (col. 5:39-46; pin); verify the network access device user is a registered user by comparing the user identification information to the registration data (col. 3:3-4:37); and verify security information received from the network access device and a means for generating at least one game outcome and communicating a game output corresponding to the game outcome to the at least one network access device (fig. 1, 20; col. 3:3-4:37; 7:9-20; including software for generating a random outcome).

Claim Rejections - 35 USC § 103

2. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

1. **Claims 21, 26, 34, 37, and 42 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kowalick (7107245), in view of Walker (6001016).**

3. As to claims 21 and 37, Kowalick discloses the apparatus and method for a gaming system server (fig. 1, 12/14/18/16/20/22, central computer including memory, circuitry, and processing capabilities inherent in a computer), comprising: a registration database configured to store registration data associated with each registered user (fig. 1, 22; col. 2:49-65; 3:3-4:37); a verification system in communication with registration database (fig. 12/14/18/16/20/22; col. 2:49-65; 3:3-4:37), said verification system configured to: receive user identification information from at least one network access device (see fig. 1, 26; col. 2:49-65; 3:3-4:37); receive security information from the at least one network access device (col. 5:39-46; pin); verify the network access device user is a registered user by comparing the user identification information to the registration data (col. 3:3-4:37); and verify security information received from the network access device (col. 3:3-4:37; col. 5:40-46); a gaming module configured to generate at least one random game output, the at least one random game output associated with at least one game outcome (fig. 1, 20; col. 7:9-20; including software for generating a random outcome).

4. Where Kowalick fails to explicitly disclose a video server configured to store a plurality of images corresponding at least one game and communicate the plurality of images corresponding to the at least one game outcome to the at least one network access device; and a paytable module configured to determine

one or more prizes associated with the game outcome (claims 26, 34 and 42 including that which is what is discussed above with respect to claims 21, 29 and 37), Walker discloses a gaming device for remote play such as wireless network or over internet (3:40-4:30) that teaches a video server that stores a plurality of images corresponding to at least one particular game outcome (11:33-65, 12:17-38, ref284), that associates the random game output with at least one particular game outcome, to communicate the plurality of images corresponding to the particular game outcome stored in a payout table (11:33-65, 12:17-38, ref 284). Walker is relevant prior art either for being in the field of applicant's endeavor or, for being reasonably pertinent to the particular problem with which the applicant was concerned, in order to be relied upon as a basis for rejection of the claimed invention. See In re Oetiker, 977 F.2d 1443, 24 USPQ2d 1443 (Fed. Cir. 1992). The level of ordinary skill is as represented by cited references. Therefore, in consideration of KSR decision by US Supreme Court, it would have been obvious to an artisan at a time prior to the invention to include/apply the process of a video server that stores a plurality of images corresponding to at least one particular game outcome as taught by Walker to improve the gaming system and method of Kowalick for the expected result of maintaining central control of game outcome to increase security.

2. **Claims 27, 28, 43 and 44 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kowalick (7107245), in view of Walker and further in view of Karmarkar (6508709).**

3. **Claims 35 and 36 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kowalick (7107245), further in view of Karmarkar (6508709).**

4. With respect to claims 27, 28, 35, 36, 43 and 44 the modified Kowalick teaches communicating a plurality of gaming images from a server to a gaming network access device (see (11:33-65, 12:17-38, ref 284). Further, at the time of the invention, encryption and encoding video images is a well known means of transferring image data from a server to a network access device. Wherein, Kowalick and/or Walker fails to explicitly disclose an encoding module configured to convert the images to a format meeting the requirements of the at least one network access device (claim 27/35/43) and an encryption module, the encryption module configured to encrypt the images communicated to the at least one network access device (claim 28/35/44). Karmarkar teaches in a video gaming system similar to that of the Kowalick and Walker references, transmitting from a server to a network access device gaming video images utilizing encoding (MPEG) and encryption (RSA/DES/etc…) (see figs. 1and 3, col. 6:7-7:7; col. 7:43-8:64). Therefore it would have been obvious to one skilled in the art at the time of the invention to include the encoding/encryption means in the modified gaming server of Kowalick to transmit images to a network access device because Karmarkar teaches that gaming systems like that of Kowalick

and Walker increase their utility with the addition of secure transmission of video images by becoming compliant with gaming rules (see col. 1:7-3:57).

5. **Claims 22-25 and 38-41 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kowalick (7107245), in view of Walker and further in view of Falcigilia (5971849).**

6. **Claims 30-33 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kowalick (7107245) further in view of Falcigilia (5971849).**

7. As to claims 22-25, 30-33, and 38-41, Kowalick a server having a central data repository (memory) for storing player data (see fig. 1, 20/22; col. 3:3-4:37), however, fail to explicitly disclose a player buffer configured to receive one or more player data sets, each player data set associated with a player (claim 22); a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set (claim 23); wherein the random game output generated by the gaming module is a random number generated for each player data set (claim 24); and wherein the random game output generated by the gaming module is a random number generated for all player data sets in the player buffer (claim 25). In am gaming system similar to that taught by Kowalick and/or Walker, Falcigilia teaches a gaming server system for playing a chance game with a "waiting room," i.e. player buffer, having a timer display until a game starts (countdown timer) and a player can join a game (see fig. 5, display; col. 7:6-34). Further,

Falcigilia teaches game play utilizing a random number generator for random game output including for each player and for all players in the current game be played, i.e. players in player buffer (col. 3:23-54; and col. 11:57-12:18). Therefore it would have been obvious to one skilled in the art at the time of the invention to include gaming features as described above and in Falcigilia, in the gaming system server of Kowalick to improve the gaming system and method of Kowalick and/or Walker for the expected result of maintaining central control of game outcome.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to MATTHEW RUSSELL whose telephone number is (571)270-3472. The examiner can normally be reached on Monday thru Friday, 8AM-4PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/MATTHEW RUSSELL/
Examiner, Art Unit 3716

/Melba Bumgarner/
Supervisory Patent Examiner, Art Unit 3717

Notice of References Cited	Application/Control No. 12/981,403	Applicant(s)/Patent Under Reexamination KERR, MICHAEL A.	
	Examiner MATTHEW RUSSELL	Art Unit 3716	Page 1 of 1

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*	B	US-6,001,016 A	12-1999	Walker et al.	463/42
*	C	US-6,508,709 B1	01-2003	Karmarkar, Jayant S.	463/42
*	D	US-7,107,245 B1	09-2006	Kowalick, Gregory	705/44
*	E	US-2009/0325708 A9	12-2009	Kerr, Michael A.	463/042
*	F	US-2011/0159953 A1	06-2011	Kerr, Michael A.	463/29
*	G	US-2011/0165936 A1	07-2011	Kerr, Michael A.	463/25
	H	US-			
	I	US-			
	J	US-			
	K	US-			
	L	US-			
	M	US-			

FOREIGN PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Country	Name	Classification
	N					
	O					
	P					
	Q					
	R					
	S					
	T					

NON-PATENT DOCUMENTS

*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
	U	
	V	
	W	
	X	

*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	Art Unit
	MATTHEW RUSSELL	3716

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	07/08/2011								
	1	-								
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	36	✓								

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	Art Unit
	MATTHEW RUSSELL	3716

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	07/08/2011								
	37	✓								
	38	✓								
	39	✓								
	40	✓								
	41	✓								
	42	✓								
	43	✓								
	44	✓								

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	**Art Unit**
	MATTHEW RUSSELL	3716

SEARCHED			
Class	**Subclass**	**Date**	**Examiner**

SEARCH NOTES		
Search Notes	**Date**	**Examiner**
inventor name search	7/12/2011	msr
east search -see attached	7/12/2011	msr

INTERFERENCE SEARCH			
Class	**Subclass**	**Date**	**Examiner**

/M.R./ Examiner.Art Unit 3716	

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	7	(michael near2 kerr).in. and random and image	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/12 11:13
L2	2	"6508709".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/12 11:43
S1	3372	(game gaming) near2 (machine device apparatus) and (biometric) and (network)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/06 10:33
S2	65	(game gaming) near2 (machine device apparatus) and (biometric) and (network) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/06 10:33
S3	602	(game gaming) near2 (machine device apparatus) and (biometric pin) and (network) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/06 10:39
S4	16	(game gaming) near2 (machine device apparatus) and (biometric same pin) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/06 11:09
S5	30	(game gaming slot poker) near2 (machine device apparatus) and (biometric same pin) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/06 11:10
S6	20	(game gaming slot poker) near2 (machine device apparatus) and (network) same (IP and MPEG) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/06 11:30
S7	77	(game gaming slot poker) near2 (machine device apparatus) and (network) and (IP (Internet near2 protocol)) and (MPEG) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/06 11:40
S8	57	S7 not S6	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/06 11:41

S9	24	(US-20030228898-$ or US-20020137217-$ or US-20020142815-$ or US-20020068624-$).did. or (US-7555461-$ or US-7128652-$ or US-7107245-$ or US-6956833-$ or US-6676126-$ or US-6645077-$ or US-6527638-$ or US-6505772-$ or US-6358150-$ or US-6343988-$ or US-6264557-$ or US-6110041-$ or US-6099408-$ or US-7188110-$ or US-6595342-$ or US-5768382-$ or US-7030890-$ or US-6942574-$ or US-6825832-$ or US-5892900-$).did.	US-PGPUB; USPAT	OR	ON	2011/07/07 15:52
S10	10	S9 and (random near2 number)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 15:54
S11	2	"5947821".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 16:07
S12	2	"6001016".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 16:34
S13	116	(game gaming slot) near2 (machine device system apparatus) and (IP) and (mpeg) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 16:46
S14	1220	(game gaming slot) near2 (machine device system apparatus) and (IP) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 16:59
S15	4	(game gaming slot) near2 (machine device system apparatus) and (IP) with (protocol) with (image picture indicia) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 16:59
S16	322	(IP) with (protocol) with (image picture indicia) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 17:00
S17	41	(IP) with (protocol) with (image picture indicia) with (MPEG) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 17:00
S18	5	(IP) with (protocol) with (image indicia) with (MPEG) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/07 17:01

S19	66	(michael near2 kerr).in.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 10:04
S20	7	(michael near2 kerr).in. and biometric	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 10:04
S21	1	buffer with (join enter enlist enroll) with (player) with (game)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:12
S22	24	buffer with (join enter enlist enroll) with (player)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:13
S23	654	(buffer memory database) with (join enter enlist enroll) with (player)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:13
S24	5	(buffer memory database) with (join enter enlist enroll) with (player) with (timer countdown)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:13
S25	352	(buffer memory database) with (join enter enlist enroll) with (timer countdown)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:14
S26	188	(buffer memory database) with (join enter enlist enroll) with (timer countdown) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:15
S27	3	(game gaming) and (buffer memory database) with (join enter enlist enroll) with (timer countdown) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:15
S28	132	(game gaming) and (join enter enlist enroll) with (timer countdown) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:17
S29	15	(player) with (join enter enlist enroll) with (timer countdown) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:17
S30	29	(player) with (join enter enlist enroll "sign on" "sign up" "take part in") with (timer countdown (count near2 down) clock (time near2 limit)) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:19
S31	14	S30 not S29	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:20

S32	39	(game gaming) with (join enter enlist enroll "sign on" "sign up" "take part in") with (timer countdown (count near2 down) clock (time near2 limit)) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:22
S33	15	(game gaming) with (join enter enlist enroll "sign on" "sign up" "take part in") with (buffer) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:26
S34	101	(game gaming player) same (join enter enlist enroll "sign on" "sign up" "take part in") with (timer countdown (count near2 down) clock (time near2 limit)) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:31
S35	62	S34 not S32 not S33	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:35
S36	503	(time timer "time limit" countdown clock) with (join enter) with (game) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:45
S37	181	(time timer "time limit" countdown clock) with (join enter) with (game) with player and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:45
S38	1988535	(time timer "time limit" countdown clock) with (join enter) with (game) with player (buffer memory database store) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:47
S39	10	(time timer "time limit" countdown clock) with (join enter) with (game) with player with (buffer memory database store) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:47
S40	1	("time period" timer "time limit" countdown clock) with (join enter) with (game) with player with (buffer memory database store) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:49

S41	25	("time period" timer "time limit" countdown clock) with (join enter) with (game) with player and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 11:49
S42	13	(timer "time limit" countdown clock) with (join enter) with (game) with player and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/08 13:07
S43	17	(buffer queue) with (player) with (enroll enrollment entry signup enter) and (count countdown timer) and @ad<"20010206"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2011/07/12 09:36

EAST Search History (Interference)

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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): **Kerr, Michael A.**	Group Art Unit: **3716**
Application Serial No.: **12/981,403**	Examiner name: **Russell, Matthew**
Filed: **December 29, 2010**	Confirmation No: **6498**
Title: **GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA**	

AMENDMENT AND RESPONSE

Mail Stop Amendments
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir/Madam:

This Amendment and Response is filed in Response to the Office Action date July 19, 2011 in the above referenced patent application. Allowance of the pending claims in view of the following amendments is respectfully requested.

Amendments to the Claims

This listing of the claims replaces the listings of the claims in the present patent application.

1 – 20 (Canceled).

21 (Currently Amended). A gaming ~~system~~ server system configured to communicate with a plurality of network access devices that are communicatively coupled to a network, the gaming server system comprising:

a verification server configured to access a registration database having a plurality of ~~configured to store~~ registration data associated with each registered user, wherein the verification server is configured to:[[;]]

~~a verification system in communication with registration database, said verification system configured to:~~

receive user identification information associated with a player from at least one network access device,[[;]]

receive security information about each network access device from each ~~the at least~~ network access device,[[;]]

verify the ~~network access device~~ user accessing the network access device is a registered user by comparing the user identification information to the registration data,[[; and]]

verify the network access device is a valid gaming device with the security information received from the network access device;

a memory module ~~video system~~ configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices; [[and]]

a gaming server ~~module~~ configured to generate at least one random game output, the at least one random game output associated with at least one game outcome;

a paytable module associated with the gaming server, the paytable module configured to determine one or more prizes associated with a game outcome; and

the gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid ~~at least one~~ network access ~~device~~ device.

22 (Currently Amended). The gaming server system ~~server~~ of claim 21, wherein the gaming server ~~module~~ comprises a player buffer configured to receive a plurality of player data associated with each player. ~~one or more player data sets, each player data set associated with a player.~~

23 (Currently Amended). The gaming server system ~~server~~ of claim 22, wherein the gaming server ~~module~~ comprises a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set.

24 (Currently Amended). The gaming server system ~~server~~ of claim 22, wherein the random game output generated by the gaming server ~~module~~ is a random number associated with each player. ~~generated for each player data set~~.

25 (Currently Amended). The gaming server system ~~server~~ of claim 22, wherein the random game output generated by the gaming server ~~module~~ is a random number generated for all player data sets in the player buffer.

26 (Canceled). ~~The gaming system server of claim 21, wherein the gaming server module comprises a paytable module configured to determine one or more prizes associated with the game outcome.~~

27 (Currently Amended). The gaming server system ~~network~~ of claim 21, further comprising an encoding module configured to convert the plurality of images to a format meeting the requirements of each ~~the at least one~~ network access device.

28 (Currently Amended). The gaming server system ~~server~~ of claim 21, further comprising an encryption module, the encryption module configured to encrypt the images communicated to the at least one network access device.

29 (Currently Amended). A gaming ~~system~~ server system[[,]] configured to communicate with a plurality of network access devices that are communicatively coupled to a network, the gaming server system comprising:

a verification server configured to access a registration database having a plurality of ~~configured to store~~ registration data associated with each registered user, wherein the verification server is configured to:[[;]]

~~a verification system in communication with the registration database, said verification system configured to:~~

receive user identification information associated with a player from each ~~at least one~~ network access device,[[;]]

receive security information associated with a network access device from each ~~the at least one~~ network access device,[[;]]

verify the user accessing the network access device ~~user~~ is a registered user by comparing the user identification information to the registration data,[[;]] and

verify the network access device is a valid gaming device with security information received from each [[the]] network access device; [[and]]

~~a means for generating at least one game outcome and communicating a game output corresponding to the game outcome to the at least one network access device~~

a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices;

a gaming server configured to generate at least one game outcome;

a paytable module associated with the gaming server, the paytable module configured to determine one or more prizes associated with a game outcome; and

the gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices.

30 (Currently Amended). The gaming server system ~~server~~ of claim 29, further comprising a player buffer configured to receive one or more player data sets, each player data set associated with a player.

31 (Currently Amended). The gaming server system ~~server~~ of claim 30, further comprising a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set.

32 (Currently Amended). The gaming server system ~~server~~ of claim 30, wherein the game outcome ~~output~~ is a random game output is based on a random number from a random number generator, the random number generated for each player in the player buffer. ~~data set.~~

33 (Currently Amended). The gaming server system ~~server~~ of claim 30, wherein the game outcome ~~output~~ is a random game output based on a random number from a random number generator, the random number generated for all players ~~player data sets~~ in the player buffer.

34 (Canceled). ~~The gaming system server of claim 29, further comprising a paytable module configured to determine one or more prizes associated with the game outcome.~~

35 (Currently Amended). The gaming server system ~~network~~ of claim 29, further comprising an encoding module configured to convert the images to a format meeting the requirements of the ~~at least one~~ network access device.

36 (Currently Amended). The gaming server system ~~server~~ of claim 29, further comprising an encryption module, the encryption module configured to encrypt the images communicated to the at least one network access device.

37 (Currently Amended). A method for generating a game outcome ~~output~~ with a gaming server system ~~server~~ configured to communicate with a plurality of network access devices that are communicatively coupled to a network, the gaming server system[[,]] comprising:

enabling a verification server to receive [[receiving]] user identification information from at least one network access device; ~~at a verification system;~~

receiving security information associated with the at least one network access device at the [[a]] verification server ~~system~~;

verifying with the verification server ~~system~~ that the user accessing the at least one network access device ~~user~~ is a registered user by comparing the user identification information to registration data stored in a registration database;

verifying the network access device is a valid gaming device with the verification server ~~system~~ security information received from the at least one network access device;

generating, with a gaming server, ~~system~~ at least one random game output, the at least one random game output associated with at least one game outcome;

determining one or more prizes associated with the game outcome with a paytable module associated with the gaming server; and

communicating the plurality of images corresponding the at least one game outcome from the gaming server ~~system~~ to the at least one valid network access device.

38 (Currently Amended). The method of claim 37, further comprising receiving player data ~~sets~~ with a player buffer at the gaming server.

39 (Currently Amended). The method of claim 37, further comprising limiting the time during which the player buffer is capable of receiving a player data set with a countdown timer at the gaming server.

40 (Currently Amended). The method of claim 38, wherein the step of generating at least one random game output comprises generating a random game output for each player at the gaming server. ~~data set.~~

41 (Currently Amended). The method of claim 38, wherein the step of generating at least one random game output comprises generating a random game output for all players ~~player data sets~~ in the player buffer at the gaming server.

