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- For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.*

(54) Title: INTERNET GAMING SYSTEM

(57) Abstract: Gambling games specifically adapted for use by players on the internet wherein the players can see a live representation of the game actually being played so that the player is satisfied that the game is properly run and the results are true. The invention also discloses a jackpot game the results of which are determined from a result separate from the result of the collateral game, such as by the dealer's result and in which players on the Internet can place bets on the jackpot and share in the jackpot notwithstanding that they are not taking part in the game itself.

WO 01/52120 A1

## INTERNET GAMING SYSTEM

This invention relates to an Internet system and in particular to the production of a new gaming system into the Internet and specifically such a system for remote wagering on live casino games by passive players. The reference to the internet in this  
5 specification can be considered to refer to any similar system where there is an audio/visual connection by way of telephone, cable or wireless from a user to a provider. The invention also provides the provision of a jackpot game suitable for use with games on the internet wherein the wagering is by passive players.

There are many forms of gaming available on the Internet but there has generally been  
10 reservation by the players to participate for three reasons. The first has to do with using credit cards on the Internet, many persons are not at all convinced that credit card security on the Internet is fully satisfactory and are loath to provide their credit card number to merchants or traders on the Internet.

The second has to do with the perceived integrity of the games they are offered. In  
15 most cases the games are the same games or types of games which are available on video slot machines or video games similar to those found in any video store, and are of a virtual nature. Because of this, the player really has no idea whether the operator has ensured that the game that is believed to be that which is being played is what it is held out to be and that any winning bets would give what would be considered to be a  
20 proper return on the game and, further, that all players have the same opportunity to win as all other players.

The third, which is associated with this has to do with the integrity of the operator of the site. Unless the site is associated with known or correctly licensed operators, which is the case with sites licenced by various Australian States, the operator could  
25 be a person or entity with no proper background and assets supporting the site, and there is thus no guarantee that winning wagers will be paid.

There are a number of casino card games which have been proposed to have associated therewith jackpots and cumulative jackpots, some of which can be linked to a large number of tables, both in the casino concerned and also across casinos. The major and most generally known ones are Caribbean Stud poker and Let it Ride poker.

5 In each of these games and in all other games which incorporate a jackpot, the jackpot is played as a secondary bet to a bet on the main game. Whether or not a player wins the jackpot depends on whether the player's hand in the main game meets the requirement necessary for the jackpot to be won.

It is a major object of the invention to provide a gaming system on the Internet 9as  
10 herein defined) which minimises the disquiet of players.

It is a second object to provide a game whereby players can take part in a jackpot competition even if they are not playing in the main game which is particularly suitable for players betting on the Internet.

In accordance with the first object of the invention we provide an Internet gaming  
15 system in which the basis for the bets to be made by users is a real time live gaming event on which bets are made on the basis of a pre-established account or by deduction from a credit card or the like.

One such event could be 2-Up, others could be dice games where some player or other person physically throws dice, another could be a card game where the result is  
20 achieved from a dealers hand.

In accordance with the other object, the invention includes a gambling game having a jackpot arrangement characterised in that the bet for the jackpot is independent of any bet on the game itself and can be made by a player whether or not the player is in fact playing the main game.

The result of the jackpot is decided by a designated, usually the dealer's, hand so it is not necessary for the player to have a hand in the game itself in order to win a jackpot.

In order that the aspects can be further understood we shall describe additional detail relating to these.

5 As far as the gaming version is concerned, we will specifically describe this in relation to 2-Up, but it can be appreciated that it is equally applicable to any other form of game where the winning result is dependent on a single action, either by a player or a dealer and not on a game where a person wins or loses because of a hand or score relative to that of a dealer.

10 That is, that the game can be a game such as 2-Up, which is one where a form of two coins are thrown by a player and the result is achieved by whether heads or tails, or in some cases one of each, are a result of the bet.

It could also be used in association with card games such as a game presented by the present applicants where the player can bet on the occurrence of a predetermined  
15 number if a series of numbers or symbols. In this game, the dealer exposes a number of cards and payment is made on the number of cards bearing the required symbol for success.

It could also be used for such games as Roulette or dice games such as Craps or Heads and Tails (a dice version of 2-Up developed by the present applicant.) or baccarat or  
20 games such as Sic Bo or Big Wheel.

When the player connects to the site, he or she would first pass through the security screens and firewalls, if any, access their account or provide details of their credit card and, normally, establish a maximum amount which they could bet. If required, the

operator could obtain approval from the credit supplier up to the designated amount. The player can then enter the gaming part of the site.

