



US007470196B1

(12) **United States Patent**
Joshi

(10) **Patent No.:** **US 7,470,196 B1**
(45) **Date of Patent:** **Dec. 30, 2008**

(54) **METHOD OF TRANSFERRING GAMING DATA ON A GLOBAL COMPUTER NETWORK**

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 645 days.

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(21) Appl. No.: **09/688,501**

(22) Filed: **Oct. 16, 2000**

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

(52) **U.S. Cl.** **463/42; 463/16**

(58) **Field of Classification Search** 463/40-42,
463/43, 16-25, 29

See application file for complete search history.

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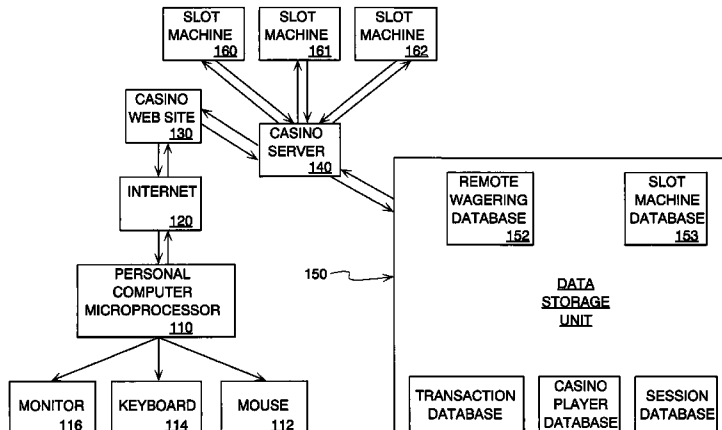
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(57) **ABSTRACT**

A remote gaming method comprising a player accessing, via a remote terminal, a gaming site on a global computer network connected to the remote terminal. The player is able to provide via the remote terminal, personal identification information to the gaming site and select, via the remote terminal, a game of chance located at a gaming establishment for remote play. The remote terminal is located outside the gaming establishment. The player places, via the remote terminal, a wager for playing the selected game and receives randomly generated text or graphical outcome data at the remote terminal for the selected game. The outcome data being generated by either a gaming server or a gaming machine at the gaming establishment and is subsequently relayed to the gaming site.

