EVENT/PERFORMANCE BASED GAME OF CHANCE

A method and system for playing a game that involves chance and results of an event or performance of an entity that utilizes a game input device to activate a game system associated with a gaming host and displays, on the game input device upon activation of the game system, available games that a user can select. The user selects a game from the displayed games, and the gaming host randomly selects, based upon the selected game, picks. A ticket is generated, by the gaming host, which is associated with the randomly selected picks. Information, from third-party providers, is collected, by the gaming host, which is associated with results of an event or performance of an entity. A value for the generated ticket is determined based upon the collected information from the third-party providers, and a winning status for the generated ticket is determined based upon the determined value.
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EVENT/PERFORMANCE BASED GAME OF CHANCE

PRIORITY INFORMATION


TECHNICAL FIELD AND BACKGROUND

[0002] Conventionally, gambling has involved games of chance, such as slot machines, dice games, poker, or blackjack, or the outcome of a defined event, such as the winning team of a particular baseball game or the winner of a particular event. In these situations, the user does not necessarily have a direct influence on the outcome, and thus, these situations involve chance or the performance of another entity.

[0003] For example, playing the slot machines, as a form of gambling, is purely a game of chance in that the player's skill has no influence on the final results.

[0004] On the other hand, poker can be a combination of chance and skill. For example, a poker player may receive five initial cards from the deal. The receipt of the initial cards is by chance. Based upon the actual cards, the poker player determines if certain cards should be discarded and replaced on the subsequent deal. The poker player's decision may be based upon the player's skills (combination of the player's knowledge of the game and past experience). However, the subsequently received cards are again based upon chance.

[0005] Lastly, betting on the results of an event or the performance of an entity can also be a combination of chance and skill. For example, a person may gamble on the outcome of a horse race. The person may handicap (skill) the horses in the race based on the person's knowledge of the horses' past performances, current track conditions, jockeys' past performances, etc., and choose a horse and its finish accordingly. However, the actual determination of the gamble being successful relies on the actual performance of the horse (chance).

[0006] With respect to betting on the results of an event or the performance of an entity, this form of gambling has the added feature of allowing the gambler to watch the event or the performance of an entity, thereby providing an additional entertainment aspect. However, a potential drawback of conventional gambling directed to betting on the results of an event or the performance of an entity, if the person does have specific knowledge (handicapping knowledge) about the event or entity, the person may be discouraged from pursuing this form of gambling.

[0007] Another drawback with conventional gambling is that two people may want to enjoy each other's company while gambling, but their preferred form of gambling is not conducive to being together.
For example, one member of the party may enjoy gambling on football games while the other member of the party prefers to play the slots because slots do not require prior knowledge (handicapping) of the event or entity. In such a situation, the parties may be split apart to pursue their desired gambling platform.

Therefore, it is desirable to provide a gambling platform that resembles the chance aspect of a slot machine, but the winning determination is based upon the actual performance of entities or result on an event.

It is also desirable to provide a gambling platform that enables a non-interested party or novice to gamble on the results of an event or the performance of an entity without relying on handicapping skills and base the winning determination on the actual performance of the entity or result on an event.

It is further desirable to provide a gambling platform that provides an incentive for the person to watch the event or the performance of an entity, by enabling the person to gamble on the results of an event or the performance of an entity without relying on handicapping skills.

**BRIEF DESCRIPTION OF THE DRAWING**

The drawings are only for purposes of illustrating various embodiments and are not to be construed as limiting, wherein:

