

(12) **United States Patent**
Bradford et al.

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- (54) **PLAYER IDENTIFICATION USING BIOMETRIC DATA IN A GAMING ENVIRONMENT**
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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 0 days.
- This patent is subject to a terminal disclaimer.

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(57) **ABSTRACT**

A system and method for using two authenticators to identify a player in a gaming environment is disclosed, where the second authenticator is based on biometric data. The two authenticators allow a two-level authorization process, where the second authenticator, being based on biometric data, allow a player to quickly and easily authenticate documents while remaining at game machines, authenticate electronically based transfers into and out of accounts at game machines, and further allow casinos and other establishments having age requirements and operating in an open environment to confirm that an underage person is not enabling the game play button (making use of the game machine thereby).

- (21) Appl. No.: **09/908,878**
- (22) Filed: **Jul. 17, 2001**
- (51) **Int. Cl.**⁷ **A63F 13/00**
- (52) **U.S. Cl.** **463/29**
- (58) **Field of Search** 463/29, 22, 16, 463/42

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68 Claims, 16 Drawing Sheets

General Game Device Having A Fingerprint (Or Other Biometric) Reader Coupled To An Independent Embedded System With Needed I/O Device(s)

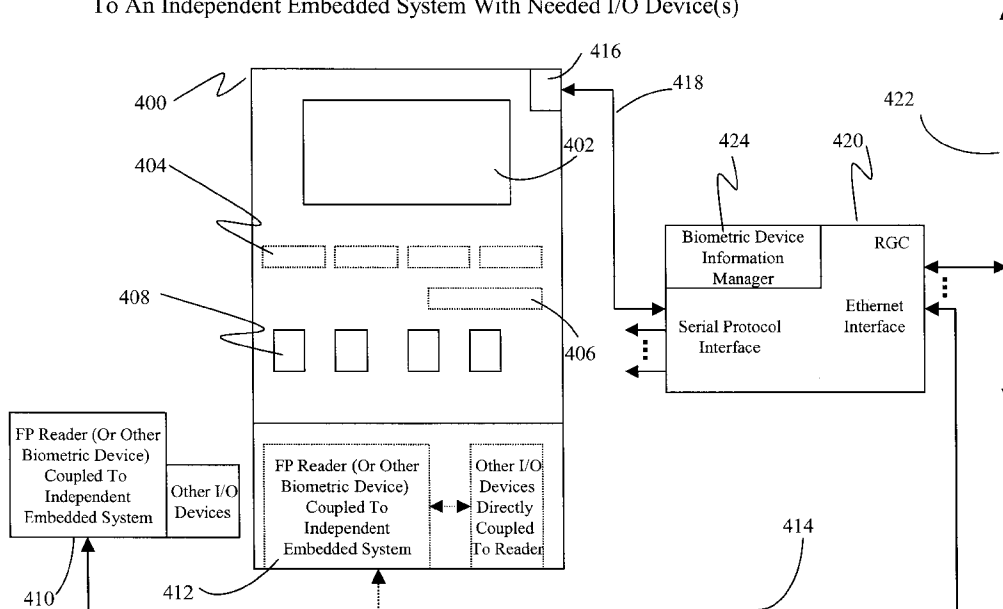


FIGURE 1
General Gaming Device
Having A Fingerprint (Or Other Biometric) Reader

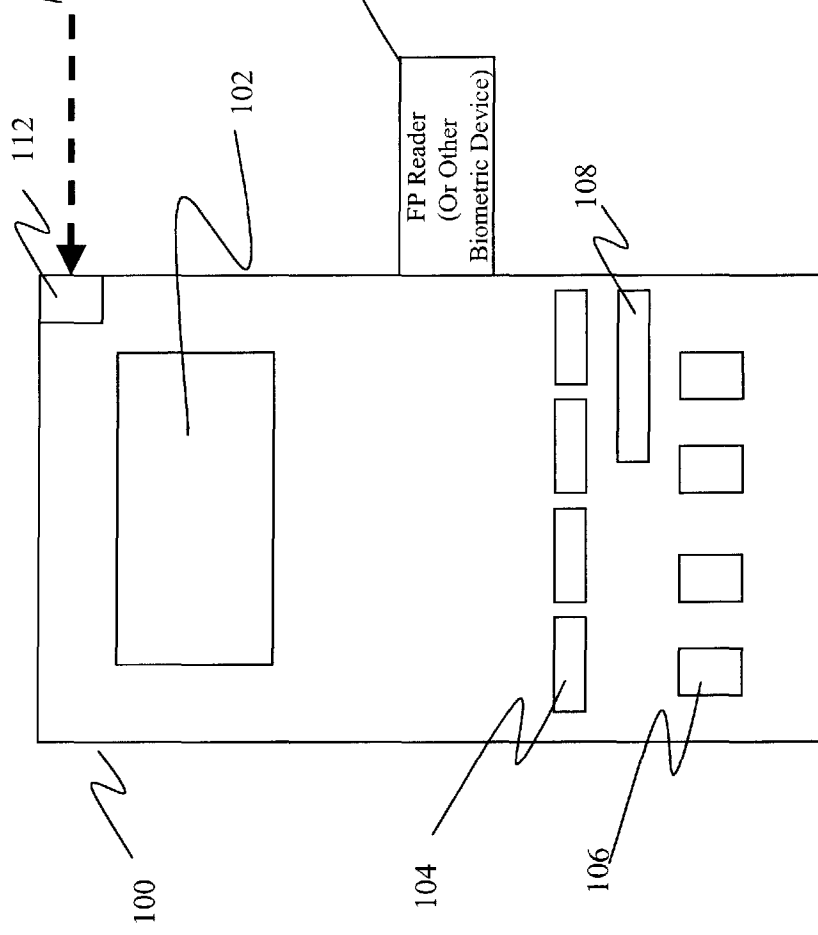


FIGURE 2
General Gaming Device
Having A Fingerprint (Or Other Biometric) Reader

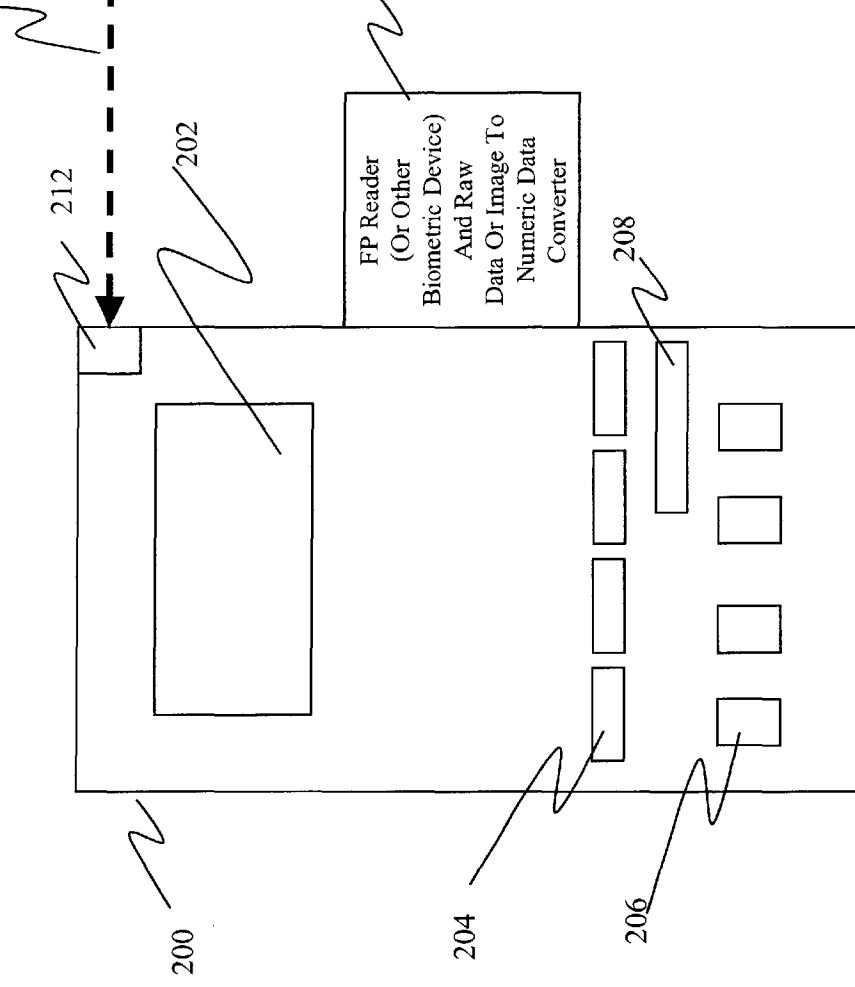


FIGURE 3

General Gaming Device Having A Fingerprint Reader (Or Other Biometric Reader) And Copy Of A Player Fingerprint (Biometric) Data Base