42 (Canceled). ~~The method of claim 37, further comprising determining one or more prizes associated with the game outcome with a paytable module.~~

43 (Previously Presented). The method of claim 37, further comprising converting the images to a format meeting the requirements of the at least one network access device with an encoding module.

44 (Previously Presented). The method of claim 37, further comprising encrypting the images communicated to the at least one network access device with an encryption module.

45 (New). The gaming server system of claim 21 wherein the verification server is configured to receive a player biometric as the user identification information that is associated with the player from at least one network access device.

46 (New). The gaming server system of claim 29 wherein the verification server is configured to receive a player biometric as the user identification information that is associated with the player from at least one network access device.

47 (New). The method of claim 37 wherein verifying with the verification server that the user accessing the at least one network access deviceis a registered user by comparing the user identification information that includes a player biometric to registration data stored in a registration database

REMARKS

The present remarks are in response to the Office Action July 19, 2011, in which the Examiner issued a rejection of claims 21-44. Although the Applicant respectfully disagrees with the Examiner's grounds for rejection, the Applicant has amended claims 21-42. In view of the claim amendments and remarks, the Applicant respectfully requests that the pending claims be placed in a state of allowance. No new matter has been added.

A. Claim Amendments

Although the Applicant respectfully disagrees with the Examiner's grounds for rejection, in order to expedite the prosecution of this patent application the Applicant has amended independent claims 21, 29, and 37.

More particularly, Claims 21 and 37 have been amended to include the a gaming server system configured to communicate with a plurality of network access devices that are communicatively coupled to a network. See *inter alia* Figure 2.

The gaming server system comprises a verification server configured to access a registration database having a plurality of registration data associated with each registered user, wherein the verification server is configured to: receive user identification information associated with a player from at least one network access device, receive security information about each network access device from each one network access device, verify the user accessing the network access device is a registered user by comparing the user identification information to the registration data, verify the network access device is a valid gaming device with the security information received from the network access device. Support for these claim limitations is provided *inter alia* Figure 2, Paragraphs 0063-0064, 0090, 0096-0097

The memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices. Support for this limitation is provided at *inter alia* Figure 7, ref. 92 and Paragraph 0074-0075.

The paytable module limitation that is configured to determine one or more prizes associated with a game outcome is drawn from recently canceled claims 26, 34 and 42.

Notably, claim 29 does not include the limitation of the gaming server generating at least one random game output. However, claim 29 includes the other limitations of claim 21 described above.

B. Double Patenting

Applicant submits herewith a Terminal Disclaimer and overcomes the Examiner's double patenting rejection.

C. Anticipation Rejection (35 U.S.C. § 102)

The Examiner has rejected claim 29 as being anticipated by Patent No. 7,107,245 to Kowalick (Kowalick). The Examiner relies Kowalick at Fig. 1, 20 col. 3:3-4-37, and col. 7:9-20 teaches "software for generating a random outcome." Applicant respectfully disagrees.

In Figure 1 of Kowalick, reference number 20 refers to a computer that contains unique player accounts that is connected to biometric registration. See col. 3:51-62.

In the remaining portions of columns 3 and 4, Kowalick teaches a server-side system with a unique player account in the central computer. On the client-side the player is identified using biometrics gathered on the clientside and compared to biometrics on the server-side. Id. The player is then authorized to play on the client-side. Col 4: lines 13-37.

In col.7:9-20, the operative game described by Kowalick relies on a player registering and moving from machine to machine, if the biometric matches the biometric that the central computer has selected. Thus, Kowalick relies on first registering on a first machine, then moving to a second machine, performing a random selection of a biometric, determining if there is a match that is randomly selected by the computer, and the player becoming an instant winner of a prize.

.

Applicant respectfully submits that the Examiner has failed to satisfy prima facie anticipation requirements because not all elements of the claims are taught by Kowalick. Applicant's previously claimed *verifying security information received from the network access device* and *a means for generating at least one game outcome and communicating a game output corresponding to the game outcome to the at least one network access device*.

Kowalick fails to teach verifying that security information relates to the network access device (not the user). Kowalick assumes the various gaming apparatus are secure. Additionally, Kowalick fails to teach communicating the game outcome to the network access device. Kowalick only describes the player becoming an instant winner. Thus, Kowalick does not satisfy the *prima facie* anticipation requirements.

Regardless, to expedite the prosecution of this patent application claim 29 has been amended as described above. More particularly, claim 29 has been amended to claim a *gaming server system* configured to communicate with a plurality of network access devices that are communicatively coupled to a network. The gaming server system includes a verification server, a memory module and a gaming server. *The gaming server system does not reside on the network access devices or clients and the principal gaming operations occur on the server-side*.

Firstly, independent claim 29 has been amended to include a verification server and a gaming server. Kowalick does not teach or suggest this distinction.

Secondly, independent claim 29 has been amended to show that the verification server receives security information about each network access device from each network access device and verifies the network access device is a valid gaming device with the security information received. Kowalick does not teach or suggest this limitation.

Thirdly, the claim has been amended to include a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices. The Applicant respectfully submits that this claim limitation is also not taught or suggested by Kowalick.

Fourthly, the claim has been amended to include a paytable module associated with the gaming server, the paytable module configured to determine one

or more prizes associated with a game outcome. The Applicant respectfully submits that this claim limitation is also not taught or suggested by Kowalick.

Fifthly, claim 29 has been amended to include the gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices. The Applicant respectfully submits that this claim limitation is also not taught or suggested by Kowalick.

Further still, the combination of elements includes a verification server and a game server, where the verification server receives security information about each network access device from each network access device and, verifies the network access device is a valid gaming device with the security information received, and the game server includes a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices, a paytable module associated with the gaming server, the paytable module configured to determine one or more prizes associated with a game outcome, and the game server is configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices is not taught or suggested by Kowalick.

C. Obviousness Rejections (35 U.S.C. § 103)

1. Claims 21, 26, 34, 37 and 42

The Examiner has rejected claims 21, 26, 34, 37 and 42 under 35 U.S.C. §103(a) as being unpatentable over Kowalick (7107245), in view of Walker (6001016). Claims 21 and 37 are independent claims. Claims 26, 34 and 42 are drawn to dependent claims that include a paytable module. Note, the limitations of claims 26, 34 and 42 have been integrated into the corresponding independent claims and these claims have been cancelled.

Firstly, the Examiner presents the Kowalick arguments described above. The Applicant respectfully traverses the rejection on the grounds presented above.

The Examiner continues by relying on Walker for the obviousness rejection. The Examiner relies on Walker at 3:40 - 4:30 that describes “a slot network server identifies the outcome data from one or more slot machines and transmits this

outcome to the remote wagering terminal". See 3:44-48. As shown in FIG. 1, the slot network server 4 facilitates communications between the remote terminal network 10 and the slot machines 2. The random number operations occur on the slot machine as shown in FIG. 2. The slot network server 4 relies on accessing the slot machines 2 in the slot machine network as shown in FIG. 3.

The Examiner then relies on 11:33-65 and 12:17-38, 284. Reference 284 refers to a payout table. See col. 11: line 54. *Payout table 284 resides on the slot machine 2. See FIG. 2.* Recall, Applicant previously claimed the paytable module residing on the server-side, i.e. gaming module.

In 11:33-65, Walker describes "slot machine 2 communicates only the payout information to the slot network server 4." The payout information from the slot machine 2 is generated from a slot machine 2 having a CPU 210 that initiates the RNG 240 to generate a random number and then looks up the random number in a probability table and finds the corresponding outcome, and based on the outcome, the CPU locates the appropriate payout. See Col. 5: lines 17-31.

Thus, all the gaming operations that relate to generating a random game output occur on the slot machine (or client-side). Note, the server ONLY generates a visual representation after the slot machine (on the client-side) has generated an output. See Col. 11: 55-65.

In col. 12:17-38, Walker continues by relying on *historical* outcome data generated by slot machine 2 and based on this *historical* outcome data generates a visual representation data.

The Applicant previously claimed a video system configured to store a plurality of images corresponding to at least one game; and a gaming module configured to: generate at least one random game output, the at least one random game output associated with at least one game outcome; and communicate the plurality of images corresponding to the at least one game outcome to the at least one network access device.

Applicant's claim language relies on the random game output being generated by a gaming module *residing on the server-side* and *not* the client-side. Secondly, the Applicant's paytable module resides on the server-side and not the client-side as taught by Walker. Like Kowalick, Walker relies on the network server

to keep track of player's wins and losses based on the outcome data that comes from the slot machines. See col. 3:49-51.

The Examiner then continues by stating that method of Kowalick stands for the "the expected result of maintaining central control of game outcome to increase security." See Examiner's Action Page 7. The Applicant respectfully disagrees. Kowalick does not speak to maintaining central control of game. Kowalick speaks to a centralized (server-side) biometric gaming access system, in which "a feature may be added" so that when a player registers AND moves from machine to machine, the if the biometric matches the biometric that the central computer has randomly selected, then that player becomes an instant winner of a prize. See Kowalick at col.7: 9-19. Simply put, the central computer 20 of Kowalick does *not* maintain central control of game outcome because the game play occurs on the client-side and only-if the player moves from machine-to-machine does this trigger a biometric matching process that may result in a prize.

Regardless, the Applicant has amended the claims to further expedite the prosecution of this patent application as described above.

As previously stated, the independent claims have been amended to include a verification server and a gaming server. Kowalick and Walker fail to teach or suggest this limitation.

Secondly, the independent claims have been amended to show that the verification server receives security information about each network access device from each network access device and to verify the network access device is a valid gaming device with the security information received. Kowalick and Walker fail to teach or suggest this limitation.

Thirdly, the independent claims have been amended to include a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices. The Applicant respectfully submits that this claim limitation is also not taught or suggested by Kowalick and Walker.

Fourthly, the claims have been amended to include a paytable module associated with the gaming server, the paytable module configured to determine one or more prizes associated with a game outcome. The Applicant respectfully submits

that this claim limitation is also not taught or suggested by Kowalick and Walker.

Fifthly, the claim have been amended to include the gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices. The Applicant respectfully submits that this claim limitation is also not taught or suggested by Kowalick and Walker.

Sixthly, the claims 21 and 37 include the limitation of the gaming server *generating at least one random game output that is associated with a least one game outcome*, where the gaming server also centrally controls the memory module, the paytable module, and the gaming server communicates the plurality of images corresponding to the game outcome to a *valid* network access device, in which a verification server receives security information about each network access device from each network access device and then verifies the network access device is a valid network device that receives the plurality of images from the gaming server.

Finally, the Examiner states that "it would have been obvious to an artisan at a time prior to the invention to include/apply the process of a video server that stores a plurality of images corresponding to one particular game outcome to improve the gaming system and method for the expected result of maintaining central control of game outcome to increase." See Examiner's Action at Page 7. Applicant respectfully submits that the Examiner is applying improper hindsight reasoning in making this argument because both Kowalick, Walker and the other cited references rely on gaming operations occurring on the client-side with little or no game control residing on the server-side.

2. Claims 27, 28, 35, 36, 43, and 44

The Examiner has rejected claims 27, 28, 43 and 44 under 35 USC 103(a) as being unpatentable over Kowalick, in view of Walker and further in view of Karmarkar (6508709). The Examiner has also rejected claims 35 and 36 under 35 USC 103 as being unpatentable over Kowalick further in view of Karmarkar.

The Examiner starts with arguments that "modified" Kowalick teaches communicating a plurality of gaming images form a server to a gaming network device. For the reasons stated above and hereby incorporated by reference, the Applicant respectfully disagrees.

The Examiner then continues by relying on Karmarkar for teaching an encoding module and an encryption module. The pertinent sections cited by the Examiner, namely FIG. 1 and 3, relate to *video cameras* and communicating live games (client-side) or pre-recorded actual games. Again, the process of generating a random game output occurs on the client-side in FIG. 1 and 3.

At col. 6:7-7:7, Karamarkar teaches using a "sensor array" to capture video games. At col. 7:43-8:64, Karamarkar teaches using a VPN and a remote on-site player terminal.

Simply put, Kowalick, Walker and Karmarkar fail to teach a gaming server system configured to communicate with network access devices as claimed in the underlying independent claims as described above. Additionally, Karmarkar further reinforces game control residing on the client-side and not residing on the server-side as claimed by Applicant in the recently amended claims.

Thus, the Applicant respectfully submits that Kowalick, Walker and Karmarkar fail to teach or suggest the gaming server system that includes a verification server that receives security information about each network access device and verifies the network access device is a valid gaming device, the gaming server generates at least one random game output that is associated with a game outcome, a paytable module (server-side) associated with the gaming server is configured to determine one or more prizes associated with a game outcome, and the gaming server is configured to access the memory module (server-side) and communicate a plurality of images corresponding to the at least one game outcome to the valid network access *device that also include images that are encoded and or encrypted based on*

server-based game outcomes and images selected by the server based on the game outcome that is determined by the gaming server.

3. Claims 22-25 and 38-41

The Examiner has rejected claims 22-25 and 38-41 under 35 USC 103 as being unpatentable over Kowalick (71072455), in view of Walker and further in view of Falcigilia (5971849). Additionally, claims 30-33 are rejected under 35 USC 103(a as being unpatentable over Kowalick (7107245) further in view of Falcigilia (5971849). The Applicant respectfully incorporates by reference the Kowalick arguments stated above.

The Examiner then continues by relying on Fig. 5 of Falcigilia, which shows a display screen with a large chat window. See Col. 2: lines 17-19. The Examiner also relies on col. 7:6-34 which describes a countdown of time that is visible on the display 14 using GUI 22.

A closer inspection of Falcigilia describes a networked or multi-player operation where a gaming client 50 interfaces with "dumb" terminals and the processing capabilities for performing the "poker-like game being located solely at the game client." Col. 4: lines 56-65.

Again the Examiner's references Falcigilia teaches away from Applicant's claimed gaming server that generates at least one random game output that is associated with a game outcome, a paytable module (server-side) associated with the gaming server is configured to determine one or more prizes associated with a game outcome, and the gaming server is configured to access the memory module (server-side) and communicate a plurality of images corresponding to the at least one game outcome to the *valid* network access device, and a registered user that includes *either the gaming server comprising a player buffer configured to receive a plurality of player data associated with each player, a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set, the random game output generated by the gaming server is a random number associated with each player, the random game output generated by the gaming server is a random number generated for all player data sets in the player buffer, or any combination thereof.*

D. Conclusion

In view of the foregoing amendments and remarks, the Applicant respectfully submits that the above-identified patent application is in condition for allowance. If the Examiner finds that a telephone conference would expedite the prosecution of this application, the Examiner is invited to telephone the undersigned at the number provided.

Respectfully Submitted,

Dated: October 19, 2011

/Michael A. Kerr/
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Electronic Acknowledgement Receipt	
EFS ID:	11224001
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Customer Number:	48008
Filer:	Michael A. Kerr/Julie Dawes
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Receipt Date:	19-OCT-2011
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Application Type:	Utility under 35 USC 111(a)

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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		OAR101911.pdf	87398 9b7addb641c6a7b4c3c4e27f92e6e6594b52f5fa	yes	17

	Multipart Description/PDF files in .zip description		
	Document Description	**Start**	**End**
	Amendment/Req. Reconsideration-After Non-Final Reject	1	1
	Claims	2	7
	Applicant Arguments/Remarks Made in an Amendment	8	17
Warnings:			
Information:			
	Total Files Size (in bytes):	87398	

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/SB/06 (07-06)
Approved for use through 1/31/2007. OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number	Filing Date	☐ To be Mailed
12/981,403	12/29/2010	

APPLICATION AS FILED – PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY ☒ RATE ($)	SMALL ENTITY ☒ FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A			N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A			N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A			N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =		OR	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =			X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $250 ($125 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).						
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))							
			TOTAL			TOTAL	

* If the difference in column 1 is less than zero, enter "0" in column 2.

APPLICATION AS AMENDED – PART II

AMENDMENT **10/19/2011**

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE ($)	SMALL ENTITY ADDITIONAL FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	* 24	Minus	** 24	= 0	X $30 =	0	OR	X $ =	
Independent (37 CFR 1.16(h))	* 3	Minus	***3	= 0	X $125 =	0	OR	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))									
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE	0	OR	TOTAL ADD'L FEE	

AMENDMENT

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)	OR	RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =		OR	X $ =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =		OR	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))									
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Legal Instrument Examiner:
/KIM WATSON/

UNITED STATES PATENT AND TRADEMARK OFFICE

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011	6498

48008 7590 11/03/2011

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EXAMINER	
D'AGOSTINO, PAUL ANTHONY	
ART UNIT	**PAPER NUMBER**
3716	

NOTIFICATION DATE	DELIVERY MODE
11/03/2011	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

MICK@KIPG.COM
mmk@kipg.com
admin@kipg.com

Office Action Summary	Application No.	Applicant(s)	
	12/981,403	KERR, MICHAEL A.	
	Examiner	Art Unit	
	Paul A. D'Agostino	3716	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *19 October 2011*.

2a)☒ This action is **FINAL**. 2b)☐ This action is non-final.

3)☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.

4)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

5)☒ Claim(s) *21-25,27-33,35-41 and 43-47* is/are pending in the application.

5a) Of the above claim(s) _____ is/are withdrawn from consideration.

6)☐ Claim(s) _____ is/are allowed.

7)☒ Claim(s) *21-25,27-33,35-41 and 43-47* is/are rejected.

8)☐ Claim(s) _____ is/are objected to.

9)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

10)☐ The specification is objected to by the Examiner.

11)☒ The drawing(s) filed on *29 December 2010* is/are: a)☒ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

12)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

13)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☐ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

This responds to Applicant's Arguments/Remarks filed 01/19/2011. Claims 21-25, 27-33, 35-41, and 43-44 have been amended. Claims 1-20 stand cancelled and Claims 26, 34, and 42 are newly cancelled. Claims 45-47 are newly added. Claims 21-25, 27-33, 35-41, and 43-47 are now pending in this Application.

Response to Amendment

1. Applicant states that a Terminal Disclaimer has been filed to overcome the rejection under 35 U.S.C. § 101 double patenting. As of the writing of the Office Action a Terminal Disclaimer is not in the prosecution history. Examiner will maintain the rejection and advises Applicant to trace the submission or resend the disclaimer. Appropriate attention is required.

Double Patenting

2. Claims 21-25, 27-33, 35-41, and 44-47 of this application conflict with Claims 21-41 of Application No. 12/982,656, claims 21-39 of Application No. 12/982,018 and claims 21-48 of Application No. 10/681,034. 37 CFR 1.78(b) provides that when two or more applications filed by the same applicant contain conflicting claims, elimination of such claims from all but one application may be required in the absence of good and sufficient reason for their retention during pendency in more than one application. Applicant is required to either cancel the conflicting claims from all but one application or maintain a clear line of demarcation between the applications. See MPEP § 822.

