

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

(10) **Patent No.:** **US 6,612,928 B1**
 (45) **Date of Patent:** ***Sep. 2, 2003**

- (54) **PLAYER IDENTIFICATION USING BIOMETRIC DATA IN A GAMING ENVIRONMENT**
- (75) Inventors: **Russel Tower Bradford**, Incline Village, NV (US); **Robert Anthony Luciano, Jr.**, Reno, NV (US); **Russ Frederick Marsden**, Gardnerville, NV (US)
- (73) Assignee: **Sierra Design Group**, Reno, NV (US)
- (*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

5,802,199 A	*	9/1998	Pare, Jr. et al.	382/115
5,991,431 A		11/1999	Borza	
5,995,630 A		11/1999	Borza	
6,026,166 A		2/2000	LeBourgeois	
6,099,408 A		8/2000	Schneier	
6,113,493 A		9/2000	Walker	
6,149,055 A		11/2000	Gatto	
6,154,131 A		11/2000	Jones, II	
6,234,900 B1		5/2001	Cumbers	
6,264,557 B1		7/2001	Schneier	
6,296,101 B1		10/2001	Hasegawa	
6,307,956 B1		10/2001	Black	
6,363,485 B1	*	3/2002	Adams et al.	713/186

* cited by examiner

Primary Examiner—Melvin Jones
 (74) *Attorney, Agent, or Firm*—Russ F. Marsden

(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).

68 Claims, 16 Drawing Sheets

- (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

- (56) **References Cited**
 U.S. PATENT DOCUMENTS
- | | | |
|-------------|---------|---------------|
| 5,326,104 A | 7/1994 | Pease |
| 5,473,144 A | 12/1995 | Mathurin, Jr. |
| 5,613,912 A | 3/1997 | Slater |