- Figure 1 illustrates a game system for supporting a game that involves chance and the results of an event or the performance of an entity without relying on handicapping skills;
- Figure 2 illustrates a game selection input screen of a user input device for the game system of Figure 1;
- Figure 3 illustrates a pick screen of a user input device for the game system of Figure 1;
- Figure 4 illustrates a ticket generate for a player using the game system of Figure 1;
- Figure 5 illustrates a current ticket status screen for the game system of Figure 1;
- Figure 6 illustrates a current ticket status screen with a potential point generating situation alert for the gambling system of Figure 1;
- Figure 7 illustrates a flowchart showing a method of playing a game that involves chance and the results of an event or the performance of an entity without relying on handicapping skills;
- Figure 8 illustrates a flowchart showing a method of informing a player of the current ticket status;
- Figure 9 illustrates a flowchart showing a method of informing a player of with a potential point generating situation and allowing the player to view the potential point generating situation;
- Figure 10 illustrates a flowchart showing a method of replacing a pick that is associated with a suspended or cancelled event;
Figure 11 illustrates a block diagram showing the various functions of a gaming host for a game that involves chance and the results of an event or the performance of an entity; and Figure 12 illustrates a flowchart showing a method of playing a game that involves chance and the results of an event or the performance of an entity.

DESCRIPTION OF EMBODIMENTS AND INDUSTRIAL APPLICABILITY

For a general understanding, reference is made to the drawings. In the drawings, like references have been used throughout to designate identical or equivalent elements. It is also noted that the drawings may not have been drawn to scale and that certain regions may have been purposely drawn disproportionately so that the features and concepts could be properly illustrated.

Figure 1 illustrates a game system for supporting a game that involves chance and the results of an event or the performance of an entity without relying on handicapping skills. As illustrated in Figure 1, the game system may include multiple user input devices (10, 12, 14, 16, and 18). It noted that the game system may only include a single user input device.

The user input devices (10, 12, 14, 16, and 18) may be standalone devices or kiosks, located in a gambling venue, such as a casino, horse race track, off track betting establishment, or any establishment that allows betting. In the illustrated situation, the user input devices (10, 12, 14, 16, and 18) are connected to a gaming host (server) 30 over the internet 50. This connection is a secured connection. It is also noted that the user input devices (10, 12, 14, 16, and 18) may be located in retail establishments (as permitted by local laws and ordinances), bars, taverns, lottery vendors, etc.

It is noted that the user input devices (10, 12, 14, 16, and 18) may be connected to a gaming host 30 over a secured local area network or may communicate with the gaming host 30 using Bluetooth™ or other low power secured communication protocol (system). The gaming host 30 may include a processor, memory, and a communication interface.

The user input devices (10, 12, 14, 16, and 18) may also be a "smartphone" using an app associated with the gaming system, a laptop, a tablet, a computer, or other device that is able to communicate with the gaming host 30 over the internet 50, over a secured local area network, Bluetooth™, or other low power secured communication protocol (system). The user input devices (10, 12, 14, 16, and 18) may include a display screen, a processor or controller, a memory, a communication unit and/or interface, an input system, and/or an output system (such as a printing device). The input system and the display may be combined, as a touchscreen, for enabling user input. The input system may be, in lieu of a touchscreen, a separate input device, such as a mouse, pointer, trackball, touch pad, keypad, or control panel.

The gaming system, as illustrated in Figure 1, may include an optional payout device 20, which is in communication with the gaming host 30. The optional payout device 20 may include a display screen, a processor or controller, a memory, a communication unit and/or interface, an input system (such as a scanner or other input system for receiving a ticket or
information from a ticket), and/or an output system (such as a printing device or currency distribution system).

[0031] The gaming host 30 is also in communication with various sources of information (42, 44, 46, and 48) to enable the gaming host 30 to collect information corresponding to the events and/or entities' performances associated with the games provided by the gaming system.

[0032] The source of information (42, 44, 46, and 48) may be third party servers or computers, which are connected to the internet 60, that include a processor, memory, and a communication interface. The third party servers or computers compile and store the information relating to the events and/or entities' performances.

[0033] For example, a source of information (42, 44, 46, or 48) may be the Major League Baseball's website, which stores all the stats associated with major league baseball players, game results, etc. Another example of a source of information (42, 44, 46, or 48) may be the National Football League's website, which stores all the stats associated with National Football League football players, game results, etc.

[0034] The source of information (42, 44, 46, or 48) may also be a licensed third party provider that provides stats feeds to the gaming host 30. The sources of information (42, 44, 46, and 48) may be electronic databases that are accessible, via the internet, that store and are able to feed the official stats or results of a league, organization, or event.