3. The nonstatutory double patenting rejection is based on a judicially created doctrine grounded in public policy (a policy reflected in the statute) so as to prevent the unjustified or improper timewise extension of the "right to exclude" granted by a patent and to prevent possible harassment by multiple assignees. A nonstatutory obviousness-type double patenting rejection is appropriate where the conflicting claims are not identical, but at least one examined application claim is not patentably distinct from the reference claim(s) because the examined application claim is either anticipated by, or would have been obvious over, the reference claim(s). See, e.g., In re Berg, 140 F.3d 1428, 46 USPQ2d 1226 (Fed. Cir. 1998); In re Goodman, 11 F.3d 1046, 29 USPQ2d 2010 (Fed. Cir. 1993); In re LongL 759 F.2d 887, 225 USPQ 645 (Fed. Cir. 1985); and In re Thorington, 418 F.2d 528, 163 USPQ 644 (CCPA 1969).

4. A timely filed terminal disclaimer in compliance with 37 CFR 1.321 (c) or 1.321 (d) may be used to overcome an actual or provisional rejection based on a nonstatutory double patenting ground provided the conflicting application or patent either is shown to be commonly owned with this application, or claims an invention made as a result of activities undertaken within the scope of a joint research agreement.

5. Effective January 1, 1994, a registered attorney or agent of record may sign a terminal disclaimer. A terminal disclaimer signed by the assignee must fully comply with 37 CFR 3.73(b).

6. Claims 21-25, 27-33, 35-41, and 44-47 are provisionally rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claims 21- 41 of Application No. 12/982,656, claims 21-39 of Application No. 12/982,018 and

claims 21-48 of Application No. 10/681,034, all in view of Falcigilia (5971849).

7. Wherein fail to Application Nos. 12/982,656, 12/982,018, and 10/681,034 to explicitly claim a player buffer configured to receive one or more player data sets, each player data set associated with a player; and a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set. In am gaming system similar to that taught by Application Nos. 12/982,656, 12/982,018, and 10/681,034, Falcigilia teaches a gaming server system for playing a chance game with a "waiting room," i.e. player buffer, having a timer display until a game starts (countdown timer) and a player can join a game (see fig. 5, display; col. 7:6-34).

8. Therefore it would have been obvious to one skilled in the art at the time of the invention to include gaming features as described above and in Falcigilia, in the gaming system server of Application Nos. 12/982,656, 12/982,018, and 10/681,034 to improve the gaming system and method of Application Nos. 12/982,656, 12/982,018, and 10/681,034 for the expected result of maintaining central control of game outcome.

9. This is a provisional obviousness-type double patenting rejection.

Claim Rejections - 35 USC § 112

10. The following is a quotation of the second paragraph of 35 U.S.C. 112:

> The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

11. Claims 21-25, 27-33, 35-41, and 43-47 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the

subject matter which applicant regards as the invention. "About" and "Associated with" are vague as recited in the claim limitations of Claims 21, 29, and 37. Specifically, "receive security information {about each, associated with a} network access device from each network access device" raises questions at to whether game machine-specific information is claimed or personal information taken by, in proximity to, or on, a machine such that the metes and bounds of the claimed invention cannot be ascertained. Appropriate attention is required.

Claim Rejections - 35 USC § 103

12. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

13. The factual inquiries set forth in *Graham* v. *John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

14. Claims 21, 29, 37, and 45-47 are rejected under 35 U.S.C. 103(a) as being unpatentable over U.S. Patent No. U.S. Patent No. 7,107,245 to Kowalick (Kowalick) of record in view of U.S. Patent No. 6,001,016 to Walker et al. (Walker) of record.

In Reference to Claims 21, 29, and 37

Kowalick discloses a gaming server and method (Fig. 1 system 10) configured to communicate with a plurality of network access devices that are communicatively coupled to a network (Fig. 1 remote network access devices being gaming machines 26a-c comprising slot machines, blackjack, roulette, and amenities access), the gaming server system comprising:

a verification server (Fig. 1 Central computer 20) configured to access a registration database (Fig. 1 central data repository 22) having a plurality of registration data associated with each registered user ("account information is stored on a central computer 20" Col. 3 Lines 53-55 and wherein "once a player has successfully registered by providing the biometric sample" Col. 4 Lines 12-16), wherein the verification server is configured to receive a player biometric as the user identification that is associated with the player from the access device (Col. 1 Lines 38-42), and wherein the verification server is configured to:

receive user identification information associated with a player from each access device ("user provides an appropriate biometric" Col. 3 Lines 39-42; and identification information such as a PIN number Col. 5 Lines 40-46; the "information provided at a biometric registration apparatus 12 or incorporated into each of a plurality of the gaming machines 26a-c" Col. 4 Lines 55-59);

verify the user accessing the network access device is a registered user by comparing the user identification information to the registration data (once registered, user accesses the gaming machine, provides a biometric, gaming machine

communicates back to central server 20 to get account information Col. 4 Lines 12-37; in this process the central computer 20 is searching for a user account unique to that player based on comparing the biometric to the registration biometric and PIN input to the stored PIN information, thereby comparing the user provided identification information to the registration database information to locate a valid account; comparing is also evidenced by several anti-fraud measures disclosed at Col. 5 Lines 60-65 and Col. 6 Lines 1-6); and also including:

a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices (Kowalick discloses that the central computer 20 is a computer, mainframe computer which necessarily must have memory Col. 3 Lines 55-60);

a gaming server configured to generate at least one gaming outcome (Examiner construes the limitation such that there is a game processor which executes play of games and outcomes. The claim does not specify as argued by Applicant to be on a server side or a client side. Examiner interprets Kowalick as disclosing play of games whererin the games are run and outcomes produced at the gaming terminals with account information recorded back at the central computer; Fig. 6 and gaming machines 26a-c; see also Col. 2 Lines 1-3; Fig. 1 "blackjack, roulette; Col. 5 Lines 30-39 and Col. 6 Lines 50-51. However, in a unique application Kowalick discloses an instant winner game executed randomly out of the central computer Col. 7 Lines 9-19. This instant winner game is a game outcome wherein the central computer acts as a game server to generate a game outcome. Applicant argues that the game operates only if

the player moves from machine to machine. Examiner respectfully disagrees with Applicant's interpretation of this instant game. Kowalick is disclosing that a player may be tracked and remains in contention for a prize not the converse); and

the gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access device (the central computer 20 accesses the memory in order to know who is playing to select a winner for the instant game and communicate the prize to the player Col. 7 Lines 9-19).

However, Kowalick is silent wherein receiving security information associated with a network access device from each device; verifying the access device is a valid device with security information received from each network device; a memory module wherein there is a plurality of images corresponding to game outcomes that are at the central server which are communicated to the gaming machines; a gaming server which generates not just an instant winner but a game outcome using a payout module associated with the game server which determines one of more prizes.

Walker teaches of an analogous gaming network (Fig. 1) wherein a slot server 4 is a gaming server which generates gaming outcomes for reuse to remote terminals 5 (Fig. 1 and Col. 2 Lines 55-60; col. 11 Lines 33-67 and Col. 12 Lines 1-11). Walker discloses receiving security information associated with a network access device from each device (Walker records a remote terminal ID 4460, outcomes 4465, and machine number 4469; see Fig. 5; Col. 4 Lines 39-43); verifying the access device is a valid device with security information received from each network device (Walker teaches

that in order for a player to specify preferences a valid access device ID tag has to be specified as being one from a map provided to the player Col. 9 Lines 33-41. This device ID tag is received from the gaming device when the player creates preferences Col. 9 Lines 22-36); a memory module wherein there is a plurality of images corresponding to game outcomes according to a payout structure which determines one or more prizes (server 4 access player databases 444 and 449; see Fig. 3 and Figs. 4-7; wherein the generated outcome 4465 and reel positions 4467 are stored as well as payout structure {module} 4495 based on the stored outcomes 4498; the server 4 then generates and displays the outcome data at the remote gaming devices col. 7 Lines 43-47 and Col. 10 Lines 20-48; see also visual representation Col. 11 Lines 33-65 wherein the gaming machine only delivers payout information and server 4 generates an outcome visualization according to a payout structure and access to the slot machine database 449).

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the slot network server and generation of game outcomes to send to remote terminals as taught by Walker into the teachings of Kowalick in order to promote a more widespread network as suggested by Kowalick (Col. 6 Lines 24-33) but at a lower operating cost as live game outcomes are stored in a historical outcome file for reuse by the slot network server (Walker Col. 12 Lines 6-16). Additionally, for the expected result of maintaining central control of game outcomes to increase network security

15. In Reference to Claims 27-28, 35-36, and 43-44 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kowalick in view of Walker further in view of U.S. Patent No. 6,508,709 to Karmarkar (Karmarkar).

With respect to claims 27, 28, 35, 36, 43 and 44 the Kowalick as modified by Walker teaches communicating a plurality of gaming images from a server to a gaming network access device. Further, at the time of the invention, encryption and encoding images is a well known means of transferring image data from a server to a network access device. Wherein, Kowalick as modified by Walker fails to explicitly disclose an encoding module configured to convert the images to a format meeting the requirements of the at least one network access device (claim 27/35/43) and an encryption module, the encryption module configured to encrypt the images communicated to the at least one network access device (claim 28/35/44), Applicant is directed to the teachings of Karmarkar.

Karmarkar teaches in a video gaming system similar to that of the Kowalick and Walker references, transmitting from a server to a network access device gaming video images utilizing encoding (MPEG) and encryption (RSA/DES/etc...) (see figs. land 3, col. 6:7-7:7; col. 7:43-8:64).

It would have been obvious to one skilled in the art at the time of the invention to include the encoding/encryption means in the modified gaming server of Kowalick to transmit images to a network access device because Karmarkar teaches that gaming systems like that of Kowalick and Walker increase their utility with the addition of secure

transmission of video images by becoming compliant with gaming rules (see col. 1:7-3:57).

16. Claims 22-25, 30-33, and 38-41 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kowalick in view of Walker further in view of U.S. Patent No. 5,971,849 to Falcigilia (Falciglia).

As to claims 22-25, 30-33, and 38-41, Kowalick discloses a server having a central data repository (memory) for storing player data (see fig. 1, 20/22; col. 3:3-4:37). However, Kowalick as modified by Walker fails to explicitly disclose a player buffer configured to receive a plurality of player data sets associated with each player, each player data set associated with a player (claim 22); a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set (claim 23); wherein the random game output generated by the gaming module is a random number generated for each player data set (claim 24); and wherein the random game output generated by the gaming module is a random number generated for all player data sets in the player buffer (claim 25).

In a gaming server system similar to that taught by Kowalick and Walker, Falcigilia teaches a gaming server system for playing a chance game with a "waiting room," i.e. player buffer, having a timer display until a game starts (countdown timer) and a player can join a game (see fig. 5, display; col. 7:6-34). Further, Falcigilia teaches game play utilizing a random number generator for random game output including for each player and for all players in the current game be played, i.e. players in player

buffer (col. 3:23-54; and col. 11:57-12:18).

It would have been obvious to one skilled in the art at the time of the invention to include gaming features as described above and in Falcigilia, in the gaming system server of Kowalick as modified by Walker to improve the gaming system and method for the expected result of maintaining central control of game outcome.

Response to Arguments

17. Applicant's arguments with respect to the claims rejected under 35 U.S.C. § 102 have been considered but are moot in view of the new ground(s) of rejection. Applicant is directed to Walker. Further Applicant has argued (see Applicant Arguments/Remarks pages 9-11) that Kowalick as not providing games from a server side. Examiner respectfully disagrees and has addressed the issue both from the perspective of the disclosure of Kowalick and Walker. Further, Examiner has rejected the claims under 35 U.S.C. § 112 for not reciting in the claims what Applicant argues as functions from the server side since Examiner is amble to reasonably interpret the claims as not being restricted by outcomes solely being generated by only a server side and not a client side. Applicant also argues (see Applicant Arguments/Remarks pages 11-17) also hinge on Applicant's position of a server side distinction. Examiner respectfully disagrees and has addressed the issue previously and as part of the rejection of the claims. Lastly, Applicant appears to argue (see Applicant Arguments/Remarks page 16) that Falcigilia teaches away. Examiner respectfully disagrees. However, "the prior art's mere disclosure of more than one alternative does not constitute a teaching away

from any of these alternatives because such disclosure does not criticize, discredit, or otherwise discourage the solution claimed .... "In re Fulton, 391 F.3d 1195, 1201, 73 USPQ2d 1141, 1146 (Fed. Cir. 2004). Falcigilia teaching of dumb terminals is not a teaching away without more evidence that there is a criticism, discrediting, or discouragement of the solution claimed.

Conclusion

18. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

19. A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

20. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Paul A. D'Agostino whose telephone number is

(571)270-1992. The examiner can normally be reached on Monday - Friday, 7:30 a.m. - 5:00 p.m..

21. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

22. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Paul A. D'Agostino/
Primary Examiner, Art Unit 3716

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	Art Unit
	Paul D'Agostino	3716

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	07/08/2011	10/28/2011							
	1	-	-							
	2	-	-							
	3	-	-							
	4	-	-							
	5	-	-							
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	16	-	-							
	17	-	-							
	18	-	-							
	19	-	-							
	20	-	-							
	21	✓	✓							
	22	✓	✓							
	23	✓	✓							
	24	✓	✓							
	25	✓	✓							
	26	✓	-							
	27	✓	✓							
	28	✓	✓							
	29	✓	✓							
	30	✓	✓							
	31	✓	✓							
	32	✓	✓							
	33	✓	✓							
	34	✓	-							
	35	✓	✓							
	36	✓	✓							

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CLAIM		DATE								
Final	Original	07/08/2011	10/28/2011							
	37	✓	✓							
	38	✓	✓							
	39	✓	✓							
	40	✓	✓							
	41	✓	✓							
	42	✓	-							
	43	✓	✓							
	44	✓	✓							
	45		✓							
	46		✓							
	47		✓							

PTO/SB/63 (07-09)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to a collection of information unless it displays a valid OMB control number.

TERMINAL DISCLAIMER TO ACCOMPANY PETITION	Docket Number (Optional) NEXRF 10.011

In re Application of:

Name: Kerr, Michael A.

Application Number: 12/981,403

Filed: December 29, 2010

For: GAMING SYSTEM AND NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

The owner*, NexRF, Inc. of 100 percent interest in the above-identified application hereby disclaims a terminal part of the term of any patent granted the above-identified application equivalent to: (1) if the above-identified application is a design application, the period of abandonment of the above-identified application, and (2) if the abov e-identified applic ation is a uti lity or plant appl ication, the less er of: (a) the period of abandonment of the application; or (b) the per iod ex tending bey ond twenty years from the date on which the above-identified application was filed in the United States or, if the appl ication contains a specific reference to an earlier filed application(s) und er 35 U.S.C. 120, 121, or 365(c), from the date on which the earliest s uch application was filed. This disclaimer also applies to any patent granted on a utility or plant application filed before June 8, 199 5, or a des ign application, that conta ins a specific reference under 35 U.S.C. 120, 121, or 365(c) to the above-identified application. This disclaimer is binding upon the grantee, and its successors or assigns.

Check either box 1 or 2 below, if appropriate.

1. ☐ For submissions on behalf of an organization (e.g., corporation, partnership, university, government agency, etc.), the undersigned is empowered to act on behalf of the organization.

2. ☑ The undersigned is an attorney or agent of record. Registration Number 42,722.

/Michael A. Kerr/	02/01/2012
Signature	Date
Michael A. Kerr	(775)624-8700
Typed or Printed Name	Telephone Number

☑ Terminal disclaimer fee under 37 CFR 1.20(d) included.

WARNING: Information on this form may become public. Credit card information should not be included on this form. Provide credit card information and authorization on PTO-2038.

* Statement under 37 CFR 3.73(b) is required if terminal disclaimer is signed by the assignee (owner). Form PTO/SB/96 may be used for making this certification. See MPEP § 324.

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Doc code: RCEX
Doc description: Request for Continued Examination (RCE)

PTO/SB/30EFS (07-09)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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REQUEST FOR CONTINUED EXAMINATION(RCE)TRANSMITTAL
(Submitted Only via EFS-Web)

Application Number	12981403	Filing Date	2010-12-29	Docket Number (if applicable)	NexRF 10.011	Art Unit	3716
First Named Inventor	Kerr, Michael A.			Examiner Name	D'Agostino, Paul		

This is a Request for Continued Examination (RCE) under 37 CFR 1.114 of the above-identified application.
Request for Continued Examination (RCE) practice under 37 CFR 1.114 does not apply to any utility or plant application filed prior to June 8, 1995, or to any design application. The Instruction Sheet for this form is located at WWW.USPTO.GOV

SUBMISSION REQUIRED UNDER 37 CFR 1.114

Note: If the RCE is proper, any previously filed unentered amendments and amendments enclosed with the RCE will be entered in the order in which they were filed unless applicant instructs otherwise. If applicant does not wish to have any previously filed unentered amendment(s) entered, applicant must request non-entry of such amendment(s).

☐ Previously submitted. If a final Office action is outstanding, any amendments filed after the final Office action may be considered as a submission even if this box is not checked.

- ☐ Consider the arguments in the Appeal Brief or Reply Brief previously filed on _____
- ☐ Other _____

☒ Enclosed

- ☒ Amendment/Reply
- ☐ Information Disclosure Statement (IDS)
- ☐ Affidavit(s)/ Declaration(s)
- ☐ Other _____

MISCELLANEOUS

☐ Suspension of action on the above-identified application is requested under 37 CFR 1.103(c) for a period of months _____ (Period of suspension shall not exceed 3 months; Fee under 37 CFR 1.17(i) required)

☐ Other _____

FEES

☐ **The RCE fee under 37 CFR 1.17(e) is required by 37 CFR 1.114 when the RCE is filed.**
The Director is hereby authorized to charge any underpayment of fees, or credit any overpayments, to Deposit Account No _____

SIGNATURE OF APPLICANT, ATTORNEY, OR AGENT REQUIRED

☒ Patent Practitioner Signature

☐ Applicant Signature

PTO/SB/30EFS (07-09)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

Signature of Registered U.S. Patent Practitioner			
Signature	/Michael A. Kerr/	Date (YYYY-MM-DD)	2012-02-01
Name	Michael A. Kerr	Registration Number	42722

This collection of information is required by 37 CFR 1.114. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450.