When the player connects to this site, the window displayed can be divided into two parts, a betting section and the live game section and, assuming as we initially  
5 indicated the game is 2-Up, the player can have two (or on occasions three) betting positions.

In the conventional game, he can bet only on heads or tails, that is, two heads or two tails coming or being displayed after a throw. In some casino versions of the game, a result can also be achieved on one of each, that is, when there is one head and one tail.

10 There will be seen that there is a one in four chance of either two heads or two tails being the result, and a two in four chance that one head and one tail is the result.

The betting part of the screen can have boxes into which the player, who has already established a line of credit or provided a debit or credit card number can place the required bets.

15 The game will be proceeding on the other part of the screen, and the bets can be accepted after a particular play has been made up until there is an indication that there can be no further bet in which time the betting boxes can be blocked. This, of course, occurs just before the next throw. That is, of course, one cannot bet once the throw is already in the process of being made on that play, but it may be possible to place a bet  
20 on the next play.

The camera can then examine the play and can, for example, show a close up of the result so all bettors can be satisfied that the bet was on an event which was not able to be manipulated by an operator.

As mentioned earlier, the game to be played could be any one of the type of games which have a result from a single action, not as a result of the comparison between, say, a dealers hand or result and the players hand or result. That is, that the betting panel could be used to be set up similarly to a Roulette table, there could be a Roulette  
5 wheel which is shown spinning live and the Croupier placing the ball into the wheel and the result achieved.

Similarly, as indicated a dice game such as Craps or Heads and Tails could be used.

Similarly, the invention is applicable to a card game which provides a result simply on the cards exposed by the dealer, or for that matter, any designated hand, and not on a  
10 comparison between a dealer and a players hand.

In particular, this arrangement can be very widely applied in the game being played and partly in the requirements of the operator and all such variations lie within the scope of the invention.

In the second aspect, we provide a jackpot arrangement which is particularly suitable  
15 for betting by players gaming on the Internet, although the arrangement can be used as a linked jackpot game either being played on a number of tables in a casino or tables in a number of casinos.

In the first of these, we shall, without fully describing the game, discuss the invention in association with a game where the players bet on a hand which is held by a dealer.  
20 In this case there can be bets in the standard game on the appearance of a particular card or cards in the dealer's hand. Thus the players in the main game bet on what they see as a likely result of the dealer's hand.

The jackpot for the game can be based on a rare combination of cards. In one particular game where four cards are dealt and there is a relatively large pack of say

132 cards of which only four are the cards which will initiate a jackpot payout. The odds of these four cards being dealt from the pack into a single hand are approximately 12,000,000 to 1.

5 If a player wishes to play on the jackpot, it is only necessary for him or her to place a bet on a jackpot area in the betting section of his or her screen, if the player is playing on the Internet, or, if physically playing the game, puts a token into a jackpot slot whereby it can be automatically counted and a portion of its value placed into the jackpot pool and then await the dealing of the hand.

10 If the four required cards are those which are dealt, then the player wins the jackpot or a share of the jackpot, depending on the number of players who have a jackpot bet on the hand. As the jackpot is decided on the hand dealt by the dealer, all persons who have taken a jackpot bet share in the jackpot and the arrangement differs from more usual jackpot games where the jackpot is paid on the players hand.

15 Whilst, of course, a jackpot can occur at any time, it is likely that in a game such as this occurrences will be rare, on average after 12,000,000 plays of the game.

There can, if required, be two or three card combinations which will lead to a minor jackpot prize being initiated, the other prizes being substantially less than that which would be paid on the full jackpot. For example, when bets are made on the jackpot, the amount bet can be divided among a number of pools, a substantial part of this  
20 going to the main jackpot, and the remainder being divided amongst lesser jackpots. In each case, the jackpot is divided equally between all players who have taken a jackpot bet.

Also, if required, rather than using a pooled jackpot, the jackpots for the players physically playing the game and those playing in the Internet could be separate but as

the Internet pool will normally be much greater than that for the game players, it is preferred that both sets of bets be maintained in the one pool.

When one considers the likely jackpot, it can be seen that this can become very large indeed. Assuming only a thousand players on the Internet, and one jackpot every  
5 12,000,000 hands, for the game mentioned above, the jackpot amount would be \$12,000,000,000, on the basis of \$1 bets. Of course, as the jackpot tends towards this figure, the rate of growth of the jackpot could be substantially increased as persons becoming aware of the size of the jackpot enter into the game. This is a well known phenomenon in gambling where jackpots are used.