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

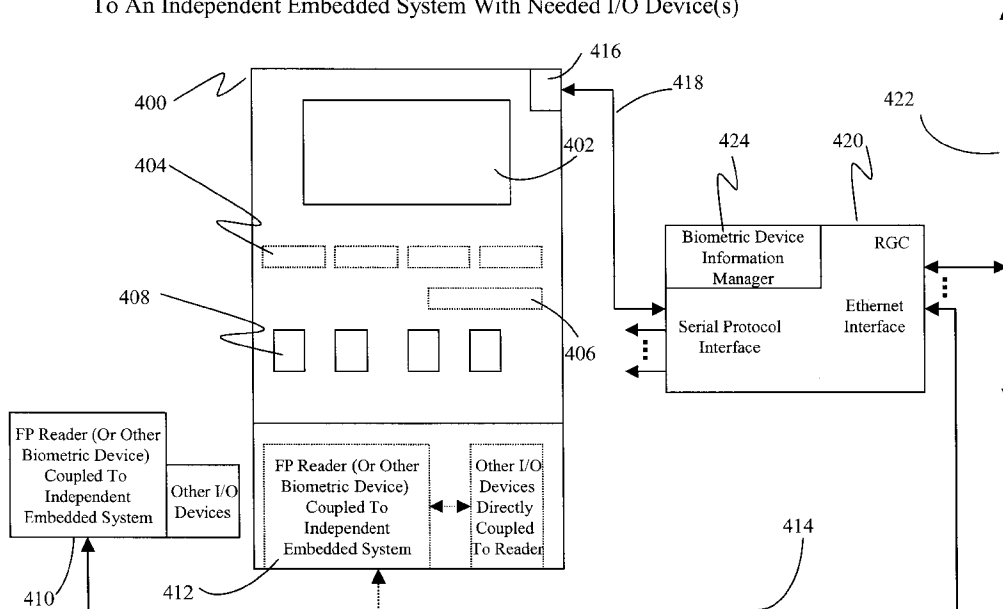


FIGURE 1
General Gaming Device
Having A Fingerprint (Or Other Biometric) Reader

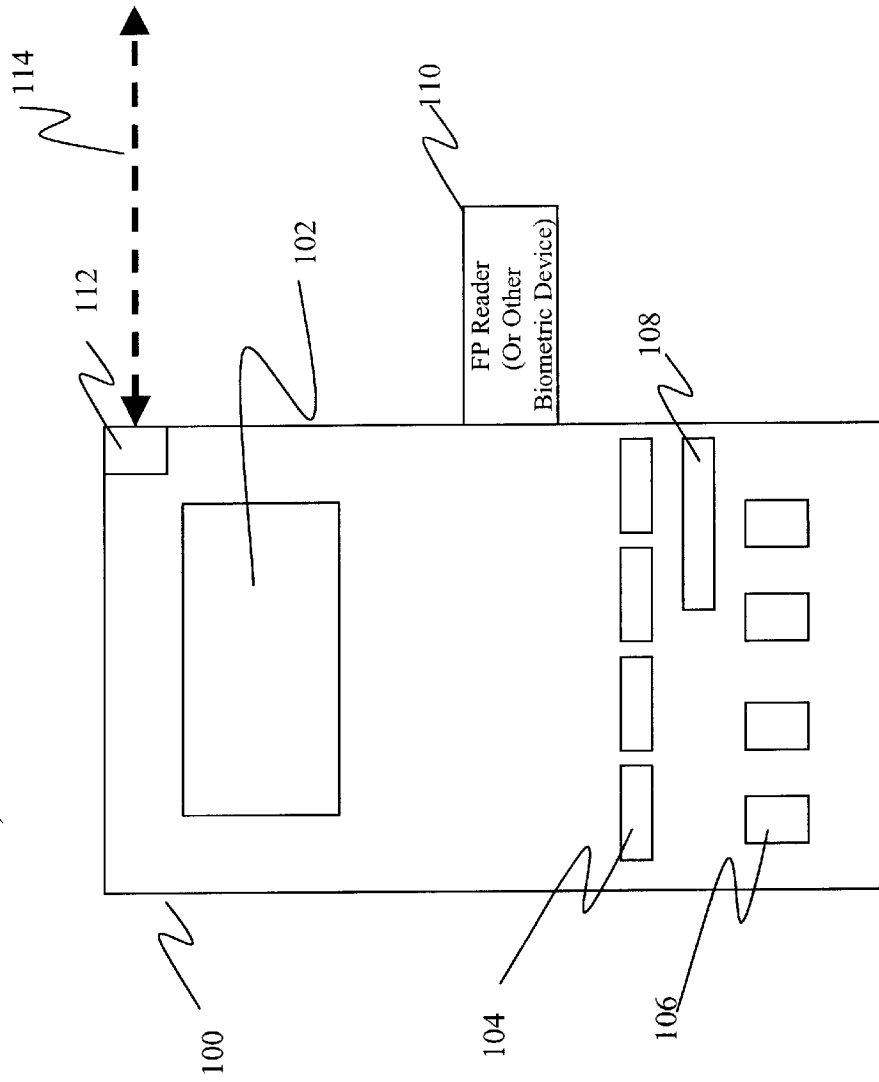


FIGURE 2
General Gaming Device