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these records.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

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6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Patent Application Fee Transmittal	
Application Number:	12981403
Filing Date:	29-Dec-2010
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Filer:	Michael A. Kerr/Julie Dawes
Attorney Docket Number:	NEXRF 10.011
Filed as Small Entity	

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
Request for continued examination	2801	1	465	465
		Total in USD ($)		**465**

Electronic Acknowledgement Receipt	
EFS ID:	11977950
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
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Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)

1		OAR_020112.pdf	91596 823a70333fd8ab91a8ba6470eea8f2987ecfdda0	yes	18
	Multipart Description/PDF files in .zip description				
	Document Description		**Start**	**End**	
	Amendment Submitted/Entered with Filing of CPA/RCE		1	1	
	Claims		2	7	
	Applicant Arguments/Remarks Made in an Amendment		8	18	
Warnings:					
Information:					
2	Terminal Disclaimer Filed	terminal_disclaimer.pdf	191554 9377309bbf31f69a43eeb779fd2ee580f0dd054f	no	2
Warnings:					
Information:					
3	Request for Continued Examination (RCE)	RCE_020112.pdf	697827 256d4bb3ec162158be4214c7700c5d373fbc78d1	no	3
Warnings:					
Information:					
4	Fee Worksheet (SB06)	fee-info.pdf	30423 cb2def2068e535a3b59eb551a9b6c3ce53f01ab6	no	2
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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): **Kerr, Michael A.** Application Serial No.: **12/981,403** Filed: **December 29, 2010** Title: **GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA**	Group Art Unit: **3716** Examiner name: **D'Agostino, Paul** Confirmation No: **6498**

AMENDMENT AND RESPONSE ACCOMPANYING REQUEST FOR CONTINUED EXAMINATION

Mail Stop Amendments
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir/Madam:

This Amendment and Response is filed in Response to the Final Office Action date November 03, 2011 in the above referenced patent application. This Amendment is filed in conjunction with a Request for Continued Examination. Allowance of the pending claims in view of the following amendments is respectfully requested.

Amendments to the Claims begin on page 2.

Remarks begin on page 8.

Amendments to the Claims

This listing of the claims replaces the listings of the claims in the present patent application.

1 – 20 (Canceled).

21 (Currently Amended). A gaming server system configured to communicate with a plurality of network access devices that are communicatively coupled to a network, the gaming server system comprising:

a verification server configured to access a registration database having a plurality of registration data associated with each registered user, wherein the verification server is configured to:

receive user identification information associated with a player from at least one network access device,

receive security information ~~about~~ to identify each network access device as a secure network access device from each network access device,

verify the user accessing the network access device is a registered user by comparing the user identification information to the registration data,

verify the network access device is a valid gaming device with the security information received from the network access device;

a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices;

a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one random game output, the at least one random game output associated with at least one game outcome;

a paytable module associated with the centralized gaming server, the paytable module configured to determine one or more prizes associated with a game outcome; and

the centralized gaming server configured to access the memory module and

communicate the plurality of images corresponding to the at least one game outcome to the valid network access device.

22 (Currently Amended). The gaming server system of claim 21, wherein the centralized gaming server comprises a player buffer configured to receive a plurality of player data associated with each player.

23 (Currently Amended). The gaming server system of claim 22, wherein the centralized gaming server comprises a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set.

24 (Currently Amended). The gaming server system of claim 22, wherein the random game output generated by the centralized gaming server is a random number associated with each player.

25 (Currently Amended). The gaming server system of claim 22, wherein the random game output generated by the centralized gaming server is a random number generated for all player data sets in the player buffer.

26 (Canceled).

27 (Previously Presented). The gaming server system of claim 21, further comprising an encoding module configured to convert the plurality of images to a format meeting the requirements of each network access device.

28 (Previously Presented). The gaming server system of claim 21, further comprising an encryption module, the encryption module configured to encrypt the images communicated to the at least one network access device.

29 (Currently Amended). A gaming server system configured to communicate with a plurality of network access devices that are communicatively coupled to a network, the gaming server system comprising:

a verification server configured to access a registration database having a plurality of registration data associated with each registered user, wherein the verification server is configured to:

receive user identification information associated with a player from each network access device,

receive security information ~~associated with~~ to identify a network access device as a secure network access device from each network access device,

verify the user accessing the network access device is a registered user by comparing the user identification information to the registration data, and

verify the network access device is a valid gaming device with security information received from each network access device;

a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the network access devices;

a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one game outcome;

a paytable module associated with the centralized gaming server, the paytable module configured to determine one or more prizes associated with a game outcome; and

the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices.

30 (Previously Presented). The gaming server system of claim 29, further comprising a player buffer configured to receive one or more player data sets, each player data set associated with a player.

31 (Previously Presented). The gaming server system of claim 30, further comprising a countdown timer coupled to the player buffer, the countdown timer configured to limit the time during which the player buffer is capable of receiving a player data set.

32 (Previously Presented). The gaming server system of claim 30, wherein the game outcome is a random game output is based on a random number from a random number generator, the random number generated for each player in the player buffer.

33 (Previously Presented). The gaming server system of claim 30, wherein the game outcome is a random game output based on a random number from a random number generator, the random number generated for all players in the player buffer.

34 (Canceled).

35 (Previously Presented). The gaming server system of claim 29, further comprising an encoding module configured to convert the images to a format meeting the requirements of the network access device.

36 (Previously Presented). The gaming server system of claim 29, further comprising an encryption module, the encryption module configured to encrypt the images communicated to the at least one network access device.

37 (Currently Amended). A method for generating a game outcome with a gaming server system configured to communicate with a plurality of network access devices that are communicatively coupled to a network, the gaming server system comprising:

enabling a verification server to receive user identification information from at least one network access device;

receiving security information ~~associated with~~ to identify the at least one network access device as a secure network access device at the verification server;

verifying with the verification server that the user accessing the at least one network access device is a registered user by comparing the user identification information to registration data stored in a registration database;

verifying the network access device is a valid gaming device with the verification server security information received from the at least one network access device;

generating, with a centralized gaming server communicatively coupled to each of the plurality of network access devices, at least one random game output, the at least one random game output associated with at least one game outcome;

determining one or more prizes associated with the game outcome with a paytable module associated with the centralized gaming server; and

communicating the plurality of images corresponding the at least one game outcome from the centralized gaming server to the at least one valid network access device.

38 (Currently Amended). The method of claim 37, further comprising receiving player data with a player buffer at the centralized gaming server.

39 (Currently Amended). The method of claim 37, further comprising limiting the time during which the player buffer is capable of receiving a player data set with a countdown timer at the centralized gaming server.

40 (Currently Amended). The method of claim 38, wherein the step of generating at least one random game output comprises generating a random game output for each player at the centralized gaming server.

41 (Currently Amended). The method of claim 38, wherein the step of generating at least one random game output comprises generating a random game output for all players in the player buffer at the centralized gaming server.

42 (Canceled).

43 (Previously Presented). The method of claim 37, further comprising converting the images to a format meeting the requirements of the at least one network access device with an encoding module.

44 (Previously Presented). The method of claim 37, further comprising encrypting the images communicated to the at least one network access device with an encryption module.

45 (Previously Presented). The gaming server system of claim 21 wherein the verification server is configured to receive a player biometric as the user identification information that is associated with the player from at least one network access device.

46 (Previously Presented). The gaming server system of claim 29 wherein the verification server is configured to receive a player biometric as the user identification information that is associated with the player from at least one network access device.

47 (Previously Presented). The method of claim 37 wherein verifying with the verification server that the user accessing the at least one network access device is a registered user by comparing the user identification information that includes a player biometric to registration data stored in a registration database

REMARKS

The present remarks are in response to the Office Action November 3, 2011, in which the Examiner issued a rejection of claims 21-25, 27-33, 35-41, and 43-47. Although the Applicant respectfully disagrees with the Examiner's grounds for rejection, the Applicant has amended claims 21-25, 29, and 37-40. In view of the claim amendments and remarks, the Applicant respectfully requests that the pending claims be placed in a state of allowance. No new matter has been added.

A. Claim Amendments

Although the Applicant respectfully disagrees with the Examiner's grounds for rejection, in order to expedite the prosecution of this patent application the Applicant has amended independent claims 21, 29, and 37.

Independent claim 21 is amended herein to recite, in part, "receive security information to identify each network access device as a secure network access device from each network access device," and "a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one random game output, the at least one random game output associated with at least one game outcome; a paytable module associated with the centralized gaming server, the paytable module configured to determine one or more prizes associated with a game outcome; and the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access device." In the Office Action dated November 3, 2011, the Examiner asserts that the claim did not specify whether the gaming server were on the server side or the client side. Office Action, p. 8. Applicant has amended claim 21 to specify the gaming server is on the centralized gaming server side. Support for the amendment is found in the as-filed specification at least at Figure 2.

Independent claim 29 is amended herein to recite, in part, "receive security information to identify each network access device as a secure network access device from each network access device" and "a centralized gaming server

communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one game outcome; a paytable module associated with the centralized gaming server, the paytable module configured to determine one or more prizes associated with a game outcome; and the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices." Support for the amendment is found in the as-filed specification at least at Figure 2.

Independent claim 37 is amended herein to recite, in part, "receiving security information to identify the at least one network access device as a secure network access device at the verification server" and "generating, with a centralized gaming server communicatively coupled to each of the plurality of network access devices, at least one random game output, the at least one random game output associated with at least one game outcome; determining one or more prizes associated with the game outcome with a paytable module associated with the centralized gaming server; and communicating the plurality of images corresponding the at least one game outcome from the centralized gaming server to the at least one valid network access device." Support for the amendment is found in the as-filed specification at least at Figure 2.

Dependent claims 22-25 and 38-40 have been amended herein to improve antecedent basis in view of the amendments to independent claims 21 and 37.

B. Double Patenting

Applicant submits herewith a Terminal Disclaimer and overcomes the Examiner's double patenting rejection.

C. Indefinite Rejection (35 U.S.C. § 112)

The Examiner has rejected claims 21-25, 27-33, 35-41 and 43-47 under 35 U.S.C. § 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention. Specifically, the Examiner has rejected independent claims 21, 29, and 37 as vague

as reciting receive security information {about each, associated with a} network access device from each network access device.

Independent claims 21 and 29 are amended herein to recite, in part, "receive security information ~~about~~ to identify each network access device as a secure network access device from each network access device" and independent claim 37 is amended herein to recite, in part, "receiving security information ~~associated with~~ to identify the at least one network access device as a secure network access device at the verification server." In view of these amendments, Applicant requests the Examiner withdraw the 35 U.S.C. § 112 rejections of independent claims 21, 29, and 37 and the dependents thereof.

C. Obviousness Rejections (35 U.S.C. § 103)

1. Claims 21, 29, 37, and 45-47

The Examiner has rejected claims 21, 29, 37, and 45-47 under 35 U.S.C. §103(a) as being unpatentable over Kowalick (U.S. Patent No. 7,107,245), in view of Walker (U.S. Patent No. 6,001,016).

Kowalick and Walker do not teach, suggest, or otherwise make obvious "a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one random game output, the at least one random game output associated with at least one game outcome" and "the centralized gaming server configured to access the memory module and *communicate the plurality of images corresponding to the at least one game outcome* to the valid network access device," as recited in claim 21, as amended herein. As interpreted by the Examiner, Kowalick teaches play of games wherein the games are run and outcomes produced at the gaming terminals with account information recorded back at the central computer. *Office Action,* p. 8. Kowalick also teaches an instant winner came where the central computer may be programmed to randomly select a biometric registered in its system and when a player registers and moves from machine to machine, if the biometric matches the biometric that the central computer has randomly selected, that player becomes an instant winner of a prize. *Kowalick* at col. 7 lines 9-19. Kowalick, however, does not teach or suggest that the central computer

communicates a plurality of images corresponding to at least one game outcome to the machine that the player is playing. Kowalick, therefore, does not teach or suggest the limitations of claim 21.

Walker also does not teach or suggest "a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one random game output, the at least one random game output associated with at least one game outcome" and "the centralized gaming server configured to access the memory module and *communicate the plurality of images corresponding to the at least one game outcome* to the valid network access device," as recited in claim 21. Rather, Walker teaches that each of the gaming devices is configured to *generate outcome data and automatically communicate the outcome data to the server*. Walker at col. 2 Lines 54-56. More particularly, Walker teaches that the slot network server 4 receives live outcome data from the selected slot machines 2 where the live outcome data includes the visual representation of the outcome, i.e. reel positions. *Id.* at col. 10 lines 20-30. Walker, therefore, teaches that the gaming device (slot machine) may communicate a particular game outcome (symbolized as a reel position) to the server, but does not teach or suggest that the server may communicate a particular game outcome to the gaming device (slot machine). Accordingly, Walker also does not teach or suggest a centralized gaming server configured to access the memory module and *communicate the plurality of images corresponding to the at least one game outcome* to the valid network access device, as recited in claim 21.

Thus Kowalick and Walker do not teach or suggest the claim limitations recited in claim 21.

In addition, there is no articulated reason in the prior art, common knowledge, or the nature of the problem itself that would have prompted combination and modification of the disclosures of the applied references so as to result in "a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one random game output, the at least one random game output associated with at least one game outcome" and "the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding

to the at least one game outcome to the valid network access device," as recited in claim 21. The Examiner asserts it would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the slot network server and generation of game outcomes to send to remote terminals, as taught by Walker into the teachings of Kowalick, in order to promote a more widespread network, as suggested by Kowalick, but at a lower operating cost as live game outcomes are stored in a historical outcome file for reuse by the slot network server. *Office Action*, P. 9. Additionally, for the expected result of maintaining central control of game outcomes to increase network security. *Id.* However, as previously discussed, Walker teaches that each of the gaming devices is configured to *generate outcome data and automatically communicate the outcome data to the server*. *Walker* at col. 2 Lines 54-56. Therefore, assuming, *arguendo,* that one were to combine the teachings of Walker and Kowalick in the manner asserted by the Examiner (which Applicant does not concede), the resulting game system would include play of games wherein the games are run and outcomes produced at the gaming terminals with account information recorded back at the central computer, as taught by Kowalick, and including returning the game output information back to the server as taught by Walker. Accordingly, the combination of Kowalick and Walker would not produce "a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one random game output, the at least one random game output associated with at least one game outcome" and "the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access device," as recited in claim 21.

As Kowalick and Walker not teach, suggest, or otherwise make obvious each and every element of independent claim 21, it is respectfully submitted that a prima facie case of obviousness has not been established against independent claim 21. Consequently, Applicant respectfully requests that the Examiner withdraw the 35 U.S.C. § 103(a) rejection of claim 21.

Claim 45 is allowable at least because it depends from independent claim 21, which is allowable.

Kowalick and Walker do not teach, suggest, or otherwise make obvious "a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one game outcome" and "the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices" as recited in claim 29, as amended herein. As interpreted by the Examiner, Kowalick teaches play of games wherein the games are run and outcomes produced at the gaming terminals with account information recorded back at the central computer. *Office Action,* p. 8. Kowalick also teaches an instant winner game where the central computer may be programmed to randomly select a biometric registered in its system and when a player registers and moves from machine to machine, if the biometric matches the biometric that the central computer has randomly selected, that player becomes an instant winner of a prize. *Kowalick* at col. 7 lines 9-19. Kowalick, however, does not teach or suggest that the central computer communicates a plurality of images corresponding to at least one game outcome to the machine that the player is playing. Kowalick, therefore, does not teach or suggest the limitations of claim 29.

Walker also does not teach or suggest "the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices," as recited in claim 29. Rather, Walker teaches that each of the gaming devices is configured to *generate outcome data and automatically communicate the outcome data to the server*. Walker at col. 2 Lines 54-56. More particularly, Walker teaches that the slot network server 4 receives live outcome data from the selected slot machines 2 where the live outcome data includes the visual representation of the outcome, i.e. reel positions. *Id.* at col. 10 lines 20-30. Walker, therefore, teaches that the gaming device (slot machine) may communicate a particular game outcome (symbolized as a reel position) to the server, but does not teach or suggest that the server may communicate a particular game outcome to the gaming device (slot machine). Accordingly, Walker also does not teach or suggest a centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid

network access devices, as recited in claim 29.

Thus Kowalick and Walker do not teach or suggest the claim limitations recited in claim 29.

In addition, there is no articulated reason in the prior art, common knowledge, or the nature of the problem itself that would have prompted combination and modification of the disclosures of the applied references so as to result in "the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices," as recited in claim 29. The Examiner asserts it would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the slot network server and generation of game outcomes to send to remote terminals, as taught by Walker into the teachings of Kowalick, in order to promote a more widespread network, as suggested by Kowalick, but at a lower operating cost as live game outcomes are stored in a historical outcome file for reuse by the slot network server. *Office Action*, P. 9. Additionally, for the expected result of maintaining central control of game outcomes to increase network security. *Id.* However, as previously discussed, Walker teaches that each of the gaming devices is configured to *generate outcome data and automatically communicate the outcome data to the server*. *Walker* at col. 2 Lines 54-56. Therefore, assuming, *arguendo,* that one were to combine the teachings of Walker and Kowalick in the manner asserted by the Examiner (which applicant does not concede), the resulting game system would include play of games wherein the games are run and outcomes produced at the gaming terminals with account information recorded back at the central computer, as taught by Kowalick and including returning the game output information back to the server, as taught by Walker. Accordingly, the combination of Kowalick and Walker would not produce "the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one game outcome to the valid network access devices," as recited in claim 29.

As Kowalick and Walker do not teach, suggest, or otherwise make obvious each and every element of independent claim 29, it is respectfully submitted that a prima facie case of obviousness has not been established against independent

claim 29. Consequently, Applicant respectfully requests that the Examiner withdraw the 35 U.S.C. § 103(a) rejection of claim 29.

Claim 46 is allowable at least because it depends from independent claim 29, which is allowable.

Kowalick and Walker do not teach, suggest, or otherwise make obvious "generating, with a centralized gaming server communicatively coupled to each of the plurality of network access devices, at least one random game output, the at least one random game output associated with at least one game outcome" and "communicating the plurality of images corresponding the at least one game outcome from the centralized gaming server to the at least one valid network access device" as recited in claim 37, as amended herein. As interpreted by the Examiner, Kowalick teaches play of games wherein the games are run and outcomes produced at the gaming terminals with account information recorded back at the central computer. *Office Action,* p. 8. Kowalick also teaches an instant winner came where the central computer may be programmed to randomly select a biometric registered in its system and when a player registers and moves from machine to machine, if the biometric matches the biometric that the central computer has randomly selected, that player becomes an instant winner of a prize. *Kowalick* at col. 7 lines 9-19. Kowalick, however, does not teach or suggest that the central computer communicates a plurality of images corresponding to at least one game outcome to the machine that the player is playing. Kowalick, therefore, does not teach or suggest the limitations of claim 37.

Walker also does not teach or suggest "communicating the plurality of images corresponding the at least one game outcome from the centralized gaming server to the at least one valid network access device," as recited in claim 37. Rather, Walker teaches that each of the gaming devices is configured to *generate outcome data and automatically communicate the outcome data to the server*. Walker at col. 2 Lines 54-56. More particularly, Walker teaches that the slot network server 4 receives live outcome data from the selected slot machines 2 where the live outcome data includes the visual representation of the outcome, i.e. reel positions. *Id.* at col. 10 lines 20-30. Walker, therefore, teaches that the gaming device (slot machine) may communicate a particular game outcome (symbolized as a reel position) to the

server, but does not teach or suggest that the server may communicate a particular game outcome to the gaming device (slot machine). Accordingly, Walker also does not teach or suggest communicating the plurality of images corresponding the at least one game outcome from the centralized gaming server to the at least one valid network access device to the valid network access device, as recited in claim 37.