[0035] It is noted that since the information associated with the sources of information (42, 44, 46, and 48) may include copyrighted or proprietary material, well-known safeguards; such as licensing authentication and encryption protocols, may be used to collect and convey the information.

[0036] In operation, a player engages a user input device (10, 12, 14, 16, or 18). Since the game system is associated with gambling, the initial engagement of the player with the user input device (10, 12, 14, 16, or 18) could be the payment of a predetermined fee (bet), the verification that the user is authorized to play the game (gamble), etc. The user input devices (10, 12, 14, 16, and 18) may include a mechanism and/or system to accept currency for payment of the fee, a mechanism and/or system to accept a casino chip for payment of the fee, a mechanism and/or system to accept a predetermined token for payment of the fee, a mechanism and/or system to accept a credit, debit, or other type of card for payment of the fee, and/or a mechanism and/or system to accept an electronic transaction for payment of the fee.

[0037] Upon receipt of payment of the fee and/or verification that the user is authorized to play the game (gamble), the user input device (10, 12, 14, 16, or 18) may display an initial screen 100, such as illustrated in Figure 2, which informs the player of the available games that can be selected. Each game has an activatable area (105, 110, 115, 120, 125, 130, 135, 140, 145, 150, 155, 160, 165, 170, 175, or 180), which can be engaged by a user's touch (if a touchscreen is utilized) or by a pointing device.
If there are more available games than the user input device (10, 12, 14, 16, or 18) can appropriately display, the user input device (10, 12, 14, 16, or 18) may include an activatable area (190) which enables the user to display more available games. If the user wants more information about a particular game, the user input device (10, 12, 14, 16, or 18) may allow the user to access a description of the game by the user maintaining a touch or pressure upon the associated activatable area for a predetermined period of time, having a pointing device hover over the associated activatable area for a predetermined period of time, and/or have a separate activatable information area associated with each displayed game.

An example of a possible game may be "Baseball Majors," wherein the player's game results are based upon the performance of individual major league baseball players for a given day or period of time. A further example of a possible game may be "Baseball Minors," wherein the player's game results are based upon the performance of individual minor league baseball players for a given day or period of time.

Another example of a possible game may be "Major Baseball Games," wherein the player's game results are based upon the outcome and/or stats of individual major league baseball games for a given day or period of time. A fourth example of a possible game may be "Minor Baseball Games," wherein the player's game results are based upon the outcome and/or stats of individual minor league baseball games for a given day or period of time.

A fifth example of a possible game may be "American Football," wherein the player's game results are based upon the performance of individual football players for a given day or period of time. A sixth example of a possible game may be "Dunk the Puck," wherein the player's game results are based upon the performance of a combination of individual hockey players and basketball players for a given day or period of time.

A seventh example of a possible game may be "Horses Galore," wherein the player's game results are based upon the performance of individual horses at various horse race tracks for a given day or period of time. It is noted that any number of game permutations are possible, wherein the player's game results are based upon some the outcome of an event and/or performance of an individual or a plurality of individuals in an event or a plurality of events.

Upon selecting a game from the display 100 of Figure 2, the user input device (10, 12, 14, 16, or 18) may display a player's pick screen 200, as illustrated in Figure 3. The player's pick screen 200 displays a predetermined number of picks, which the gaming host 30, of Figure 1, has randomly chosen for the player.

For example, if the user selected "Baseball Majors" and the game utilizes five picks, the player's pick screen 200 may the selected game, "Baseball Majors," in display area 310 and display the five randomly chosen picks in display areas (205, 210, 215, 220, and 225). These display areas (205, 210, 215, 220, and 225) would clearly identify the individual major league baseball players randomly chosen for the user.
It is noted that the selected game may allow the player to change a predetermined number of the randomly chosen picks with new picks randomly chosen by the gaming host 30. It is further noted that the ability to change the original randomly chosen picks may have an additional cost associated therewith. This cost may be fixed or graduated.

