

# Exhibit I



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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/893,534	07/19/2004	Timothy R. Pryor	P06410US02/DEJ	2395

881 7590 01/24/2008  
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EXAMINER
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MENDIRATTA, VISHU K

ART UNIT	PAPER NUMBER
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3711

MAIL DATE	DELIVERY MODE
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01/24/2008

PAPER

**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.



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### DETAILED ACTION

1. Claims 9-13,21-28 rejected under 35 U.S.C. 102(b) as being anticipated by Hedges (4339798)

Hedges teaches monitoring a live game by a TV camera, the game table having information such as roulette game rules/betting spaces etc., and camera monitoring while players place game markers (chips). Hedges also teaches a computer processor (41), identifying and displaying game markers on a live game display screen (44), establishing co-ordinate system (5:21-26). Applicant may note that roulette boards are stiff as well known in the art and the limitation is inherently taught.

As explained in previous office action all casinos are equipped with cameras that constantly monitor in real time all movements of every casino activity on every table including identifying all game pieces and their positions. TV Cameras placed in strategic locations constantly record all casino movements that are monitored on monitors 60. Hedges clearly teaches physical markers at a remote location "capable of being moved" on a casino table (abstract). Newly added limitations in a computer means phrase only represent intended use "for analyzing", "for recognizing", etc. do not specifically claim structure that would limit the apparatus claimed. Limitations With reference to "generating sensation", such limitations are personal reactions and not part of apparatus.

2. Claims 9-13,21-28 rejected under 35 U.S.C. 102(b) as being anticipated by Levy (3909002)

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Levy teaches playing a game board (100) with markers , a TV camera placed above a live game board (5:10-31).

3. Claims 9-13 rejected under 35 U.S.C. 102(e) as being anticipated by Karmakar (6508709).

Karmakar teaches monitoring a live game by TV camera (60,70,80), the game table having information (9:46-65) rules etc., and camera monitoring while players place game markers (cards 76 or game pieces for monopoly type games). Hedges also teaches a computer processor (41), identifying (Fig.6) and displaying game markers on a live game display screen (Fig.1C).

4. Claim 14 rejected under 35 U.S.C. 102(b) as being anticipated by Gilboa (5853327).

Gilboa teaches a horizontal (Fig.22) display (8), computer means (2), markers (10), the game being placed at a comfortable height (Fig.22), having image of a conventional game (11).

5. Claim 14 rejected under 35 U.S.C. 103(a) as being unpatentable over Hedges or Karmakar on view of Gilboa (5853327).

Hedges or Karmakar teach all limitations except that they do not teach the game board being video display. Gilboa teaches a display game board (8). Electronic display game boards are capable of displaying multiple/variable game indicia/picture/video and enhance amusement value. In order to make the game attractive to potential players, it would have been obvious to suggest modifying game boards to include electronic/video displays. One of ordinary skill in art at

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