Thus Kowalick and Walker do not teach or suggest the claim limitations recited in claim 37.

In addition, there is no articulated reason in the prior art, common knowledge, or the nature of the problem itself that would have prompted combination and modification of the disclosures of the applied references so as to result in "communicating the plurality of images corresponding the at least one game outcome from the centralized gaming server to the at least one valid network access device," as recited in claim 37. The Examiner asserts it would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the slot network server and generation of game outcomes to send to remote terminals, as taught by Walker into the teachings of Kowalick, in order to promote a more widespread network, as suggested by Kowalick, but at a lower operating cost as live game outcomes are stored in a historical outcome file for reuse by the slot network server. *Office Action*, P. 9. Additionally, for the expected result of maintaining central control of game outcomes to increase network security. *Id.* However, as previously discussed, Walker teaches that each of the gaming devices is configured to *generate outcome data and automatically communicate the outcome data to the server*. *Walker* at col. 2 Lines 54-56. Therefore, assuming, *arguendo,* that one were to combine the teachings of Walker and Kowalick in the manner asserted by the Examiner (which applicant does not concede), the resulting game system would include play of games wherein the games are run and outcomes produced at the gaming terminals with account information recorded back at the central computer, as taught by Kowalick, and including returning the game output information back to the server, as taught by Walker. Accordingly, the combination of Kowalick and Walker would not produce "communicating the plurality of images corresponding the at least one game outcome from the centralized gaming server to the at least one valid network access device," as recited in claim 37.

As Kowalick and Walker do not teach, suggest, or otherwise make obvious each and every element of independent claim 37, it is respectfully submitted that a prima facie case of obviousness has not been established against independent claim 37. Consequently, Applicant respectfully requests that the Examiner withdraw the 35 U.S.C. § 103(a) rejection of claim 37.

Claim 47 is allowable at least because it depends from independent claim 37, which is allowable.

2. Claims 27-28, 35-36, and 43-44

The Examiner has rejected claims 27-28, 35-36, and 43-44 under 35 U.S.C. §103(a) as being unpatentable over Kowalick in view of Walker in further view of Karmarkar (U.S. Patent No. 6,508,709).

Claims 27-28, 35-36, and 43-44 are allowable at least because they depend from independent claims, which is allowable As previously discussed, Kowalick and Walker do not teach or suggest the claim limitations of independent claims 21, 29, and 37. Karmarkar teaches a remote bet placed on a live player, and, therefore does not teach or suggest communicating the plurality of corresponding images from the centralized gaming server to the wireless network access device. *Karmarkar* at abstract. Karmarkar, therefore, does not remedy the deficiencies of Kowalick and Walker. The nonobviousness of claims 21, 29 and 37 precludes a rejection of claims 27-28, 35-36, and 43-44 which depend therefrom because a dependent claim is obvious only if the independent claim from which it depends is obvious. See In re Fine, 5 U.S.P.Q.2d 1596, 1600 (Fed. Cir. 1099), see also MPEP § 2143.03. Therefore, Applicants request the Examiner withdraw the 35 U.S.C. § 103(a) obviousness rejection to claims 27-28, 35-36, and 43-44.

3. Claims 22-25, 30-33, and 38-41

The Examiner has rejected claims 22-25, 30-33, and 38-41 under 35 USC 103 as being unpatentable over Kowalick (71072455), in view of Walker and further in view of Falcigilia (5971849).

Claims 22-25. 30-33, and 38-41 are allowable at least because they depend from independent claims, which is allowable As previously discussed, Kowalick and

Walker do not teach or suggest the claim limitations of independent claims 21, 29, and 37. Falcigilia teaches a networked or multi-player operation where a gaming client 50 interfaces with "dumb" terminals and the processing capabilities for performing the "poker-like game being *located solely at the game client*." *Falcigilia* at Col. 4: lines 56-65. Falcigilia, therefore, does not remedy the deficiencies of Kowalick and Walker. The nonobviousness of claims 21, 29 and 37 precludes a rejection of claims 22-25, 30-33, and 38-41 which depend therefrom because a dependent claim is obvious only if the independent claim from which it depends is obvious. See In re Fine, 5 U.S.P.Q.2d 1596, 1600 (Fed. Cir. 1099), see also MPEP § 2143.03. Therefore, Applicant requests the Examiner withdraw the 35 U.S.C. § 103(a) obviousness rejection to claims 22-25. 30-33, and 38-41.

D. Conclusion

In view of the foregoing amendments and remarks, the Applicant respectfully submits that the above-identified patent application is in condition for allowance. If the Examiner finds that a telephone conference would expedite the prosecution of this application, the Examiner is invited to telephone the undersigned at the number provided.

Respectfully Submitted,

Dated: February 1, 2012

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PTO/SB/06 (07-06)
Approved for use through 1/31/2007. OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number	Filing Date	☐ To be Mailed
12/981,403	12/29/2010	

APPLICATION AS FILED – PART I

	(Column 1)	(Column 2)	SMALL ENTITY ☒		OR	OTHER THAN SMALL ENTITY	
FOR	NUMBER FILED	NUMBER EXTRA	RATE ($)	FEE ($)		RATE ($)	FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A			N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A			N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A			N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =		OR	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =			X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $250 ($125 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).						
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))							
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL			TOTAL	

APPLICATION AS AMENDED – PART II

AMENDMENT 02/01/2012	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE ($)	ADDITIONAL FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	* 24	Minus	** 24	=	X $ =		OR	X $ =	
Independent (37 CFR 1.16(h))	* 3	Minus	***3	=	X $ =		OR	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))									
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

AMENDMENT	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)		RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =		OR	X $ =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =		OR	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))									
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Legal Instrument Examiner:
/DEANNA RORIE/

This collection of information is required by 37 CFR 1.16. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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PTO/SB/08a (01-10)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**		
	Application Number	12981403
	Filing Date	2010-12-29
	First Named Inventor	KERR, Michael A.
	Art Unit	3716
	Examiner Name	D'Agostino, Paul
	Attorney Docket Number	NEXRF 10.011

U.S.PATENTS						Remove
Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	5643086		1997-07-01	Alcorn et al.	
	2	6106396		2000-08-22	Alcorn et al.	
	3	7534169		2009-05-19	Amaitis et al.	
	4	5779545		1998-07-14	Berg et al.	
	5	6612928		2003-09-02	Bradford et al.	
	6	6709333		2004-03-23	Bradford et at.	
	7	5738583		1996-04-14	Comas et al.	
	8	5902983		1999-05-11	Crevalt et al.	

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	Attorney Docket Number	NEXRF 10.011

	9	6142876		2000-11-07	Cumbers	
	10	5630757		1997-05-20	Gagin et al.	
	11	4339798		1982-07-13	Hedges et al.	
	12	5594491		1997-01-14	Hodge et al.	
	13	4856787		1989-08-15	Itkis	
	14	7611407		2009-11-03	Itkis et al.	
	15	6508709		1999-06-18	Karmarker	
	16	8029349		2011-10-04	Lind	
	17	6942574		2005-09-13	LeMay et al.	
	18	6575834		2003-06-10	Lindo, Herbert	
	19	6749512		2004-06-15	MacGregor et al.	

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	20	5761416		1998-06-02	Mandal et al.	
	21	5586937		1996-12-24	Menashe	
	22	5800268		1998-09-01	Molnick	
	23	6709631		2004-03-23	Mori et al.	
	24	7338372		2008-03-04	Morrow et al.	
	25	6178510		2001-01-23	O'Connor et al.	
	26	6508710		2003-01-21	Paravia et al.	
	27	6628939		2003-09-30	Paulsen	
	28	6884162		2005-04-26	Raverdy et al.	
	29	6676522		2004-01-13	Rowe	
	30	6682421		2004-01-27	Rowe et al.	

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	First Named Inventor	KERR, Michael A.
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	31	5768382		1998-06-16	Schneier et al.	
	32	5871398		1999-02-19	Schneier et al.	
	33	6719631		2004-04-13	Tulley et al.	
	34	5762552		1998-06-09	Vuong et al.	
	35	6001016		1999-12-14	Walker et al.	
	36	6010404		2000-01-04	Walker et al.	
	37	6500068		2002-12-31	Walker et al.	
	38	6527638		2003-03-04	Walker et al.	
	39	6409602		2002-06-25	Wiltshire et al.	
	40	5851149		1998-12-22	Xidos et al.	
	41	7341522		2008-03-11	Yamagishi	

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	First Named Inventor	KERR, Michael A.
	Art Unit	3716
	Examiner Name	D'Agostino, Paul
	Attorney Docket Number	NEXRF 10.011

	42	6875110	B1	2005-04-05	Crumby, Hardy Lee	
	43	5971849	A	1999-10-26	Falciglia, Sal	
	44	7107245	B1	2006-09-12	Kowalick, Gregory	

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20020007494	A1	2002-02-17	Hodge	
	2	20010004768	A1	2001-06-21	Hodge et al.	
	3	20010005908	A1	2001-06-28	Hodge et al.	
	4	20020056125	A1	2002-05-09	Hodge et al.	
	5	20020056143	A1	2002-05-09	Hodge et al.	
	6	20020142844	A1	2006-08-24	Kerr, Michael A.	

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	First Named Inventor	KERR, Michael A.
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	7	20060189382	A1	2006-08-24	Muir et al.	
	8	20080097858	A1	2008-04-24	Vucina et al.	
	9	20020142815	A1	2002-10-03	Candelore, Bryant	
	10	20020077167	A1	2002-06-20	Merari, Naftali	
	11	20020002073	A1	2002-01-25	Montgomery et al.	
	12	20080057894	A1	2008-03-06	Aleksic et al.	
	13	20070270212	A1	2007-11-22	Cockerille et al.	
	14	20070087834	A1	2007-04-19	Moser et al.	
	15	20080026844		2008-01-31	Wells, William R.	

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	12981403
	Filing Date	2010-12-29
	First Named Inventor	KERR, Michael A.
	Art Unit	3716
	Examiner Name	D'Agostino, Paul
	Attorney Docket Number	NEXRF 10.011

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	1	"Internet Industry Interacting Gambling Code: A Code for Industry Co-Regulation in the Area of Internet Gambling Content Pursuant to the Requirements of the Interactive Gaming Act of 2001". Internet Industry Association. December 2001.	☐
	2	Wirelss Network." Wikipedia. http://en.wikipedia.org/wiki/Wireless_network. November 17, 2008.	☐
	3	"Tracking Cookie." Wikipedia. http://en.wikipedia.org/wiki/Tracking_cookie. May 24, 2009.	☐

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EXAMINER SIGNATURE

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*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**		
	Application Number	12981403
	Filing Date	2010-12-29
	First Named Inventor	KERR, Michael A.
	Art Unit	3716
	Examiner Name	D'Agostino, Paul
	Attorney Docket Number	NEXRF 10.011

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☒ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☒ The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☐ A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Michael A. Kerr/	Date (YYYY-MM-DD)	2012-02-15
Name/Print	Michael A. Kerr	Registration Number	42,722

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

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5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Patent Application Fee Transmittal	
Application Number:	12981403
Filing Date:	29-Dec-2010
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Filer:	Michael A. Kerr/Julie Dawes
Attorney Docket Number:	NEXRF 10.011
Filed as Large Entity	

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
Submission- Information Disclosure Stmt	1806	1	180	180
		Total in USD ($)		**180**

Electronic Acknowledgement Receipt	
EFS ID:	12086902
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Customer Number:	48008
Filer:	Michael A. Kerr/Julie Dawes
Filer Authorized By:	Michael A. Kerr
Attorney Docket Number:	NEXRF 10.011
Receipt Date:	15-FEB-2012
Filing Date:	29-DEC-2010
Time Stamp:	17:48:50
Application Type:	Utility under 35 USC 111(a)

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Information:					
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Warnings:					
Information:					
34	Non Patent Literature	menashe.pdf	184887 345bc789d46a66680097ea12ebfb42d2eaed01f1	no	8
Warnings:					
Information:					
35	Non Patent Literature	merari.pdf	657727 bcfff877d39b4eb445752f6eeeae44c2c1959df6	no	18
Warnings:					
Information:					
36	Fee Worksheet (SB06)	fee-info.pdf	30433 72963c3b98f7479cb3eebb423dbe546377cae8aa	no	2
Warnings:					
Information:					

Total Files Size (in bytes):	10283229

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New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

Electronic Acknowledgement Receipt	
EFS ID:	12087039
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Customer Number:	48008
Filer:	Michael A. Kerr/Julie Dawes
Filer Authorized By:	Michael A. Kerr
Attorney Docket Number:	NEXRF 10.011
Receipt Date:	15-FEB-2012
Filing Date:	29-DEC-2010
Time Stamp:	17:58:11
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Non Patent Literature	molnick.pdf	440749 cd50a11d76a2d0ed08742f85bc2eff2d7fc79834	no	10
Warnings:					
Information:					

2	Non Patent Literature	montgomery.pdf	2503141 59186847035ee0ce3066699c3d6dcca7fa09d322	no	46
Warnings:					
Information:					
3	Non Patent Literature	mori.pdf	174972 9eefaced45acd19aa65d798f804512ca9609fbce	no	16
Warnings:					
Information:					
4	Non Patent Literature	morrow.pdf	116324 6c7922f1673bb110330874124aa0ad0903ddfee9	no	12
Warnings:					
Information:					
5	Non Patent Literature	moser.pdf	249059 54a1d1c703f08dbd564499527b0fa19dfb700d2f	no	30
Warnings:					
Information:					
6	Non Patent Literature	muir.pdf	398151 825955e69c09e08ef353602648ec6f7e7869eeeb	no	38
Warnings:					
Information:					
7	Non Patent Literature	npl_cookie.pdf	975756 10e7e51a007234beb9e856c5c670cb13126cdb78	no	41
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Information:					
8	Non Patent Literature	npl_iia.pdf	188538 9dda02be9529aca0fdb3ac5da44a67d3212c84c8	no	7
Warnings:					
Information:					
9	Non Patent Literature	npl_wireless.pdf	121587 ad9b8c45b3c9ba3ed767c10818f05440dc865ab3	no	5
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Information:					
10	Non Patent Literature	oconnor.pdf	137942 4b452ab5837caf70ddbf418d9833730874783105	no	15
Warnings:					
Information:					

11	Non Patent Literature	paravia.pdf	272406 b0fc47580d557a4ac2a8cbbd8f7f0c4ff4ba8b93	no	28
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Information:					
12	Non Patent Literature	paulsen.pdf	90715 1bc2f243b6eb36d6810b4d15bbc651f81004b490	no	9
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13	Non Patent Literature	raverdy.pdf	203792 7e68e46842a44e28915ed6218cfbbc7c18da1f3c	no	22
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Information:					
14	Non Patent Literature	rowe_1.pdf	207392 38b00fbca14960fd2afbb06da7beeca267d9bc40	no	18
Warnings:					
Information:					
15	Non Patent Literature	rowe_2.pdf	208323 7cb88942085c9322c717f1e25176ea8a1f6b8bd3	no	16
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Information:					
16	Non Patent Literature	schneier_1.pdf	1372554 b21bdbb3ad38f92f87ef43958675220f8eb14f8d	no	52
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Information:					
17	Non Patent Literature	schneier_2.pdf	241630 0c096523b4b9baca06e336063201c355c60fcb38	no	29
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Information:					
18	Non Patent Literature	tulley.pdf	249972 552a2bbc966b4e484f8e5646a9654cd98a35b2de	no	25
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Information:					
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Warnings:					
Information:					

20	Non Patent Literature	vuong.pdf	651069 0ed39911375948801e375d8ec7cc32139a4b27da	no	22
Warnings:					
Information:					
21	Non Patent Literature	walker_1.pdf	163017 ebcdf7ec542b3904af6548e5cfe487e2f634953a	no	21
Warnings:					
Information:					
22	Non Patent Literature	walker_2.pdf	135473 ad48f858ab9dcf6cee5569a35bc797813a51be38	no	15
Warnings:					
Information:					
23	Non Patent Literature	walker_3.pdf	148470 fd3ac4808c9ef2cefa43cd92fa625948af76e7c5	no	19
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24	Non Patent Literature	walker_4.pdf	387030 5d7418a014a3413abcc70c2e01252cd09163a479	no	49
Warnings:					
Information:					
25	Non Patent Literature	wells.pdf	217468 15b253e1130eb0b926c72f908a6f3b46b66457a5	no	22
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26	Non Patent Literature	wiltshire.pdf	313887 cbdff1bb3aa42ea21b5ab28336dde0fa17013790	no	27
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27	Non Patent Literature	xidos.pdf	327704 9dac0108183aeb008451f9a3e5030b0a97bcea75	no	37
Warnings:					
Information:					
28	Non Patent Literature	yamagishi.pdf	101403 a98b2e4062653ce0703f7d8d3d5321e051e2da8a	no	8
Warnings:					
Information:					

Total Files Size (in bytes):	11023834

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

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Application Number	Application/Control No.	Applicant(s)/Patent under Reexamination
	12/981,403	KERR, MICHAEL A.

Document Code - DISQ	Internal Document – DO NOT MAIL

TERMINAL DISCLAIMER	☐ APPROVED	☒ DISAPPROVED
Date Filed : 02/01/12	This patent is subject to a Terminal Disclaimer	

Approved/Disapproved by:

Td fees not paid and no authorization to charged deposit account, see FP 14.24 and 14.26.07.

Wrong Td form used need to use PTO/SB/25.

Angie Walker

U.S. Patent and Trademark Office

PTO/SB/25 (08-11)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

TERMINAL DISCLAIMER TO OBVIATE A PROVISIONAL DOUBLE PATENTING REJECTION OVER A PENDING "REFERENCE" APPLICATION	Docket Number (Optional) NEXRF 10.011

In re Application of: KERR, Michael A.

Application No.: 12/981,403

Filed: December 29, 2010

For: GAMING SYSTEM AND NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

The owner*, NexRF, Inc, of 100 percent interest in the instant application hereby disclaims, except as provided below, the terminal part of the statutory term of any patent granted on the instant application which would extend beyond the expiration date of the full statutory term of any patent granted on pending **reference** Application Number see attached, filed see attached, as the term of any patent granted on said **reference** application may be shortened by any terminal disclaimer filed prior to the grant of any patent on the pending **reference** application. The owner hereby agrees that any patent so granted on the instant application shall be enforceable only for and during such period that it and any patent granted on the **reference** application are commonly owned. This agreement runs with any patent granted on the instant application and is binding upon the grantee, its successors or assigns.

In making the above disclaimer, the owner does not disclaim the terminal part of any patent granted on the instant application that would extend to the expiration date of the full statutory term of any patent granted on said **reference** application, "as the term of any patent granted on said **reference** application may be shortened by any terminal disclaimer filed prior to the grant of any patent on the pending **reference** application," in the event that: any such patent: granted on the pending **reference** application: expires for failure to pay a maintenance fee, is held unenforceable, is found invalid by a court of competent jurisdiction, is statutorily disclaimed in whole or terminally disclaimed under 37 CFR 1.321, has all claims canceled by a reexamination certificate, is reissued, or is in any manner terminated prior to the expiration of its full statutory term as shortened by any terminal disclaimer filed prior to its grant.

