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(54) SLIM TERMINAL GAMING SYSTEM

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Related U.S. Application Data

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(51)

463/16, 18, 19, 24, 26, 27, 29, 36, 37,

38, 39, 40, 41, 43; 707/1, 2, 3, 101, 102, 104, 501, 513; 700/91, 92, 93; 273/148 B

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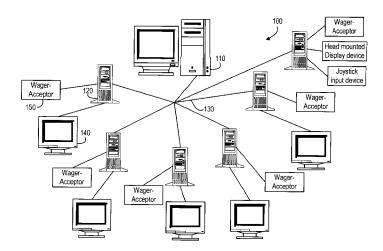
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ABSTRACT

A computer gaming system and method of operation thereof are provided that both drastically reduce the cost of gaming stations and allow contemporaneous access to multiple game programs from a single gaming station. The computer gaming system of the present invention allows for transparent modifications and upgrades to the gaming programs by executing gaming programs on a server/host computer connected to a plurality of client/terminal computers via communication pathways. Each client/terminal computer comprises a client/terminal program that allows input and output streams of the gaming program executed on the server/host computer to be separated and redirected to the client/ terminal computers. Since the gaming programs are executed entirely on the server/host computer, with only wagering input and display output operations being executed on the client/terminal computers, the cost of the hardware and software required for each client/terminal computer is greatly reduced. A patron of a client/terminal computer can access any of the gaming programs executed on the server/ host computer. Modifications and upgrades of the gaming programs only need to be performed on the server/host computer. By using a stereo head-mounted display together with a joystick input device and wireless communication pathways, the present invention allows a patron to participate in a mobile gaming environment.

29 Claims, 18 Drawing Sheets





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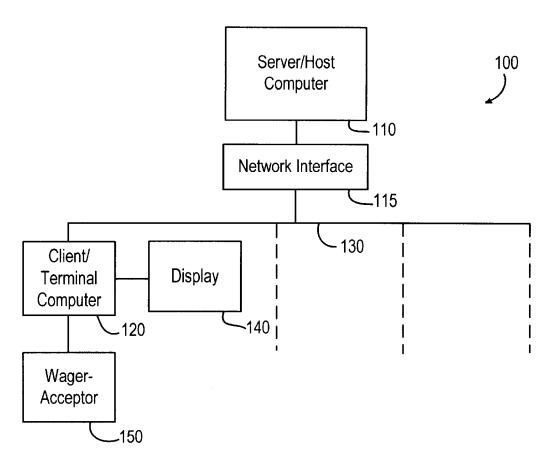


Fig. 1A

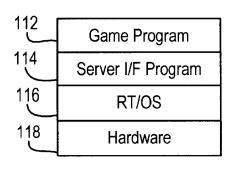


Fig. 1B

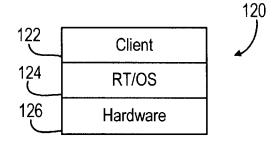
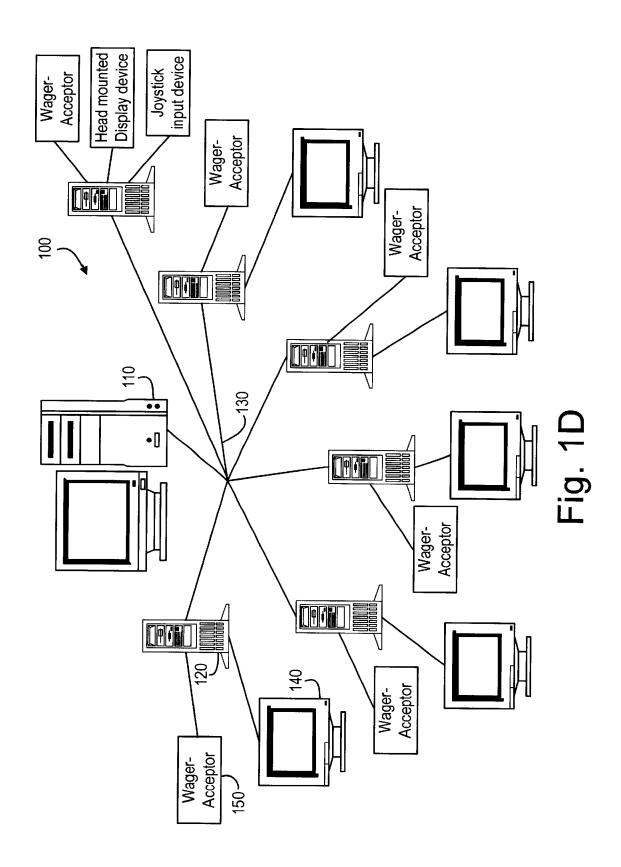


Fig. 1C





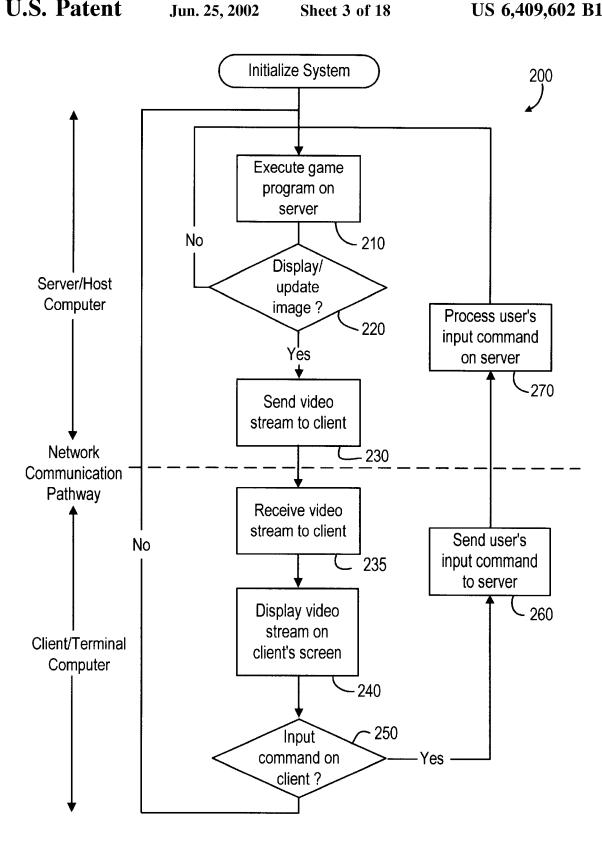


Fig. 2

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