26 Claims, 3 Drawing Sheets



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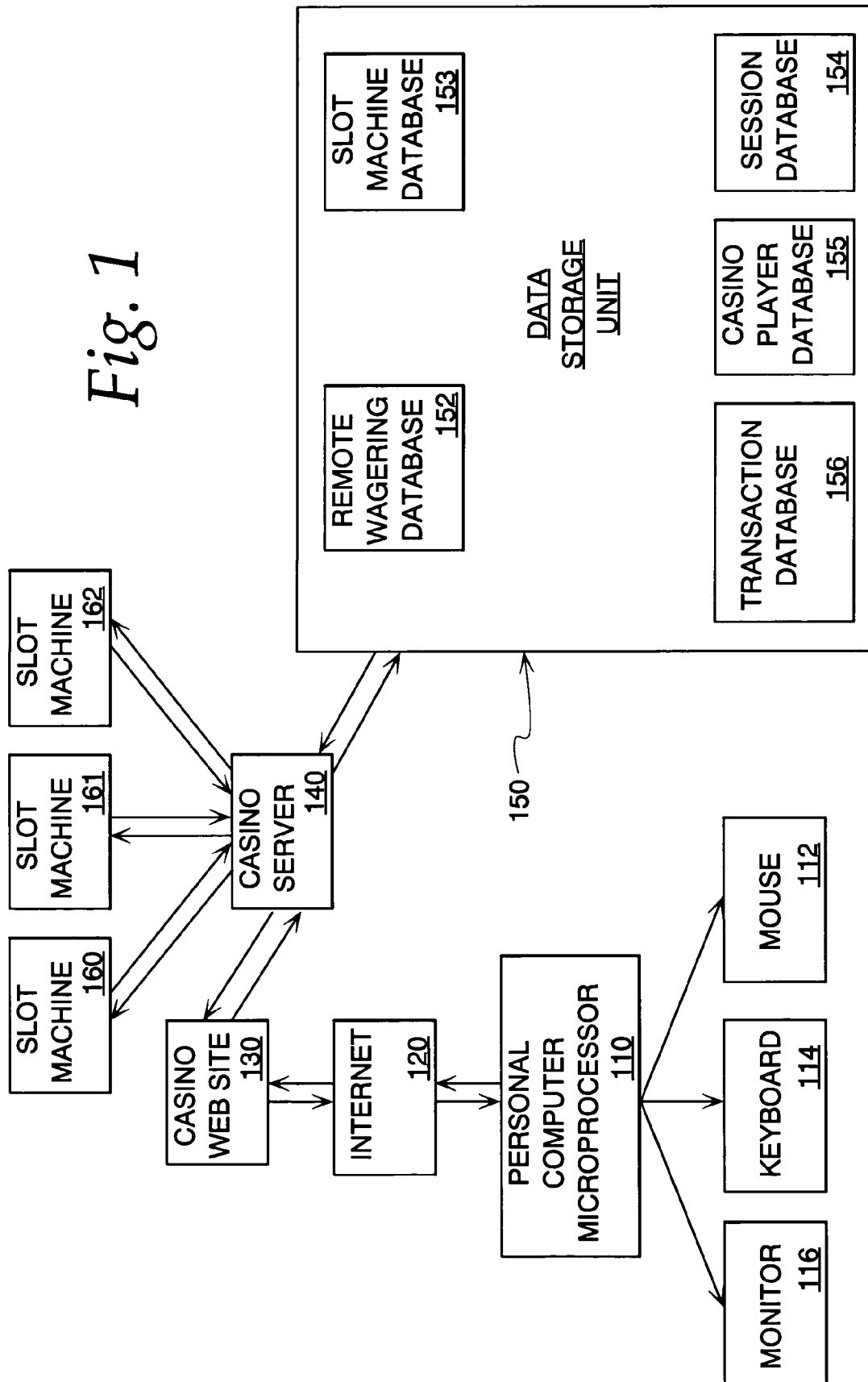
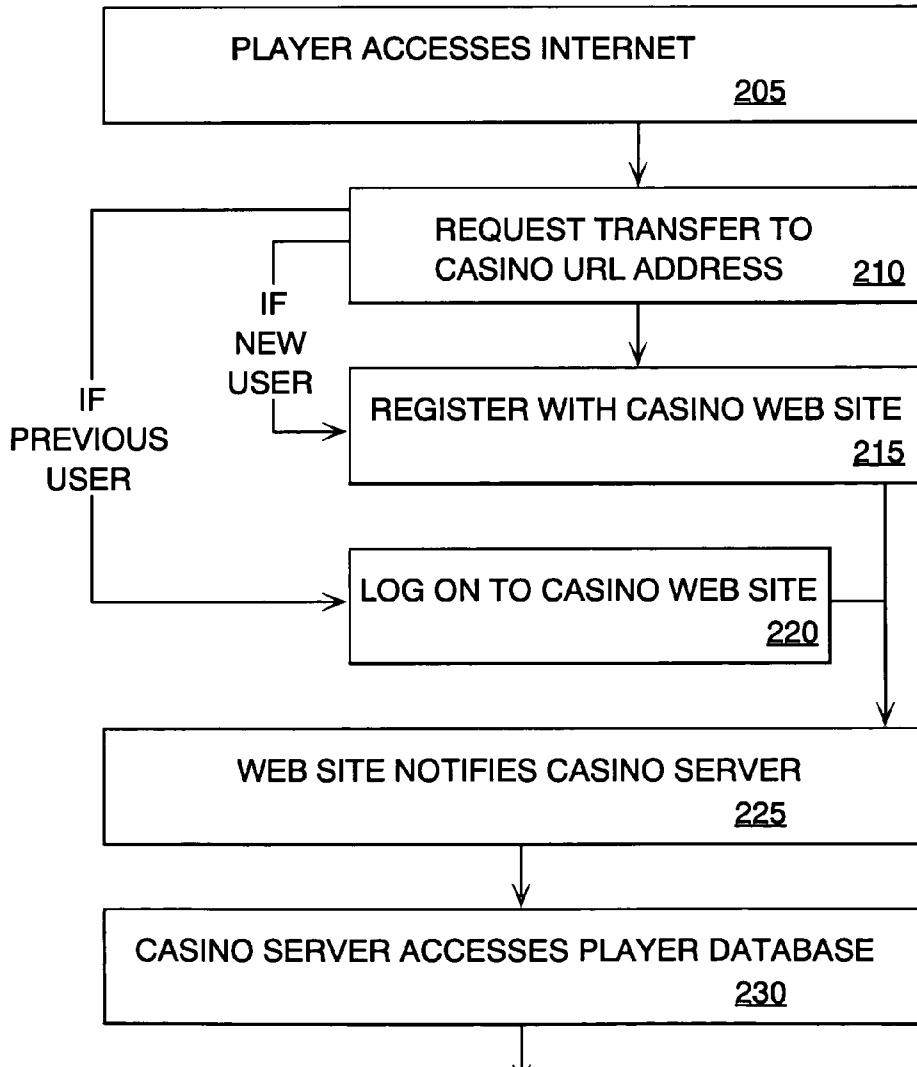