10 In such a case, if a lesser jackpot result appears, then the pool appropriate to that can be divided amongst the players who hold a jackpot bet at the time. It is stressed that the pool is divided amongst all players, regardless of their geographical location, who hold a jackpot bet when the jackpot result occurs.

In one preferred form of the jackpot game, the jackpot can be established on the basis  
15 of one or more games being played live, preferably at a recognised casino. Players playing the game can make jackpot bets and it maybe preferred that a seed amount be placed in the jackpot prior to the first bets being accepted. Internet players can then be permitted to place jackpot bets during the time that bets are open for the players of the live game, that is between a result of the game being played collaterally with the  
20 jackpot and the time when a croupier or other official designates that there will be 'no more bets'. The next game is then played and should a jackpot result be achieved then all players with a live bet will share equally in the jackpot whether playing live or on the Internet. Alternatively, there could be separate pools for live players and Internet players but as the pool from the Internet players will rapidly far exceed that for the  
25 live players, a single pool will be required.



If it is desired to increase the likelihood of a jackpot being won, there could be a number of live games being played at any time, but preferably at the one place. It is desirable for the games to be held in phase, which could be done by the one croupier or the like making the call about 'no more bets'. This could be transmitted to each of  
5 the games and, only after it has been notified, can the next hand commence. If the first card or cards of any of the games are such that they could lead to a jackpot being won then the image being passed to the Internet could be diverted from the game being shown to the possibly winning game. If two games have a jackpot card as their first card then the camera would follow one of these until one has a jackpot card more  
10 than the other at which time it would shift to the likely jackpot result. There will only be one jackpot result and this will be the hand which has the greatest number of required results or any one of such hands if more than one.

Thus, the Internet players will be able to follow a likely jackpot result live.

Even for established games, such as Black Jack, it is possible to provide a jackpot  
15 using the arrangement of the invention. If, for example, a jackpot was to be paid on a dealer receiving a Jack or Ace of Spades or, more likely, something which needs three cards, such three 7's of Spades, then a person who wanted to play for the jackpot but was not able to play the game, as they are an Internet player or not interested in playing Black Jack per se, could simply bet on the jackpot result and would succeed if  
20 the dealer dealt the required cards to initiate jackpot payment.

In a game, such as Caribbean Stud or Let It Ride poker, the jackpot can be paid on the result of the dealer's hand. That is, instead of being paid on the result of player's hand, which necessitates a person betting on the jackpot holding a hand, an Internet player or an onlooker could bet on a jackpot without being involved themselves in a  
25 game being played.

Where the invention is to be used with, say, roulette, the arrangement would normally be that the jackpot was paid on a number of consecutive occurrences of any number.

The arrangement is that when a number is spun, it is either taken as the next number of a series, if it is the same as the preceding number, or the first number of a series if  
5 different. Any bets which were previously on that number remain, all other bets are lost. It is then open for players to start a new jackpot bet but they cannot, of course, commence to bet on the same series. If the same number occurs, then the jackpot series becomes one higher, all other bets are lost. If a different number is spun, then the previous bet is paid, if there have been a sufficient number of occurrences for a  
10 minor jackpot, and the new number becomes the first of a new series.

If there are sufficient occurrences of a particular series, say six occurrences, then the jackpot is paid, divided equally amongst all players who are in the jackpot.

Minor jackpots could be paid on three, four and five occurrences.

Whilst we have described this way of ascertaining the jackpot with roulette, a form of  
15 this could also be used with other games.

In the specification we have given certain suggestions for the playing of the game. It will be appreciated that a jackpot could be proposed for other games, by simply defining the result or hand or other action which leads to the jackpot being initiated and then receiving and controlling the jackpot events separate from this.

We claim:

1. An Internet gaming system in which the basis for the bets to be made by users is a real time live gaming event on which bets are made on the basis of a pre-established account or by deduction from a credit card or the like.
- 5 2. A system as claimed in claim 1 wherein such event is selected from the group including 2-Up, dice games where some player or other person physically throws dice and card games where the result is achieved from a nominated hand.
- 10 3. A system as claimed in claim 2 wherein the nominated hand is the dealer's hand.
4. A gambling game having a jackpot arrangement characterised in that the bet for the jackpot is independent of any bet on the game itself and can be made by a player whether or not the player is in fact playing the main game.
- 15 5. A game as claimed in claim 4 wherein the game is a card game and the result of the jackpot is decided by a nominated hand so it is not necessary for the player to have a hand in the game itself in order to win a jackpot.
6. A game as claimed in claim 5 wherein the nominated hand is the dealer's hand.
- 20 7. A game as claimed in any one of claim 4 to 6 wherein there is a jackpot prize pool which consists of jackpot bets from payers playing the game live and those not physically playing the game.