Having A Fingerprint (Or Other Biometric) Reader

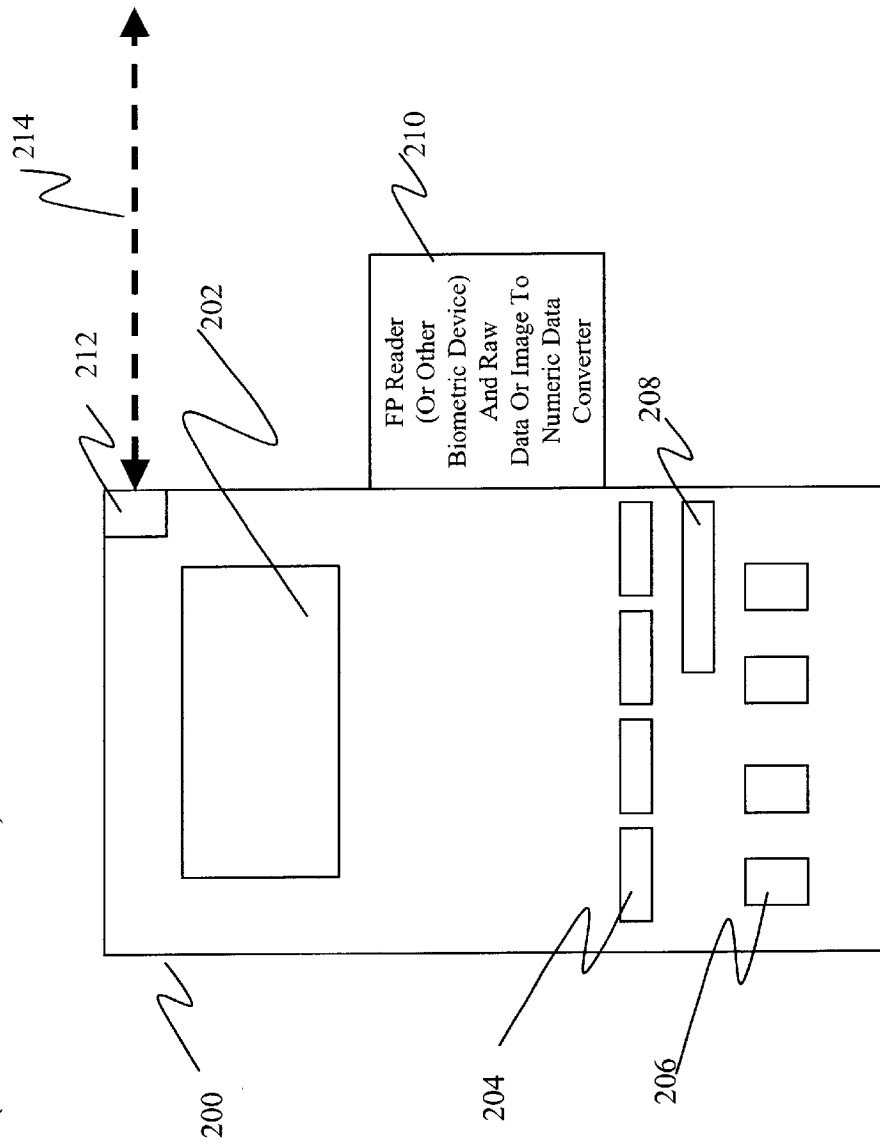


FIGURE 3

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

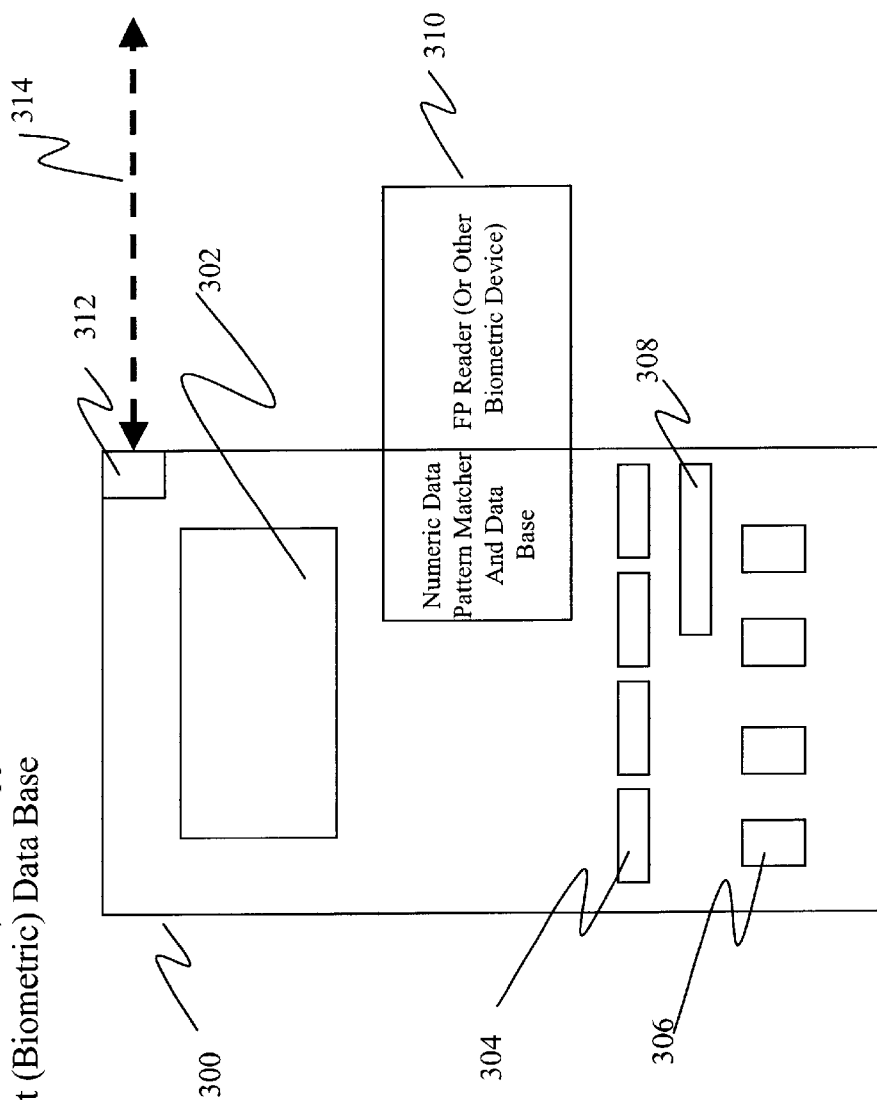
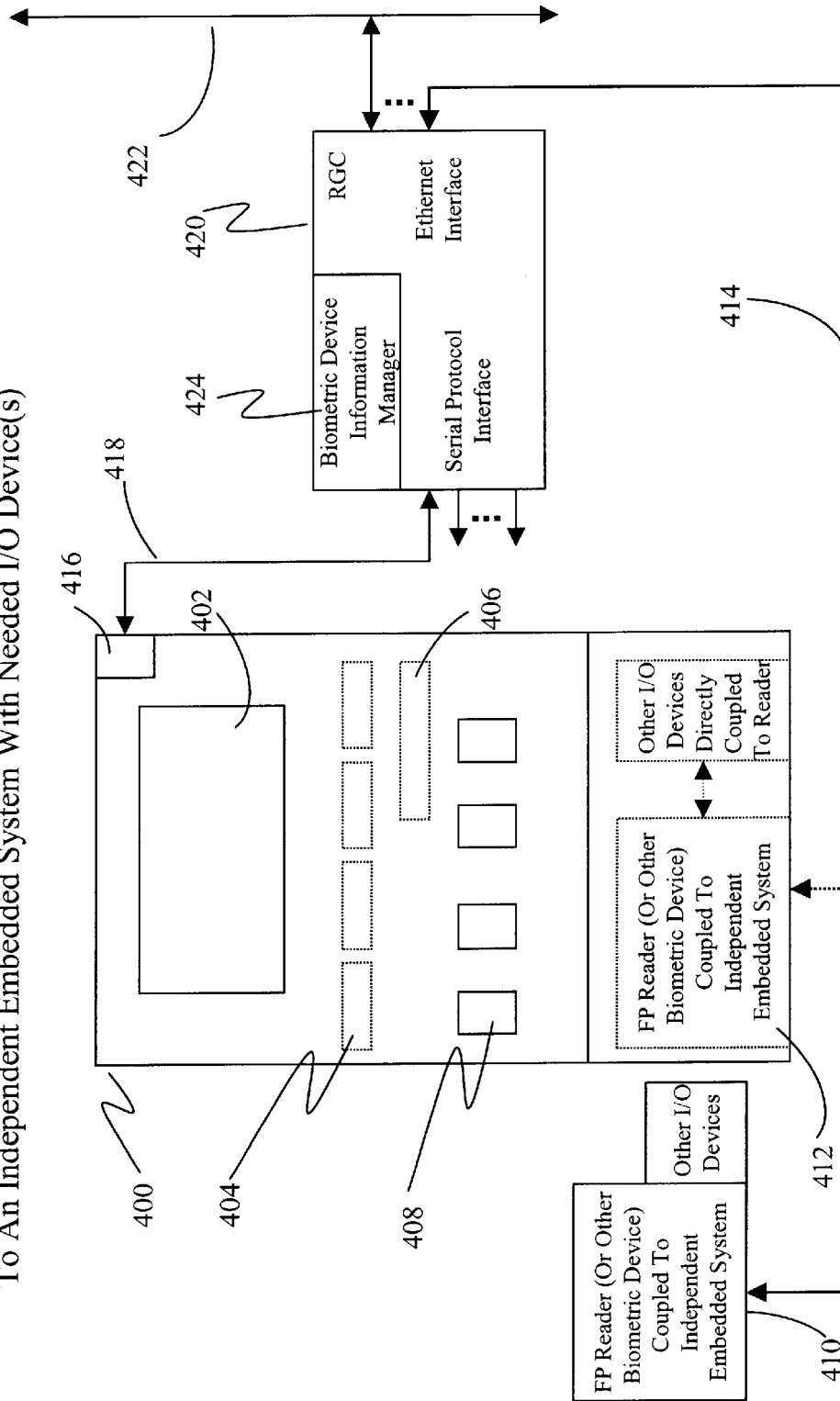


