

UNITED STATES PATENT AND TRADEMARK OFFICE

BEFORE THE PATENT TRIAL AND APPEAL BOARD

Aristocrat Technologies, Inc.,

Petitioner,

v.

NEXRF Corp.,

Patent Owner.

U.S. Patent No. 8,747,229

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

TABLE OF CONTENTS

I. PRELIMINARY STATEMENT 1

II. THE '229 PATENT 3

 A. Summary of '229 Patent 3

 B. The '229 Patent Prosecution History 10

III. LEVEL OF ORDINARY SKILL IN THE ART 11

IV. CLAIM CONSTRUCTION 11

V. STATEMENT OF PRECISE RELIEF REQUESTED FOR EACH CLAIM CHALLENGED 12

 A. Claims for Which Review Is Requested 12

 B. Statutory Grounds 12

VI. GROUNDS 1-2: THE JOSHI GROUNDS RENDER OBVIOUS CLAIMS 1, 9, AND 17 13

 A. Overview of Prior Art 14

 1. Joshi 14

 2. Finlayson 18

 a. Motivation to Combine 19

 B. Independent Claim 1 21

 1. [1p] “A gaming server system configured to communicate with at least one network access device communicatively coupled to a network, the gaming server system comprising:” 21

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

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
4.	[1c] “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;”	30
5.	[1d] “a payable module associated with the centralized gaming server, the payable module configured to determine one or more prizes associated with a game outcome;”	32
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
C.	Independent Claim 9	35
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
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;”	39
7.	[9f] “a payable module associated with the centralized gaming server, the payable module configured to determine one or more prizes associated with a game outcome; and”	39
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.”	39
D.	Independent Claim 17	40
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:”	40
2.	[17a] “enabling a verification system to receive user identification information from at least one network access device;”	40
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;”	41
4.	[17c] “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;”41

5. [17d] “determining one or more prizes associated with the random game outcome with a payable module associated with the centralized gaming server; and”41

6. [17e] “communicating a plurality of images corresponding to the at least one random game outcome from the centralized gaming server to each network access device.”42

VII. GROUNDS 3-4: THE JOSHI AGASSE GROUNDS RENDER OBVIOUS CLAIMS 6, 7, 14, 15, 22, AND 2342

A. Overview of Additional Prior Art: Agasse.....42

B. Motivation to Combine44

C. [Claim 6] “The gaming server system of claim 1, further comprising an encoding module configured to convert the plurality of images to a format meeting the requirements of each network access device.”49

D. [Claim 7] “The gaming server system of claim 1, further comprising an encryption module, the encryption module configured to encrypt the plurality of images communicated to each network access device.”53

E. [Claim 14] “The gaming server system of claim 9, further comprising an encoding module configured to convert the images to a format meeting the requirements of each network access device.”54

F. [Claim 15] “The gaming server system of claim 9, further comprising an encryption module, the encryption module configured to encrypt the plurality of images communicated to each network access device.”54

G. [Claim 22] “The method of claim 17, further comprising converting the plurality of images to a format meeting the

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