8. A game as claimed in claim 5 wherein the players not physically playing the game include persons betting on the Internet.
9. A game as claimed in claim 7 or claim 8 wherein there is a pooled jackpot for the jackpot bets by the persons playing the game and the bets of players not  
5 physically playing the game.
10. A game as claimed in any one of the preceding claims 4 to 9 wherein the game is Two-up or a derivative where the jackpot is payed on a predetermined number of consecutive identical results.
11. A game as claimed in any of the preceding claims 4 to 9 wherein the game is  
10 roulette where the jackpot is payed on a predetermined number of consecutive identical results.
12. A game as claimed in claim 10 or claim 11 wherein a minor jackpot is paid on a lesser number of consecutive identical results.
13. A game as claimed in any one of the preceding claims 4 to 9 wherein the game  
15 is a card game and the jackpot is payed on a predetermined group of cards being dealt in a designated hand.
14. A game as claimed in claim 13 wherein minor jackpots are paid in cards of the group but less than the whole group are dealt in a designated hand.
15. A game as claimed in claim 13 or claim 14 wherein the designated hand is the  
20 dealer's hand in a particular game.
16. A game as claimed in any one of claims 4 to 15 wherein all players who have bets which lead to a jackpot result share the jackpot or jackpot pool equally.

## INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU01/00035

**A. CLASSIFICATION OF SUBJECT MATTER**Int. Cl. <sup>7</sup>: G06F 17/60 // 155:00

According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**

Minimum documentation searched (classification system followed by classification symbols)

IPC AS ABOVE

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

AU IPC AS ABOVE

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

Delphion and WPAT - internet, web, www, network, distributed, gambling, gaming, wager, wagering, bet, betting, account, credit.

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	WO 99/36846 A2 (Shelenin) 22 July 1999 See the abstract only	1 to 3
X	US 5762552 A (Vuong et al) 9 June 1998 See the abstract and col.2 ln.43 to col.4 ln.31.	1 to 3
P,X	WO 2000/79467 A2 (Karmarkar) 28 December 2000 See the abstract	1 to 3

☐ Further documents are listed in the continuation of Box C
 ☒ See patent family annex

* Special categories of cited documents:		"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"A" document defining the general state of the art which is not considered to be of particular relevance		"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
"E" earlier application or patent but published on or after the international filing date		"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)		"&" document member of the same patent family
"O" document referring to an oral disclosure, use, exhibition or other means		
"P" document published prior to the international filing date but later than the priority date claimed		

Date of the actual completion of the international search

29 March 2001

Date of mailing of the international search report

5 April 2001

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## INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU01/00035

**Box I Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)**

This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. ☒ Claims Nos : 4 to 16  
because they relate to subject matter not required to be searched by this Authority, namely:  
These claims define a mere scheme for playing a game that does not define "a mode or manner of achieving an end result which is an artificially created state of affairs of utility in the field of economic endeavour.". Under Article 17(2)(a) of the PCT games are not required to be searched, and under the Australian Patents Act a scheme is not considered to be a manner of manufacture see Section 18.1 (a).
2. ☐ Claims Nos :  
because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:
3. ☐ Claims Nos :  
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a)

**Box II Observations where unity of invention is lacking (Continuation of item 3 of first sheet)**

This International Searching Authority found multiple inventions in this international application, as follows:

1. ☐ As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims
2. ☐ As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.
3. ☐ As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:
4. ☐ No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

**Remark on Protest**

- ☐ The additional search fees were accompanied by the applicant's protest.
- ☐ No protest accompanied the payment of additional search fees.

**INTERNATIONAL SEARCH REPORT**  
Information on patent family members

International application No.  
**PCT/AU01/00035**

This Annex lists the known "A" publication level patent family members relating to the patent documents cited in the above-mentioned international search report. The Australian Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent Document Cited in Search Report		Patent Family Member	
WO	99/36846	AU	21922/99
US	5762552	NONE	
WO	00/79467	NONE	
			END OF ANNEX