Check either box 1 or 2 below, if appropriate.

1. ☐ For submissions on behalf of a business/organization (e.g., corporation, partnership, university, government agency, etc.), the undersigned is empowered to act on behalf of the business/organization.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

2. ☑ The undersigned is an attorney or agent of record. Reg. No. 42722

/Michael A. Kerr/ — Signature
October 23, 2012 — Date

Michael A. Kerr — Typed or printed name

775-624-8700 — Telephone Number

☑ Terminal disclaimer fee under 37 CFR 1.20(d) is included.

WARNING: Information on this form may become public. Credit card information should not be included on this form. Provide credit card information and authorization on PTO-2038.

*Statement under 37 CFR 3.73(b) is required if terminal disclaimer is signed by the assignee (owner).
Form PTO/SB/96 may be used for making this statement. See MPEP § 324.

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): **Kerr, Michael A.**	Group Art Unit: **3716**
Application Serial No.: **12/981,403**	Examiner name: **D'Agostino, Paul A.**
Filed: **December 29, 2012**	Confirmation No: **6498**
Title: **GAMING SYSTEM AND NETWORK AND METHOD FOR DELIVERING GAMING MEDIA**	

Terminal Disclaimer

Mail Stop AF
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir/Madam:

Applicant hereby files this attachment with terminal disclaimer form PTO/SB/25 (08-11) and hereby disclaims the terminal part of the statutory term of any patent granted on the instant application which would extend beyond Application Numbers 12/982,018 filed on December 30, 2012, 12/982,018 filed on December 30, 2012, and 10/681,034 filed on October 8, 2003.

Respectfully Submitted,

Dated: October 23, 2012

/Michael A. Kerr/
Michael A. Kerr
Reg. No. 42,722

Michael A. Kerr
KERR IP GROUP, LLC
P.O. Box 18600
Reno, NV 89511
Tel: (775) 624-8700
Fax: (775) 622-0686

Electronic Patent Application Fee Transmittal	
Application Number:	12981403
Filing Date:	29-Dec-2010
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Filer:	Michael A. Kerr/Julie Dawes
Attorney Docket Number:	NEXRF 10.011
Filed as Small Entity	

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
Statutory or terminal disclaimer	2814	1	80	80
		Total in USD ($)		**80**

Electronic Acknowledgement Receipt	
EFS ID:	14073519
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Customer Number:	48008
Filer:	Michael A. Kerr/Julie Dawes
Filer Authorized By:	Michael A. Kerr
Attorney Docket Number:	NEXRF 10.011
Receipt Date:	25-OCT-2012
Filing Date:	29-DEC-2010
Time Stamp:	12:52:06
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$80
RAM confirmation Number	11223
Deposit Account	
Authorized User	

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)

1	Terminal Disclaimer Filed	terminal_disclaimer_102512.pdf	342482 47621ce56e89b932074a1271d4847afc04ada730	no	2
Warnings:					
Information:					
2	Terminal Disclaimer Filed	terminal_disclaimer_attachment.pdf	14804 6824b717f640ea6906a8d51eb6c66b226b4a475c	no	2
Warnings:					
Information:					
3	Fee Worksheet (SB06)	fee-info.pdf	30003 9d1aad887acce60bd16ab3ee039048111cc26d62	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	387289		

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<u>New Applications Under 35 U.S.C. 111</u>
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Application Number	Application/Control No.	Applicant(s)/Patent under Reexamination
	12/981,403	KERR, MICHAEL A.

Document Code - DISQ	Internal Document – DO NOT MAIL

TERMINAL DISCLAIMER	☐ APPROVED	☒ DISAPPROVED
Date Filed : 10-25-2012	This patent is subject to a Terminal Disclaimer	

Approved/Disapproved by:

Dorethea Lawrence

No Power of attorney in this file.

U.S. Patent and Trademark Office

PTO/SB/25 (08-11)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

TERMINAL DISCLAIMER TO OBVIATE A PROVISIONAL DOUBLE PATENTING REJECTION OVER A PENDING "REFERENCE" APPLICATION	Docket Number (Optional) NEXRF 10.011

In re Application of: KERR, Michael A.

Application No.: 12/981,403

Filed: December 29, 2010

For: GAMING SYSTEM AND NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

The owner*, NexRF, Inc, of 100 percent interest in the instant application hereby disclaims, except as provided below, the terminal part of the statutory term of any patent granted on the instant application which would extend beyond the expiration date of the full statutory term of any patent granted on pending **reference** Application Number see attached, filed see attached, as the term of any patent granted on said **reference** application may be shortened by any terminal disclaimer filed prior to the grant of any patent on the pending **reference** application. The owner hereby agrees that any patent so granted on the instant application shall be enforceable only for and during such period that it and any patent granted on the **reference** application are commonly owned. This agreement runs with any patent granted on the instant application and is binding upon the grantee, its successors or assigns.

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Check either box 1 or 2 below, if appropriate.

1. ☐ For submissions on behalf of a business/organization (e.g., corporation, partnership, university, government agency, etc.), the undersigned is empowered to act on behalf of the business/organization.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

2. ☑ The undersigned is an attorney or agent of record. Reg. No. 42722

/Michael A. Kerr/ — Signature
October 23, 2012 — Date

Michael A. Kerr — Typed or printed name

775-624-8700 — Telephone Number

☑ Terminal disclaimer fee under 37 CFR 1.20(d) is included.

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*Statement under 37 CFR 3.73(b) is required if terminal disclaimer is signed by the assignee (owner).
Form PTO/SB/96 may be used for making this statement. See MPEP § 324.

Privacy Act Statement

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2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
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6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): **Kerr, Michael A.**	Group Art Unit: **3716**
Application Serial No.: **12/981,403**	Examiner name: **D'Agostino, Paul A.**
Filed: **December 29, 2012**	Confirmation No: **6498**
Title: **GAMING SYSTEM AND NETWORK AND METHOD FOR DELIVERING GAMING MEDIA**	

Terminal Disclaimer

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Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir/Madam:

Applicant hereby files this attachment with terminal disclaimer form PTO/SB/25 (08-11) and hereby disclaims the terminal part of the statutory term of any patent granted on the instant application which would extend beyond Application Numbers 12/982,656 filed on December 30, 2010, 12/982,018 filed on December 30, 2010, and 10/681,034 filed on October 8, 2003.

Respectfully Submitted,

Dated: October 23, 2012

/Michael A. Kerr/
Michael A. Kerr
Reg. No. 42,722

Michael A. Kerr
KERR IP GROUP, LLC
P.O. Box 18600
Reno, NV 89511
Tel: (775) 624-8700
Fax: (775) 622-0686

Electronic Acknowledgement Receipt	
EFS ID:	14719455
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Customer Number:	48008
Filer:	Michael A. Kerr/Julie Dawes
Filer Authorized By:	Michael A. Kerr
Attorney Docket Number:	NEXRF 10.011
Receipt Date:	16-JAN-2013
Filing Date:	29-DEC-2010
Time Stamp:	18:13:50
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Terminal Disclaimer Filed	terminal_disclaimer_102512.pdf	342482 47621ce56e89b932074a1271d4847afc04ada730	no	2
Warnings:					
Information:					

2	Power of Attorney	poa.pdf	67941 e1fef6d406373bf0499a66dccc97602d860dee13	no	1
Warnings:					
Information:					
3	Terminal Disclaimer Filed	terminal_disclaimer_attachment.pdf	14807 1a1fe55ea2c0c1fac8e5e2cf21047e1c1a35de2e	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	425230		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

<u>New Applications Under 35 U.S.C. 111</u>
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

<u>National Stage of an International Application under 35 U.S.C. 371</u>
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

<u>New International Application Filed with the USPTO as a Receiving Office</u>
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/SB/81 (01-09)
Approved for use through 11/30/2011. OMB 0651-0035
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

POWER OF ATTORNEY OR REVOCATION OF POWER OF ATTORNEY WITH A NEW POWER OF ATTORNEY AND CHANGE OF CORRESPONDENCE ADDRESS

Application Number	12/981,403
Filing Date	12/29/2010
First Named Inventor	Kerr, Michael
Title	GAMING SYSTEM NETWORK AND METHOD FOR DELIVE
Art Unit	3716
Examiner Name	D'Agostino, Paul
Attorney Docket Number	NEXRF 10.011

I hereby revoke all previous powers of attorney given in the above-identified application.

☐ A Power of Attorney is submitted herewith.

OR

☒ I hereby appoint Practitioner(s) associated with the following Customer Number as my/our attorney(s) or agent(s) to prosecute the application identified above, and to transact all business in the United States Patent and Trademark Office connected therewith: 48008

OR

☒ I hereby appoint Practitioner(s) named below as my/our attorney(s) or agent(s) to prosecute the application identified above, and to transact all business in the United States Patent and Trademark Office connected therewith:

Practitioner(s) Name	Registration Number
Michael A. Kerr	42,722

Please recognize or change the correspondence address for the above-identified application to:

☒ The address associated with the above-mentioned Customer Number.

OR

☒ The address associated with Customer Number: 48008

OR

☒ Firm or Individual Name	Michael A. Kerr				
Address	P.O. Box 18600				
City	Reno	State	NV	Zip	89511
Country	USA				
Telephone	775-624-8700	Email	mick@kipg.com		

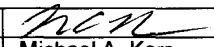
I am the:

☒ Applicant/Inventor.

OR

☐ Assignee of record of the entire interest. See 37 CFR 3.71.
Statement under 37 CFR 3.73(b) (Form PTO/SB/96) submitted herewith or filed on _____

SIGNATURE of Applicant or Assignee of Record

Signature		Date	January 16, 2013
Name	Michael A. Kerr	Telephone	775-624-8700
Title and Company	CEO of NEXRF Corp.		

NOTE: Signatures of all the inventors or assignees of record of the entire interest or their representative(s) are required. Submit multiple forms if more than one signature is required, see below*.

☒ *Total of 1 forms are submitted.

This collection of information is required by 37 CFR 1.31, 1.32 and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Application Number	Application/Control No.	Applicant(s)/Patent under Reexamination
	12/981,403	KERR, MICHAEL A.

Document Code - DISQ	Internal Document – DO NOT MAIL

TERMINAL DISCLAIMER	☒ APPROVED	☐ DISAPPROVED
Date Filed : 1/16/13	This patent is subject to a Terminal Disclaimer	

Approved/Disapproved by:

Felicia D. Roberts

12/982,656; 12/982,018; and 10/681,034

U.S. Patent and Trademark Office

UNITED STATES PATENT AND TRADEMARK OFFICE

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APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011

CONFIRMATION NO. 6498

POA ACCEPTANCE LETTER

48008
KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

OC00000058760123

Date Mailed: 01/24/2013

NOTICE OF ACCEPTANCE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 01/16/2013.

The Power of Attorney in this application is accepted. Correspondence in this application will be mailed to the above address as provided by 37 CFR 1.33.

/atesfai/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011	6498

48008 7590 10/09/2013

KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

EXAMINER	
D'AGOSTINO, PAUL ANTHONY	
ART UNIT	**PAPER NUMBER**
3716	

NOTIFICATION DATE	DELIVERY MODE
10/09/2013	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

MICK@KIPG.COM
mmk@kipg.com
admin@kipg.com

PTOL-90A (Rev. 04/07)

Office Action Summary	Application No. 12/981,403	Applicant(s) KERR, MICHAEL A.	
	Examiner Paul A. D'Agostino	Art Unit 3716	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *2/1/2012*.

☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.

4)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

5)☒ Claim(s) *21-25,27-33,35-41 and 43-47* is/are pending in the application.

5a) Of the above claim(s) _____ is/are withdrawn from consideration.

6)☐ Claim(s) _____ is/are allowed.

7)☒ Claim(s) *21-25, 27-33, 35-41, and 43-47* is/are rejected.

8)☐ Claim(s) _____ is/are objected to.

9)☐ Claim(s) _____ are subject to restriction and/or election requirement.

* If any claims have been determined allowable, you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov.

Application Papers

10)☐ The specification is objected to by the Examiner.

11)☒ The drawing(s) filed on *12/29/2010* is/are: a)☒ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

Certified copies:

a)☐ All b)☐ Some * c)☐ None of the:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☐ Notice of References Cited (PTO-892)

2) ☒ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date *2/15/2012*.

3) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .

4) ☐ Other: _____.

DETAILED ACTION

This responds to Applicant's Arguments/Remarks filed 02/01/2012. Claims 21-25, 29, and 37-41 have been amended. Claims 1-20, 26, 34 and 42 stand cancelled. Claims 21-25, 27-33, 35-41, and 43-47 are now pending in this Application.

Terminal Disclaimer

1. The terminal disclaimer filed on 1/17/2013 disclaiming the terminal portion of any patent granted on this application which would extend beyond the expiration date of patents resulting from applications 2/982,656, 12/982,018, and 10/681034 has been reviewed and is accepted. The terminal disclaimer has been recorded.

Response to Amendment

2. Applicant has amended the claims thus the rejection under 35 U.S.C. § 112, second paragraph is withdrawn.

Response to Arguments

3. Applicant's arguments filed 2/1/2012 have been fully considered but they are not persuasive. Applicant argues (see Applicant Arguments/Remarks pages 10-17) that Kowalick and Walker fail to discuss a centralized gaming server. Examiner respectfully disagrees. Examiner construes the claim "a centralized gaming server communicatively coupled to each of the plurality of network access devices" as disclosed by Walker's system and central server 4 connected to clients 2 and 5 (Fig. 1). Further, Examiner

construes "the central gaming server configured to generate at least one random game output, the at least one random game output associated with at least one game outcome" as Walker's system which generates random outcomes by harvesting them from about the client machines 2. These outcomes {outputs} are then paired to images in memory (not necessarily the same image as when generated on client device 2) thus greating at least one random game output for delivery to client device 5. In this respect, the claimed "server configured to generate" does not limit the manner in which the outcomes are created. The broadest reasonable interpretation of generating includes harvesting random outcomes, modifying their visual representation, to create or generate a new random game output (random outcome and new visual representation) and thereby the server 4 if "generating a least one random game output associated with at least one game outcome for re-use on client 5.

Claim Rejections - 35 USC § 103

4. The following is a quotation of pre-AIA 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

5. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under pre-AIA 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.

2. Ascertaining the differences between the prior art and the claims at issue.

3. Resolving the level of ordinary skill in the pertinent art.

4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

6. Claims 21, 29, 37, and 45-47 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent No. 7,107,245 to Kowalick in view of U.S. Patent No. 6,001,016 to Walker (See rejection Filed 11/3/2011 and in view of the response to arguments regarding the amended claim language.

7. Claims 27-28, 35-36, and 43-44 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over Kowalick and Walker further in view of U.S. Patent No. 6,508,709 to Karmarkar (See rejection Filed 11/3/2011 and in view of the response to arguments regarding the amended claim language.

8. Claims 22-25, 30-33, and 38-41 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over Kowalick and Walker further in view of U.S. Patent No. 5,971,849 to Falcigilia (See rejection Filed 11/3/2011 and in view of the response to arguments regarding the amended claim language.

Allowable Subject Matter

9. The claims can be placed in condition for allowance by limiting the scope of the claimed invention to random game outcome generation by random generation at the gaming server.

Conclusion

10. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Paul A. D'Agostino whose telephone number is (571)270-1992. The examiner can normally be reached on Monday - Friday, 7:30 a.m. - 5:00 p.m..

11. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

12. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

Paul A. D'Agostino
Primary Examiner
Art Unit 3716

/Paul A. D'Agostino/
Primary Examiner, Art Unit 3716

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	Art Unit
	Paul D'Agostino	3716

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	07/08/2011	10/28/2011	10/03/2013						
	1	-	-	-						
	2	-	-	-						
	3	-	-	-						
	4	-	-	-						
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	17	-	-	-						
	18	-	-	-						
	19	-	-	-						
	20	-	-	-						
	21	✓	✓	✓						
	22	✓	✓	✓						
	23	✓	✓	✓						
	24	✓	✓	✓						
	25	✓	✓	✓						
	26	✓	-	-						
	27	✓	✓	✓						
	28	✓	✓	✓						
	29	✓	✓	✓						
	30	✓	✓	✓						
	31	✓	✓	✓						
	32	✓	✓	✓						
	33	✓	✓	✓						
	34	✓	-	-						
	35	✓	✓	✓						
	36	✓	✓	✓						

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	Art Unit
	Paul D'Agostino	3716

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
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☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	07/08/2011	10/28/2011	10/03/2013						
	37	✓	✓	✓						
	38	✓	✓	✓						
	39	✓	✓	✓						
	40	✓	✓	✓						
	41	✓	✓	✓						
	42	✓	-	-						
	43	✓	✓	✓						
	44	✓	✓	✓						
	45		✓	✓						
	46		✓	✓						
	47		✓	✓						

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**		
	Application Number	12981403
	Filing Date	2010-12-29
	First Named Inventor	KERR, Michael A.
	Art Unit	3716
	Examiner Name	D'Agostino, Paul
	Attorney Docket Number	NEXRF 10.011

U.S.PATENTS						Remove
Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	5643086		1997-07-01	Alcorn et al.	
	2	6106396		2000-08-22	Alcorn et al.	
	3	7534169		2009-05-19	Amaitis et al.	
	4	5779545		1998-07-14	Berg et al.	
	5	6612928		2003-09-02	Bradford et al.	
	6	6709333		2004-03-23	Bradford et at.	
	7	5738583		1996-04-14	Comas et al.	
	8	5902983		1999-05-11	Crevalt et al.	

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /P.D./

Receipt date: 02/15/2012	Application Number	12981403	12981403 - GAU: 3716
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**	Filing Date	2010-12-29	
	First Named Inventor	KERR, Michael A.	
	Art Unit	3716	
	Examiner Name	D'Agostino, Paul	
	Attorney Docket Number	NEXRF 10.011	

	9	6142876		2000-11-07	Cumbers	
	10	5630757		1997-05-20	Gagin et al.	
	11	4339798		1982-07-13	Hedges et al.	
	12	5594491		1997-01-14	Hodge et al.	
	13	4856787		1989-08-15	Itkis	
	14	7611407		2009-11-03	Itkis et al.	
	15	6508709		1999-06-18	Karmarker	
	16	8029349		2011-10-04	Lind	
	17	6942574		2005-09-13	LeMay et al.	
	18	6575834		2003-06-10	Lindo, Herbert	
	19	6749512		2004-06-15	MacGregor et al.	