If the game allows the player to change a predetermined number of the randomly chosen picks with new picks randomly chosen by the gaming host 30, the user input device (10, 12, 14, 16, or 18) may require and receive payment associated with the cost before enabling the change function. If the user desires to change a certain pick, the user would engage the associated "Change Pick" activatable area (245, 255, 265, 275, or 285), as illustrated in Figure 3.

The player's pick screen 200 may also include "Accept Pick" activatable area (240, 250, 260, 270, or 280), as illustrated in Figure 3, to allow the player to actively accept the picks randomly chosen for the user by the gaming host.

Alternatively, the game, instead of randomly choosing the new pick upon activation of the change pick function, may allow the player to change a pick by selecting a pick from a dropdown menu. This dropdown menu may be a list of picks that were randomly selected by the gaming host, a list of picks that is a combination of fixed picks and picks that were randomly selected by the gaming host, or a list of fixed picks. Enabling the change functionality may have predetermined costs associated therewith.

If the game selected by the player allows the changing of a predetermined number of picks, once the player is satisfied with the displayed picks, the player engages the "Submit" activatable area 290. Upon activation of the "Submit" activatable area 290, the user input device (10, 12, 14, 16, or 18) transmits the picks to the gaming host 30, which registers the submitted picks as a ticket. The gaming host 30 also registers unique authentication identification information with the register ticket.

The gaming host 30 transmits the registered ticket and associated unique authentication identification information back to the user input device (10, 12, 14, 16, or 18), which may print out a physical copy of the ticket 300 or display the ticket 300, as illustrated in Figure 4. It is noted, for security purposes, the user input device (10, 12, 14, 16, or 18), may be restricted to only printing out a single physical copy of the ticket 300.

As illustrated in Figure 4, the ticket 300 include an area 310 identifying the "Selected Game," areas (320, 330, 340, 350, and 360) identifying the picks associated with the ticket, and a authentication area 370, which includes the unique authentication identification information associated with the ticket 300. If the ticket is physically printed, the information associated with various areas noted above would be rendered on the printed ticket 300. The unique authentication identification information may be in alpha/numeric characters and/or symbols.

The unique authentication identification information may also be a machine readable code, such as a barcode, glyphs, Aztec Code, Code 1, Color Code, Color Construct Code, Crontosign, CyberCode, Data Matrix, Datastrip code, EZcode, High Capacity Color Barcode, Han
Xin Barcode, Hue Code, Intercode, MaxiCode, MMCC, NexCode, PDF417, Qode, QR code, ShotCode, SPARQCode, etc. In addition, the unique authentication identification information may be a combination of alpha/numeric characters and/or symbols and a machine readable code associated with the alpha/numeric characters and/or symbols.

[0053] If the ticket 300 remains electronic, the information associated with the ticket 300 may be stored in the player's personal user input device so that it can be retrieved at a later time for reviewing or redemption. The game system may also have an optional feature of allowing a player to monitor the point value of the ticket on a viewing device (such as a smartphone, tablet, laptop, computer, etc.) by logging onto a website associated with the selected game and inputting the alpha/numeric characters and/or symbols associated with unique authentication identification information of the ticket. This feature would create a current ticket status screen 400, as illustrated in Figure 5.

[0054] The current ticket status screen 400 displays the "Selected Game" 410, the picks (420, 430, 440, 450, and 460), and an identification for "Total Points" 470. The current ticket status screen 400 also displays the current points (425, 435, 445, 455, and 465) for each pick (420, 430, 440, 450, and 460) and the current total points 475 for the ticket.

[0055] The current ticket status screen 400 may also display the "Points Ranges and Payouts" 480. The "Points Ranges and Payouts" 480 provides the various point levels needed for certain payouts. For example, a total point value of one hundred seventy-five for a ticket may have a payout of twenty-five dollars. The current ticket status screen 400 may automatically be updated after a predetermined period of time or may remain static until the player reloads the webpage or re-logs into the website.

[0056] In addition, if the current ticket status screen 400 is live (the screen is continually polling the gaming host 30 for updated information), the current ticket status screen 400 may include an alert system, as illustrated in Figure 6.