Fig. 2a
Fig. 2b

Fig. 2a



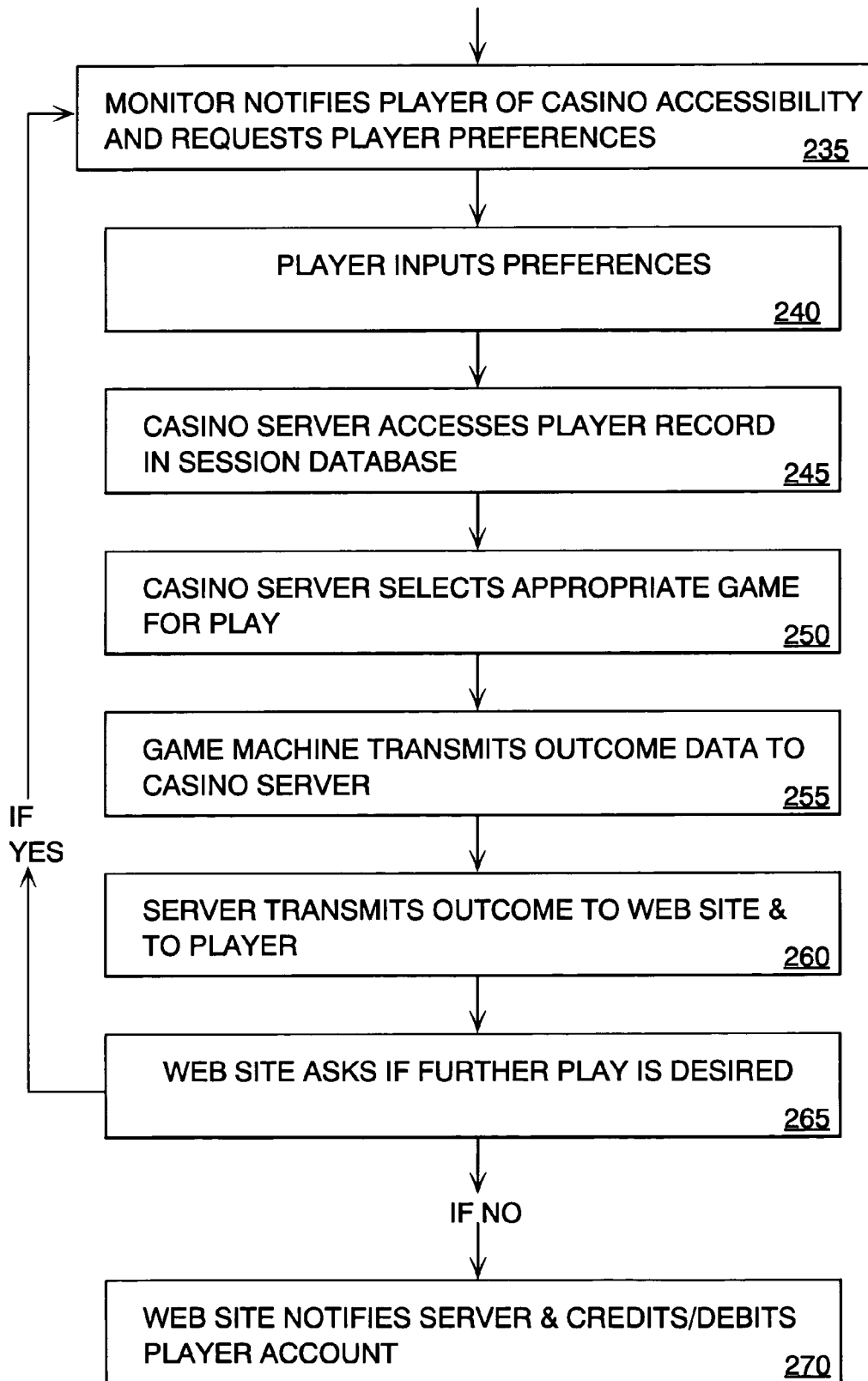


Fig. 2b

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