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /P.D./

Receipt date: 02/15/2012	Application Number	12981403	12981403 - GAU: 3716
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	First Named Inventor	KERR, Michael A.	
	Art Unit	3716	
	Examiner Name	D'Agostino, Paul	
	Attorney Docket Number	NEXRF 10.011	

	20	5761416		1998-06-02	Mandal et al.	
	21	5586937		1996-12-24	Menashe	
	22	5800268		1998-09-01	Molnick	
	23	6709631		2004-03-23	Mori et al.	
	24	7338372		2008-03-04	Morrow et al.	
	25	6178510		2001-01-23	O'Connor et al.	
	26	6508710		2003-01-21	Paravia et al.	
	27	6628939		2003-09-30	Paulsen	
	28	6884162		2005-04-26	Raverdy et al.	
	29	6676522		2004-01-13	Rowe	
	30	6682421		2004-01-27	Rowe et al.	

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /P.D./

Receipt date: 02/15/2012	Application Number	12981403	12981403 - GAU: 3716
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	First Named Inventor	KERR, Michael A.	
	Art Unit	3716	
	Examiner Name	D'Agostino, Paul	
	Attorney Docket Number	NEXRF 10.011	

	31	5768382		1998-06-16	Schneier et al.	
	32	5871398		1999-02-19	Schneier et al.	
	33	6719631		2004-04-13	Tulley et al.	
	34	5762552		1998-06-09	Vuong et al.	
	35	6001016		1999-12-14	Walker et al.	
	36	6010404		2000-01-04	Walker et al.	
	37	6500068		2002-12-31	Walker et al.	
	38	6527638		2003-03-04	Walker et al.	
	39	6409602		2002-06-25	Wiltshire et al.	
	40	5851149		1998-12-22	Xidos et al.	
	41	7341522		2008-03-11	Yamagishi	

EFS Web 2.1.17

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /P.D./

Receipt date: 02/15/2012	Application Number	12981403	12981403 - GAU: 3716
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**	Filing Date	2010-12-29	
	First Named Inventor	KERR, Michael A.	
	Art Unit	3716	
	Examiner Name	D'Agostino, Paul	
	Attorney Docket Number	NEXRF 10.011	

	42	6875110	B1	2005-04-05	Crumby, Hardy Lee	
	43	5971849	A	1999-10-26	Falciglia, Sal	
	44	7107245	B1	2006-09-12	Kowalick, Gregory	

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20020007494	A1	2002-02-17	Hodge	
	2	20010004768	A1	2001-06-21	Hodge et al.	
	3	20010005908	A1	2001-06-28	Hodge et al.	
	4	20020056125	A1	2002-05-09	Hodge et al.	
	5	20020056143	A1	2002-05-09	Hodge et al.	
	6	20020142844	A1	2006-08-24	Kerr, Michael A.	

EFS Web 2.1.17 ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /P.D./

Receipt date: 02/15/2012	Application Number	12981403	12981403 - GAU: 3716
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**	Filing Date	2010-12-29	
	First Named Inventor	KERR, Michael A.	
	Art Unit	3716	
	Examiner Name	D'Agostino, Paul	
	Attorney Docket Number	NEXRF 10.011	

	7	20060189382	A1	2006-08-24	Muir et al.	
	8	20080097858	A1	2008-04-24	Vucina et al.	
	9	20020142815	A1	2002-10-03	Candelore, Bryant	
	10	20020077167	A1	2002-06-20	Merari, Naftali	
	11	20020002073	A1	2002-01-25	Montgomery et al.	
	12	20080057894	A1	2008-03-06	Aleksic et al.	
	13	20070270212	A1	2007-11-22	Cockerille et al.	
	14	20070087834	A1	2007-04-19	Moser et al.	
	15	20080026844		2008-01-31	Wells, William R.	

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Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2] i	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]

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Receipt date: 02/15/2012	Application Number	12981403	12981403 - GAU: 3716
INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**	Filing Date	2010-12-29	
	First Named Inventor	KERR, Michael A.	
	Art Unit	3716	
	Examiner Name	D'Agostino, Paul	
	Attorney Docket Number	NEXRF 10.011	

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Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1	"Internet Industry Interacting Gambling Code: A Code for Industry Co-Regulation in the Area of Internet Gambling Content Pursuant to the Requirements of the Interactive Gaming Act of 2001". Internet Industry Association. December 2001.	☐
	2	Wirelss Network." Wikipedia. http://en.wikipedia.org/wiki/Wireless_network. November 17, 2008.	☐
	3	"Tracking Cookie." Wikipedia. http://en.wikipedia.org/wiki/Tracking_cookie. May 24, 2009.	☐

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EXAMINER SIGNATURE

Examiner Signature	/Paul A D'Agostino/	Date Considered	10/03/2013

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1] See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. [2] Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). [3] For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. [4] Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. [5] Applicant is to place a check mark here if English language translation is attached.

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Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	**Art Unit**
	Paul D'Agostino	3716

CPC- SEARCHED		
Symbol	**Date**	**Examiner**

CPC COMBINATION SETS - SEARCHED		
Symbol	**Date**	**Examiner**

US CLASSIFICATION SEARCHED			
Class	**Subclass**	**Date**	**Examiner**

SEARCH NOTES		
Search Notes	**Date**	**Examiner**
inventor name search	7/12/2011	msr
east search -see attached	7/12/2011	msr
updated search	10/3/2013	PD

INTERFERENCE SEARCH			
US Class/ CPC Symbol	**US Subclass / CPC Group**	**Date**	**Examiner**

/M.R./ Examiner.Art Unit 3716	/PAUL A D'AGOSTINO/ Primary Examiner.Art Unit 3716

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	6	"7107245"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/27 19:25
S2	322	"6001016"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/27 19:26
S3	174	"6508709"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/27 19:27
S4	198	"5971849"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/27 19:28
S22	6	"7107245"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/28 08:06
S23	526	"6001016"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2013/10/03 10:38
S24	64	"6001016" and walker.in.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2013/10/03 10:39

10/ 3/ 2013 3:21:23 PM
C:\ Users\ pdagostino\ Documents\ EAST\ Workspaces\ 12981403.wsp

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): **Kerr, Michael A.**	Group Art Unit: **3716**
Application Serial No.: **12/981,403**	Examiner name: **D'Agostino, Paul**
Filed: **December 29, 2010**	Confirmation No: **6498**
Title: **GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA**	

AMENDMENT AND RESPONSE TO OFFICE ACTION

Mail Stop Amendments
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir/Madam:

This Amendment and Response is filed in Response to the Office Action dated October 09, 2013 in the above referenced patent application. The Office Action set a shortened statutory period of 3 months from the mailing date of this Office Action, making this reply timely on or before January 09, 2014. Allowance of the pending claims in view of the following amendments is respectfully requested.

Amendments to the Specification begin on page 2.

Amendments to the Claims begin on page 5.

Remarks begin on page 11.

Amendments to the Specification

Please remove the paragraph under the heading “ABSTRACT” of the Specification and replace with the following:

ABSTRACT

A gaming server system is described, the gaming server system including a verification system, a memory module, a centralized gaming server, and a paytable module. The verification system is configured to access a registration database having registration data for registered users. The memory module is configured to store images corresponding to at least one game outcome, with the images communicated to the network access devices. The paytable module is associated with the centralized gaming server, and it is configured to determine one or more prizes associated with a game outcome. The centralized gaming server is configured to generate at least one random game outcome by random generation at the centralized gaming server, and configured to access the memory module and communicate the images corresponding to the random game outcome to the network access devices.

Please replace paragraphs **[0023], [0024], and [0025]** on pages 6 and 7 of the Specification with the following paragraphs:

[0023] A gaming server system is described, the gaming server system configured to communicate with at least one network access device communicatively coupled to a network. The gaming server system includes a verification system, a memory module, a centralized gaming server, and a paytable module. The verification system is configured to access a registration database having a plurality of registration data associated with each registered user. The memory module is configured to store a plurality of images corresponding to at least one game outcome that are communicated to the at least one network access device. The centralized gaming server is communicatively coupled to each of the at least one network access device, the centralized gaming server configured to generate at least one random game outcome by random generation at the centralized gaming server. The paytable module is associated with the centralized gaming server, and it is configured to determine one or more prizes associated with a game outcome. The centralized gaming server is also configured to access the memory module and communicate the plurality of images corresponding to the at least one random game outcome to the at least one network access device

[0024] In one embodiment, the verification system is configured to receive user identification information associated with a player from each network access device, and verify the player accessing the network access device is a registered user by comparing the user identification information to the registration data.

[0025] A method for generating a game outcome with a gaming server system configured to communicate with a plurality of network access devices that are communicatively coupled to a network is also described. The method comprises enabling a verification system to receive user identification information from at least one network access device. The method further comprises verifying with the verification system that the user accessing the at least one network access device is a registered user by comparing the user identification information to registration data

stored in a registration database. The method includes generating, with a centralized gaming server communicatively coupled to each of the plurality of network access devices, at least one random game outcome with random generation at the centralized gaming server. Finally, the method includes determining one or more prizes associated with the random game outcome with a paytable module associated with the centralized gaming server, and communicating a plurality of images corresponding to the at least one random game outcome from the centralized gaming server to each network access device.

Amendments to the Claims

This listing of the claims replaces the listings of the claims in the present patent application.

1 – 47 (Canceled).

48. (New) A gaming server system configured to communicate with at least one network access device communicatively coupled to a network, the gaming server system comprising:

a verification system configured to access a registration database having a plurality of registration data associated with each registered user;

a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the at least one network access device;

a centralized gaming server communicatively coupled to each of the at least one network access device, the centralized gaming server configured to generate at least one random game outcome by random generation at the centralized gaming server;

a paytable module associated with the centralized gaming server, the paytable module configured to determine one or more prizes associated with a game outcome; and

the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one random game outcome to the at least one network access device.

49. (New) The gaming server system of claim 48, wherein the centralized gaming server includes a player buffer configured to receive one or more player data for one or more players from the at least one network access device.

50. (New) The gaming server system of claim 49, wherein the centralized gaming server comprises a countdown timer coupled to the player buffer, the countdown

timer configured to limit the time during which the player buffer is capable of receiving player data.

51. (New) The gaming server system of claim 49, wherein the random game outcome generated at the centralized gaming server is one random number per each player data in the player buffer.

52. (New) The gaming server system of claim 49, wherein the random game outcome generated at the centralized gaming server is one random number for all the player data in the player buffer.

53. (New) The gaming server system of claim 48, further comprising an encoding module configured to convert the plurality of images to a format meeting the requirements of each network access device.

54. (New) The gaming server system of claim 48, further comprising an encryption module, the encryption module configured to encrypt the plurality of images communicated to each network access device.

55. (New) The gaming server system of claim 48, wherein the verification system is configured to receive a player biometric from the at least one network access device and compare the player biometric to the registration data.

56. (New) A gaming server system configured to communicate with a plurality of network access devices that are communicatively coupled to a network, the gaming server system comprising:

a verification system configured to access a registration database having a plurality of registration data associated with each registered user, wherein the verification system is configured to:

receive user identification information associated with a player from at least one network access device, and

verify the player accessing the network access device is a registered user by comparing the user identification information to the registration data;

a memory module configured to store a plurality of images corresponding to at least one game outcome that are communicated to the plurality of network access devices;

a centralized gaming server communicatively coupled to each of the plurality of network access devices, the centralized gaming server configured to generate at least one random game outcome by random generation at the centralized gaming server;

a paytable module associated with the centralized gaming server, the paytable module configured to determine one or more prizes associated with a game outcome; and

the centralized gaming server configured to access the memory module and communicate the plurality of images corresponding to the at least one random game outcome to each network access device.

57. (New) The gaming server system of claim 56, further comprising a player buffer configured to receive one or more player data sets, each player data set associated with a particular player.

58. (New) The gaming server system of claim 57, further comprising a countdown timer coupled to the player buffer, the countdown timer configured to limit the time

during which the player buffer is capable of receiving the one or more player data sets.

59. (New) The gaming server system of claim 57, wherein the random game outcome is based on a random number from a random number generator, the random number generated for each player data set in the player buffer.

60. (New) The gaming server system of claim 57, wherein the random game outcome is based on a random number from a random number generator, the random number generated for all player data sets in the player buffer.

61. (New) The gaming server system of claim 56, further comprising an encoding module configured to convert the images to a format meeting the requirements of each network access device.

62. (New) The gaming server system of claim 56, further comprising an encryption module, the encryption module configured to encrypt the plurality of images communicated to each network access device.

63. (New) The gaming server system of claim 56, wherein the verification system is configured to receive a player biometric as user identification information that is associated with the player from each network access device.

64. **(New)** A method for generating a game outcome with a gaming server system configured to communicate with a plurality of network access devices that are communicatively coupled to a network, the gaming server system comprising:

enabling a verification system to receive user identification information from at least one network access device;

verifying with the verification system that the user accessing the at least one network access device is a registered user by comparing the user identification information to registration data stored in a registration database;

generating, with a centralized gaming server communicatively coupled to each of the plurality of network access devices, at least one random game outcome with random generation at the centralized gaming server;

determining one or more prizes associated with the random game outcome with a paytable module associated with the centralized gaming server; and

communicating a plurality of images corresponding to the at least one random game outcome from the centralized gaming server to each network access device.

65. **(New)** The method of claim 64, further comprising receiving one or more player data sets with a player buffer at the centralized gaming server.

66. **(New)** The method of claim 65, further comprising limiting the time during which the player buffer is capable of receiving the one or more player data sets with a countdown timer at the centralized gaming server.

67. **(New)** The method of claim 65, wherein generating at least one random game outcome comprises generating a random game output at the centralized gaming server for each player data set in the player buffer.

68. **(New)** The method of claim 65, wherein generating at least one random game outcome comprises generating a random game output at the centralized gaming server for all player data sets in the player buffer.

69. (New) The method of claim 64, further comprising converting the plurality of images to a format meeting the requirements of each network access device with an encoding module.

70. (New) The method of claim 64, further comprising encrypting the plurality of images communicated to each network access device with an encryption module.

71. (New) The method of claim 64, wherein verifying with the verification system includes receiving a player biometric from the at least one network access device and comparing the player biometric to the registration data stored in the registration database.

REMARKS

The present remarks are in response to the Office Action dated October 09, 2013, in which claims 21-25, 27-33, 35-41, and 43-47 were rejected. In this response, Applicant has canceled claims 21, 24-25, 28-29, 32-33, 37, 39-41, and 43-47, and added new claims 48-71. For simplicity and clarity purposes in responding to the Office Action, the Applicant's remarks are primarily focused on the independent claims (48, 56, and 64) outlined in the Office Action with the understanding that the dependent claims that depend from the independent claims are patentable for at least the same reasons (and other reasons) that the independent claims are patentable. Applicant expressly reserves the right to argue the patentability of the dependent claims separately in any future proceedings.

In view of the claim amendments and remarks, the Applicant respectfully requests that the pending claims be placed in a state of allowance. No new matter has been added.

A. Allowable Subject Matter and Claim Amendments

In page 4 of the Office Action, the Office identified allowable subject matter. The Examiner indicated that "The claims can be placed in condition for allowance by limiting the scope of the claimed invention to random game outcome generation by random generation at the gaming server." Applicant wishes to thank the Examiner for identifying allowable subject matter.

In response, Applicant has drafted new independent claims 48, 56, and 64 based on canceled claims 21, 29 and 37. These new independent claims include the limitation of "random game outcome generation by random generation at the gaming server." New claims 48-71 are supported by at least claims 21-25, 27-33, 35-41, and 43-47. No new matter has been added.

B. Obviousness Rejections (35 U.S.C. § 103)

Claims 21, 29, 37, and 45-47 were rejected under 35 U.S.C. §103(a) as being unpatentable over Kowalick (U.S. Patent No. 7,107,245), in view of Walker (U.S. Patent No. 6,001,016). Claims 27-28, 35-36, and 43-44 were rejected under 35

U.S.C. §103(a) as being unpatentable over Kowalick and Walker and further in view of Karmarkar (U.S. Patent No. 6,508,709). Claims 22-25, 30-33, and 38-41 were rejected under 35 U.S.C. §103(a) as being unpatentable over Kowalick and Walker further in view of Falcigilia (U.S. Patent No. 5,971,849). Applicant respectfully disagrees.

As noted above, Applicant has canceled claims 21, 24-25, 28-29, 32-33, 37, 39-41, and 43-47, and added new claims 48-71. The new independent claims 48, 56, and 64 recite the limitation of "random game outcome generation by random generation at the gaming server." The Office indicated that the claims can be placed in condition for allowance by limiting the scope of the claimed invention with the above recited limitation.

The new claims are thus nonobvious in view of the cited references. Accordingly, reconsideration and allowance are respectfully requested.

C. Conclusion

In view of the foregoing amendments and remarks, the Applicant respectfully submits that the above-identified patent application is in condition for allowance. If the Examiner finds that a telephone conference would expedite the prosecution of this application, the Examiner is invited to telephone the undersigned at the number provided.

The Director is authorized to charge any additional fee(s) or any underpayment of fee(s) or credit any overpayment(s) to Deposit Account No. 50-5930 of Kerr IP Group, LLC.

Respectfully Submitted,

Dated: January 09, 2014

/Michael A. Kerr/
Michael A. Kerr
Reg. No. 42,722

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Electronic Acknowledgement Receipt	
EFS ID:	17873261
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Customer Number:	48008
Filer:	Michael A. Kerr/Julie Dawes
Filer Authorized By:	Michael A. Kerr
Attorney Docket Number:	NEXRF 10.011
Receipt Date:	09-JAN-2014
Filing Date:	29-DEC-2010
Time Stamp:	19:23:26
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		OAR_010914.pdf	52910 22babb7c3992c0a66432836f04dc44f19595efb	yes	13

	Multipart Description/PDF files in .zip description		
	Document Description	**Start**	**End**
	Amendment/Req. Reconsideration-After Non-Final Reject	1	1
	Specification	2	4
	Claims	5	10
	Applicant Arguments/Remarks Made in an Amendment	11	13
Warnings:			
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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875	Application or Docket Number 12/981,403	Filing Date 12/29/2010	☐ To be Mailed

ENTITY: ☐ LARGE ☒ SMALL ☐ MICRO

APPLICATION AS FILED – PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	RATE ($)	FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $310 ($155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	

APPLICATION AS AMENDED – PART II

AMENDMENT **01/09/2014**

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	* 24	Minus	** 24	= 0	X $40 =	0
Independent (37 CFR 1.16(h))	* 3	Minus	***3	= 0	X $210 =	0
☐ Application Size Fee (37 CFR 1.16(s))						
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						
					TOTAL ADD'L FEE	0

AMENDMENT

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))						
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						
					TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

LIE
/CAROL BARNES/

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NOTICE OF ALLOWANCE AND FEE(S) DUE

48008 7590 01/31/2014

KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

EXAMINER	
D'AGOSTINO, PAUL ANTHONY	
ART UNIT	PAPER NUMBER
3716	

DATE MAILED: 01/31/2014

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011	6498

TITLE OF INVENTION: GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	SMALL	$480	$0	$0	$480	04/30/2014

THE APPLICATION IDENTIFIED ABOVE HAS BEEN EXAMINED AND IS ALLOWED FOR ISSUANCE AS A PATENT. PROSECUTION ON THE MERITS IS CLOSED. THIS NOTICE OF ALLOWANCE IS NOT A GRANT OF PATENT RIGHTS. THIS APPLICATION IS SUBJECT TO WITHDRAWAL FROM ISSUE AT THE INITIATIVE OF THE OFFICE OR UPON PETITION BY THE APPLICANT. SEE 37 CFR 1.313 AND MPEP 1308.

