UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE PATENT TRIAL AND APPEAL BOARD
Playtika Ltd. and Playtika Holding Corp.,
Petitioners,
v.
NEXRF Corp.,
Patent Owner.
U.S. Patent No. 8,747,229 Filing Date: Dec. 29, 2010 Issue Date: June 10, 2014
Case No. IPR2021-00951

# PETITION FOR *INTER PARTES* REVIEW OF U.S. PATENT NO. 8,747,229



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		2.	[1a] "a verification system configured to access a registration database having a plurality of registration	22		
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3.	[1b] "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;"	27
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1.	[9p] "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:"	35
2.	[9a] "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:"	36
3.	[9b] "receive user identification information associated with a player from at least one network access device, and"	36
4.	[9c] "verify the player accessing the network access device is a registered user by comparing the user identification information to the registration data:"	37



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5.	[9d] "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;"38
6.	[9e] "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;"
7.	[9f] "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"
8.	[9g] "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."
Indep	endent Claim 1740
1.	[17p] "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:"
2.	[17a] "enabling a verification system to receive user identification information from at least one network access device;"
3.	[17b] "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;"
4.	[17c] "generating, with a centralized gaming server communicatively coupled to each of the plurality of network access devices, at least one random game



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