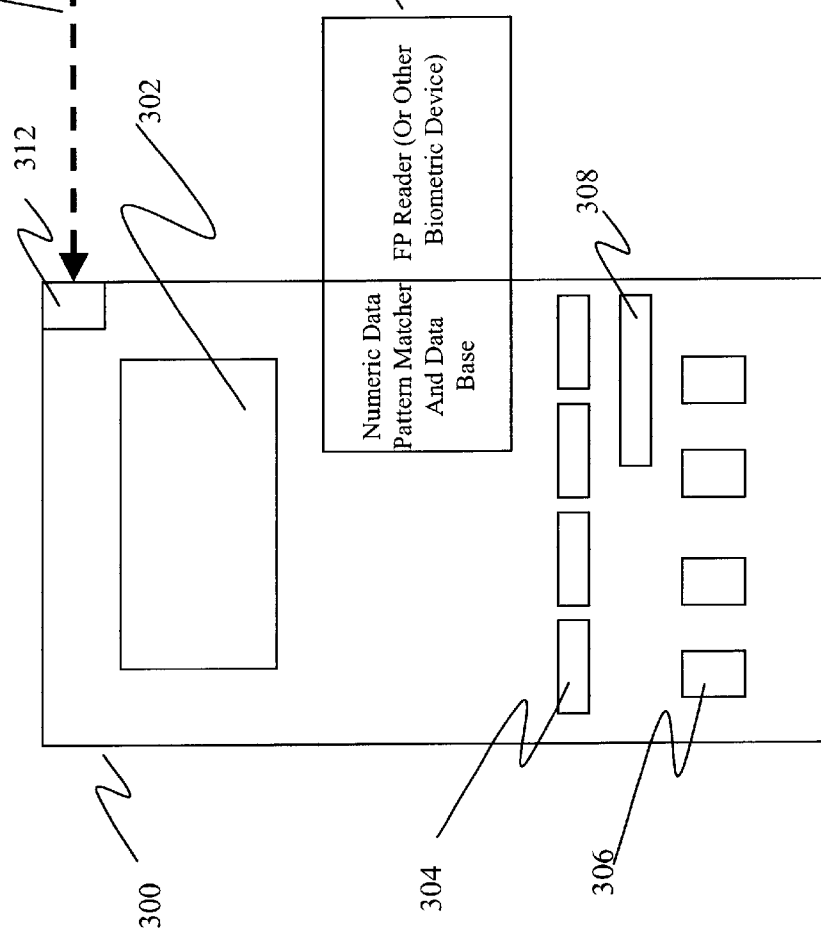
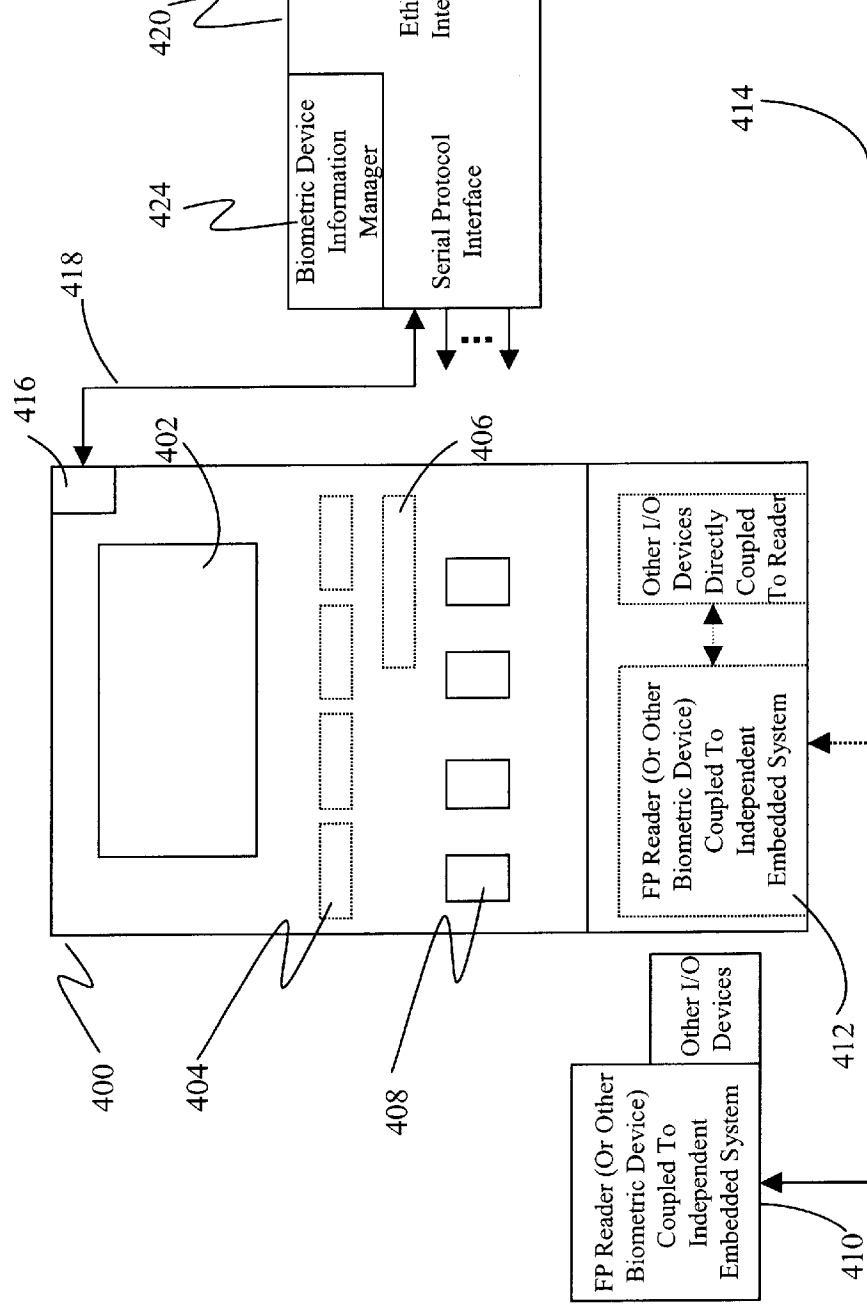


FIGURE 4

General Game Device Having A Fingerprint (Or Other Biometric) Reader Coupled To An Independent Embedded System With Needed I/O Device(s)



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