FIGURE 4

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



Explore Litigation Insights

Docket Alarm provides insights to develop a more informed litigation strategy and the peace of mind of knowing you're on top of things.

Real-Time Litigation Alerts



Keep your litigation team up-to-date with **real-time alerts** and advanced team management tools built for the enterprise, all while greatly reducing PACER spend.

Our comprehensive service means we can handle Federal, State, and Administrative courts across the country.

Advanced Docket Research



With over 230 million records, Docket Alarm's cloud-native docket research platform finds what other services can't. Coverage includes Federal, State, plus PTAB, TTAB, ITC and NLRB decisions, all in one place.

Identify arguments that have been successful in the past with full text, pinpoint searching. Link to case law cited within any court document via Fastcase.

Analytics At Your Fingertips



Learn what happened the last time a particular judge, opposing counsel or company faced cases similar to yours.

Advanced out-of-the-box PTAB and TTAB analytics are always at your fingertips.

API

Docket Alarm offers a powerful API (application programming interface) to developers that want to integrate case filings into their apps.

LAW FIRMS

Build custom dashboards for your attorneys and clients with live data direct from the court.

Automate many repetitive legal tasks like conflict checks, document management, and marketing.

FINANCIAL INSTITUTIONS

Litigation and bankruptcy checks for companies and debtors.

E-DISCOVERY AND LEGAL VENDORS

Sync your system to PACER to automate legal marketing.