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Aristocrat Technologies, Inc.,
Petitioner,
V.
NEXRF Corp.,
Patent Owner.
U.S. Patent No. 8,747,229 Filing Date: Dec. 29, 2010 Issue Date: June 10, 2014

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

Case No. IPR2022-00408



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		2.	[1a] "a verification system configured to access a registration database having a plurality of registration data associated with each registered user;"	22	



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	6.	[1e] "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."	33		
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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		



	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			
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	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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