THE ISSUE FEE AND PUBLICATION FEE (IF REQUIRED) MUST BE PAID WITHIN THREE MONTHS FROM THE MAILING DATE OF THIS NOTICE OR THIS APPLICATION SHALL BE REGARDED AS ABANDONED. THIS STATUTORY PERIOD CANNOT BE EXTENDED. SEE 35 U.S.C. 151. THE ISSUE FEE DUE INDICATED ABOVE DOES NOT REFLECT A CREDIT FOR ANY PREVIOUSLY PAID ISSUE FEE IN THIS APPLICATION. IF AN ISSUE FEE HAS PREVIOUSLY BEEN PAID IN THIS APPLICATION (AS SHOWN ABOVE), THE RETURN OF PART B OF THIS FORM WILL BE CONSIDERED A REQUEST TO REAPPLY THE PREVIOUSLY PAID ISSUE FEE TOWARD THE ISSUE FEE NOW DUE.

HOW TO REPLY TO THIS NOTICE:

I. Review the ENTITY STATUS shown above. If the ENTITY STATUS is shown as SMALL or MICRO, verify whether entitlement to that entity status still applies.

If the ENTITY STATUS is the same as shown above, pay the TOTAL FEE(S) DUE shown above.

If the ENTITY STATUS is changed from that shown above, on PART B - FEE(S) TRANSMITTAL, complete section number 5 titled "Change in Entity Status (from status indicated above)".

For purposes of this notice, small entity fees are 1/2 the amount of undiscounted fees, and micro entity fees are 1/2 the amount of small entity fees.

II. PART B - FEE(S) TRANSMITTAL, or its equivalent, must be completed and returned to the United States Patent and Trademark Office (USPTO) with your ISSUE FEE and PUBLICATION FEE (if required). If you are charging the fee(s) to your deposit account, section "4b" of Part B - Fee(s) Transmittal should be completed and an extra copy of the form should be submitted. If an equivalent of Part B is filed, a request to reapply a previously paid issue fee must be clearly made, and delays in processing may occur due to the difficulty in recognizing the paper as an equivalent of Part B.

III. All communications regarding this application must give the application number. Please direct all communications prior to issuance to Mail Stop ISSUE FEE unless advised to the contrary.

IMPORTANT REMINDER: Utility patents issuing on applications filed on or after Dec. 12, 1980 may require payment of maintenance fees. It is patentee's responsibility to ensure timely payment of maintenance fees when due.

PTOL-85 (Rev. 02/11)

PART B - FEE(S) TRANSMITTAL

Complete and send this form, together with applicable fee(s), to: Mail **Mail Stop ISSUE FEE**
Commissioner for Patents
P.O. Box 1450
Alexandria, Virginia 22313-1450
or Fax (571)-273-2885

INSTRUCTIONS: This form should be used for transmitting the ISSUE FEE and PUBLICATION FEE (if required). Blocks 1 through 5 should be completed where appropriate. All further correspondence including the Patent, advance orders and notification of maintenance fees will be mailed to the current correspondence address as indicated unless corrected below or directed otherwise in Block 1, by (a) specifying a new correspondence address; and/or (b) indicating a separate "FEE ADDRESS" for maintenance fee notifications.

CURRENT CORRESPONDENCE ADDRESS (Note: Use Block 1 for any change of address)

48008 7590 01/31/2014
KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

Note: A certificate of mailing can only be used for domestic mailings of the Fee(s) Transmittal. This certificate cannot be used for any other accompanying papers. Each additional paper, such as an assignment or formal drawing, must have its own certificate of mailing or transmission.

Certificate of Mailing or Transmission
I hereby certify that this Fee(s) Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Mail Stop ISSUE FEE address above, or being facsimile transmitted to the USPTO (571) 273-2885, on the date indicated below.

(Depositor's name)
(Signature)
(Date)

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011	6498

TITLE OF INVENTION: GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	SMALL	$480	$0	$0	$480	04/30/2014

EXAMINER	ART UNIT	CLASS-SUBCLASS
D'AGOSTINO, PAUL ANTHONY	3716	463-042000

1. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363).
- ❑ Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.
- ❑ "Fee Address" indication (or "Fee Address" Indication form PTO/SB/47; Rev 03-02 or more recent) attached. **Use of a Customer Number is required.**

2. For printing on the patent front page, list
(1) The names of up to 3 registered patent attorneys or agents OR, alternatively,
(2) The name of a single firm (having as a member a registered attorney or agent) and the names of up to 2 registered patent attorneys or agents. If no name is listed, no name will be printed.
1 _____
2 _____
3 _____

3. ASSIGNEE NAME AND RESIDENCE DATA TO BE PRINTED ON THE PATENT (print or type)

PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. If an assignee is identified below, the document has been filed for recordation as set forth in 37 CFR 3.11. Completion of this form is NOT a substitute for filing an assignment.

(A) NAME OF ASSIGNEE (B) RESIDENCE: (CITY and STATE OR COUNTRY)

Please check the appropriate assignee category or categories (will not be printed on the patent) : ❑ Individual ❑ Corporation or other private group entity ❑ Government

4a. The following fee(s) are submitted:
- ❑ Issue Fee
- ❑ Publication Fee (No small entity discount permitted)
- ❑ Advance Order - # of Copies _____

4b. Payment of Fee(s): **(Please first reapply any previously paid issue fee shown above)**
- ❑ A check is enclosed.
- ❑ Payment by credit card. Form PTO-2038 is attached.
- ❑ The Director is hereby authorized to charge the required fee(s), any deficiency, or credits any overpayment, to Deposit Account Number _____ (enclose an extra copy of this form).

5. **Change in Entity Status** (from status indicated above)
- ❑ Applicant certifying micro entity status. See 37 CFR 1.29 — NOTE: Absent a valid certification of Micro Entity Status (see forms PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.
- ❑ Applicant asserting small entity status. See 37 CFR 1.27 — NOTE: If the application was previously under micro entity status, checking this box will be taken to be a notification of loss of entitlement to micro entity status.
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Authorized Signature _____ Date _____

Typed or printed name _____ Registration No. _____

PTOL-85 Part B (10-13) Approved for use through 10/31/2013. OMB 0651-0033 U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011	6498

48008 7590 01/31/2014

KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

EXAMINER	
D'AGOSTINO, PAUL ANTHONY	
ART UNIT	PAPER NUMBER
3716	

DATE MAILED: 01/31/2014

Determination of Patent Term Adjustment under 35 U.S.C. 154 (b)
(application filed on or after May 29, 2000)

The Patent Term Adjustment to date is 495 day(s). If the issue fee is paid on the date that is three months after the mailing date of this notice and the patent issues on the Tuesday before the date that is 28 weeks (six and a half months) after the mailing date of this notice, the Patent Term Adjustment will be 495 day(s).

If a Continued Prosecution Application (CPA) was filed in the above-identified application, the filing date that determines Patent Term Adjustment is the filing date of the most recent CPA.

Applicant will be able to obtain more detailed information by accessing the Patent Application Information Retrieval (PAIR) WEB site (http://pair.uspto.gov).

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (571)-272-7702. Questions relating to issue and publication fee payments should be directed to the Customer Service Center of the Office of Patent Publication at 1-(888)-786-0101 or (571)-272-4200.

OMB Clearance and PRA Burden Statement for PTOL-85 Part B

The Paperwork Reduction Act (PRA) of 1995 requires Federal agencies to obtain Office of Management and Budget approval before requesting most types of information from the public. When OMB approves an agency request to collect information from the public, OMB (i) provides a valid OMB Control Number and expiration date for the agency to display on the instrument that will be used to collect the information and (ii) requires the agency to inform the public about the OMB Control Number's legal significance in accordance with 5 CFR 1320.5(b).

The information collected by PTOL-85 Part B is required by 37 CFR 1.311. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, Virginia 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, Virginia 22313-1450. Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Notice of Allowability	Application No. 12/981,403	Applicant(s) KERR, MICHAEL A.	
	Examiner Paul A. D'Agostino	Art Unit 3716	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1. ☒ This communication is responsive to *1/7/2014*.
   ☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on_____.
2. ☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.
3. ☒ The allowed claim(s) is/are *48-71*. As a result of the allowed claim(s), you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov .
4. ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

   Certified copies:

   a) ☐ All b) ☐ Some *c) ☐ None of the:
   1. ☐ Certified copies of the priority documents have been received.
   2. ☐ Certified copies of the priority documents have been received in Application No. _____ .
   3. ☐ Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

   * Certified copies not received: _____.

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application.
THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.

5. ☐ CORRECTED DRAWINGS (as "replacement sheets") must be submitted.
   ☐ including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date _____.

   Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).
6. ☐ DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Attachment(s)

1. ☐ Notice of References Cited (PTO-892)
2. ☐ Information Disclosure Statements (PTO/SB/08), Paper No./Mail Date _____
3. ☐ Examiner's Comment Regarding Requirement for Deposit of Biological Material
4. ☐ Interview Summary (PTO-413), Paper No./Mail Date _____ .
5. ☐ Examiner's Amendment/Comment
6. ☐ Examiner's Statement of Reasons for Allowance
7. ☐ Other _____.

/Paul A. D'Agostino/
Primary Examiner, Art Unit 3716

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L4	34	(network verification memory gam$3 server random)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	SAME	ON	2014/01/26 17:57
S1	6	"7107245"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/27 19:25
S2	322	"6001016"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/27 19:26
S3	174	"6508709"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/27 19:27
S4	198	"5971849"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/27 19:28
S22	6	"7107245"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2011/10/28 08:06
S23	526	"6001016"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2013/10/03 10:38
S24	64	"6001016" and walker.in.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO	OR	ON	2013/10/03 10:39

1/26/2014 6:00:21 PM
C:\Users\pdagostino\Documents\EAST\Workspaces\12981403.wsp

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	Art Unit
	Paul D'Agostino	3716

CPC- SEARCHED		
Symbol	Date	Examiner

CPC COMBINATION SETS - SEARCHED		
Symbol	Date	Examiner

US CLASSIFICATION SEARCHED			
Class	Subclass	Date	Examiner

SEARCH NOTES		
Search Notes	Date	Examiner
inventor name search	7/12/2011	msr
east search -see attached	7/12/2011	msr
updated search	10/3/2013	PD
updated search	1/26/2014	PD

INTERFERENCE SEARCH			
US Class/ CPC Symbol	US Subclass / CPC Group	Date	Examiner
	search See EAST Search History	1/26/2014	PD

/M.R./ Examiner.Art Unit 3716	/PAUL A D'AGOSTINO/ Primary Examiner.Art Unit 3716

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	**Art Unit**
	PAUL A D'AGOSTINO	3716

CPC		
Symbol	**Type**	**Version**

CPC Combination Sets				
Symbol	**Type**	**Set**	**Ranking**	**Version**

NONE		Total Claims Allowed:	
(Assistant Examiner)	(Date)	24	
/PAUL A D'AGOSTINO/ Primary Examiner.Art Unit 3716	01/26/2014	O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	1	4

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12981403	KERR, MICHAEL A.
	Examiner	**Art Unit**
	PAUL A D'AGOSTINO	3716

US ORIGINAL CLASSIFICATION		INTERNATIONAL CLASSIFICATION										
CLASS	SUBCLASS	CLAIMED					NON-CLAIMED					
463	42	A	6	3	F	09 / 24						
CROSS REFERENCE(S)		G	0	7	F	17 / 00 (2006.01.01)						
CLASS	SUBCLASS (ONE SUBCLASS PER BLOCK)											
463	16	25										

NONE		Total Claims Allowed:	
(Assistant Examiner)	(Date)	24	
/PAUL A D'AGOSTINO/ Primary Examiner.Art Unit 3716	01/26/2014	O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	1	4

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	12981403	KERR, MICHAEL A.
	Examiner	**Art Unit**
	PAUL A D'AGOSTINO	3716

☒ Claims renumbered in the same order as presented by applicant ☐ CPA ☒ T.D. ☐ R.1.47

Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original

NONE		Total Claims Allowed:	
(Assistant Examiner)	(Date)	24	
/PAUL A D'AGOSTINO/ Primary Examiner.Art Unit 3716	01/26/2014	O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	1	4

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

BIB DATA SHEET

CONFIRMATION NO. 6498

SERIAL NUMBER	FILING or 371(c) DATE RULE	CLASS	GROUP ART UNIT	ATTORNEY DOCKET NO.
12/981,403	12/29/2010	463	3716	NEXRF 10.011

APPLICANTS

INVENTORS

Michael A. Kerr, Reno, NV;

**** CONTINUING DATA ***************************

This application is a CON of 10/681,034 10/08/2003 PAT 8403755
which is a CON of 09/899,559 07/05/2001 ABN
which claims benefit of 60/266,956 02/06/2001

**** FOREIGN APPLICATIONS ***************************

**** IF REQUIRED, FOREIGN FILING LICENSE GRANTED **** ** SMALL ENTITY **
01/12/2011

Foreign Priority claimed ☐ Yes ☑ No 35 USC 119(a-d) conditions met ☐ Yes ☑ No Verified and Acknowledged /PAUL ANTHONY D'AGOSTINO/ Examiner's Signature	☐ Met after Allowance Initials	STATE OR COUNTRY	SHEETS DRAWINGS	TOTAL CLAIMS	INDEPENDENT CLAIMS
		NV	9	24	3

ADDRESS

KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511
UNITED STATES

TITLE

GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

FILING FEE RECEIVED		
631	FEES: Authority has been given in Paper No._____ to charge/credit DEPOSIT ACCOUNT No._____ for following:	☐ All Fees ☐ 1.16 Fees (Filing) ☐ 1.17 Fees (Processing Ext. of time) ☐ 1.18 Fees (Issue) ☐ Other _____ ☐ Credit

BIB (Rev. 05/07).

PART B - FEE(S) TRANSMITTAL

Complete and send this form, together with applicable fee(s), to: Mail **Mail Stop ISSUE FEE**
Commissioner for Patents
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Alexandria, Virginia 22313-1450
or Fax (571)-273-2885

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CURRENT CORRESPONDENCE ADDRESS (Note: Use Block 1 for any change of address)

48008 7590 01/31/2014
KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

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I hereby certify that this Fee(s) Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Mail Stop ISSUE FEE address above, or being facsimile transmitted to the USPTO (571) 273-2885, on the date indicated below.

(Depositor's name)
(Signature)
(Date)

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/981,403	12/29/2010	Michael A. Kerr	NEXRF 10.011	6498

TITLE OF INVENTION: GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA

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nonprovisional	SMALL	$480	$0	$0	$480	04/30/2014

EXAMINER	ART UNIT	CLASS-SUBCLASS
D'AGOSTINO, PAUL ANTHONY	3716	463-042000

1. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363).
☐ Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.
☐ "Fee Address" indication (or "Fee Address" Indication form PTO/SB/47; Rev 03-02 or more recent) attached. **Use of a Customer Number is required.**

2. For printing on the patent front page, list
(1) The names of up to 3 registered patent attorneys or agents OR, alternatively,
(2) The name of a single firm (having as a member a registered attorney or agent) and the names of up to 2 registered patent attorneys or agents. If no name is listed, no name will be printed.

1 Michael A. Kerr
2 Kerr IP Group, LLC
3

3. ASSIGNEE NAME AND RESIDENCE DATA TO BE PRINTED ON THE PATENT (print or type)

PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. If an assignee is identified below, the document has been filed for recordation as set forth in 37 CFR 3.11. Completion of this form is NOT a substitute for filing an assignment.

(A) NAME OF ASSIGNEE: NEXRF, Corp.
(B) RESIDENCE: (CITY and STATE OR COUNTRY): Reno, NV

Please check the appropriate assignee category or categories (will not be printed on the patent): ☐ Individual ☒ Corporation or other private group entity ☐ Government

4a. The following fee(s) are submitted:
☒ Issue Fee
☐ Publication Fee (No small entity discount permitted)
☐ Advance Order - # of Copies _____

4b. Payment of Fee(s): (**Please first reapply any previously paid issue fee shown above**)
☐ A check is enclosed.
☒ Payment by credit card. ~~Form PTO-2038 is attached~~.
☐ The Director is hereby authorized to charge the required fee(s), any deficiency, or credits any overpayment, to Deposit Account Number _____ (enclose an extra copy of this form).

5. **Change in Entity Status** (from status indicated above)
☐ Applicant certifying micro entity status. See 37 CFR 1.29
NOTE: Absent a valid certification of Micro Entity Status (see forms PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.
☐ Applicant asserting small entity status. See 37 CFR 1.27
NOTE: If the application was previously under micro entity status, checking this box will be taken to be a notification of loss of entitlement to micro entity status.
☐ Applicant changing to regular undiscounted fee status.
NOTE: Checking this box will be taken to be a notification of loss of entitlement to small or micro entity status, as applicable.

NOTE: This form must be signed in accordance with 37 CFR 1.31 and 1.33. See 37 CFR 1.4 for signature requirements and certifications.

Authorized Signature _____ Date April 30, 2014
Typed or printed name Michael A. Kerr Registration No. 42,722

PTOL-85 Part B (10-13) Approved for use through 10/31/2013. OMB 0651-0033 U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

Electronic Patent Application Fee Transmittal	
Application Number:	12981403
Filing Date:	29-Dec-2010
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
Filer:	Michael A. Kerr/Julie Dawes
Attorney Docket Number:	NEXRF 10.011
Filed as Small Entity	

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Utility Appl Issue Fee	2501	1	480	480
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
		Total in USD ($)		**480**

Electronic Acknowledgement Receipt	
EFS ID:	18905034
Application Number:	12981403
International Application Number:	
Confirmation Number:	6498
Title of Invention:	GAMING SYSTEM NETWORK AND METHOD FOR DELIVERING GAMING MEDIA
First Named Inventor/Applicant Name:	Michael A. Kerr
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ISSUE NOTIFICATION

The projected patent number and issue date are specified above.

Determination of Patent Term Adjustment under 35 U.S.C. 154 (b)
(application filed on or after May 29, 2000)

The Patent Term Adjustment is 145 day(s). Any patent to issue from the above-identified application will include an indication of the adjustment on the front page.

If a Continued Prosecution Application (CPA) was filed in the above-identified application, the filing date that determines Patent Term Adjustment is the filing date of the most recent CPA.

Applicant will be able to obtain more detailed information by accessing the Patent Application Information Retrieval (PAIR) WEB site (http://pair.uspto.gov).

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (571)-272-7702. Questions relating to issue and publication fee payments should be directed to the Application Assistance Unit (AAU) of the Office of Data Management (ODM) at (571)-272-4200.

APPLICANT(s) (Please see PAIR WEB site http://pair.uspto.gov for additional applicants):

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