[0057] For example, as illustrated in Figure 6, the display area 421 for "Pickl" is distinguished from the displaying of the pick areas (430, 440, 450, and 460) to alert the player of a potential point generation event for "Pickl." The display area 421 may be a different color from the other areas (430, 440, 450, and 460), may be flashing, or be displayed in any manner which distinguishes that pick from the other picks.

[0058] For example, if "Pickl" is associated with a baseball player, the display area for "Pickl" may provide an alert when the baseball player comes to bat in the game or when the baseball player is pitching. Also, if "Pickl" is associated with a football player, the display area for "Pickl" may provide an alert when the offense of the team, on which the football player plays, enters the "Red Zone." Furthermore, if "Pickl" is associated with a race horse, the display area for "Pickl" may provide an alert when the race is about to begin for the horse.

[0059] It is noted that more than one pick may be displayed in such a distinguishing manner if there is more than one potential point generation event. It is further noted that if multiple picks
are associated with a potential point generation event, the picks may be distinguished in such a
way to convey to the user which potential point generation event is closer to completion or
occurring.

[0060] For example, if "PickI" is associated with a baseball player, the display area for
"PickI" may illuminate a "green" color when the baseball player is "In the Hole," a "yellow" color
when the baseball player is "On Deck," or a "red" color the baseball player is actually batting. In
another example, if "PickI" is associated with a horse, the display area for "PickI" may illuminate
a "green" color when the horse is "In the Gate," a "yellow" color when the horse is on the
backstretch, or a "red" color the horse is on the last stretch approaching the finish line. Moreover,
when the display area 421 for "PickI" is distinguished from the displaying of the pick areas (430,
440, 450, and 460), the display area 421 for "PickI" may become activatable, allowing the player
to engage that area.

[0061] By engaging the display area 421, the viewing device generates a screen which
streams the video and/or audio of the potential point generation event associated with the pick.

[0062] For example, if "PickI" is associated with a baseball player, the viewing device
generates a screen which streams the video and/or audio of the game in which the baseball
player is playing. Also, if "PickI" is associated with a football player, the viewing device
generates a screen which streams the video and/or audio of the game in which the football player
is playing. Furthermore, if "PickI" is associated with a race horse, the viewing device generates
a screen which streams the video and/or audio of the horse race.

[0063] It is noted that more than one event may be displayed wherein the screen is parsed
into individual windows, each window streaming different video and/or audio. It is further noted
that the streaming can be automatically terminated upon the termination of potential point
generation event or the streaming can continue until the player actively terminates the streaming.

[0064] Figure 7 illustrates a flowchart showing a method of playing a game that involves
chance and the results of an event or a performance of an entity without relying on handicapping
skills. As illustrated in Figure 7, a user input device displays, at step S10, the available games
which a player can select. The gaming host determines, using predetermined rules, when a
game is available for playing.

[0065] For example, a game associated with baseball players as the possible picks, may not
be available after the conclusion of the last baseball game scheduled to be played on a particular
day. In other words, the game may be available until the last game on the West Coast is
concluded even though it is the next day on the East Coast.

[0066] At step S20, a player provides the appropriate payment for a game and selects the
game to play. It is noted that each game may have different payments associated therewith or
the payment may be fixed for all the games. After the player selects the game to play, at step
S20, the selected game information is transmitted to the gaming host, and the gaming host, at
step S30, randomly generates the picks for the selected game. The randomly generated picks are transmitted back to the user input device.

[0067] The randomly generated picks are randomly generated or randomly selected from a predetermined pool of picks that the gaming host maintains. The gaming host may maintain separate pools of picks for each available game or may maintain a single pool of picks, wherein each pick has identification information associated therewith to indicate to the gaming host which games can select that pick.

[0068] If the selected game allows the player to change a predetermined number of the randomly generated picks, the player may activate pick regeneration at step S40. If step S40 is performed, the player chooses a pick to discard, and the gaming host performs step S30 to randomly generate a pick for the discarded pick.

[0069] As noted above, the game may allow the player to change a predetermined number of picks by selecting a pick from a dropdown menu. This dropdown menu may be a list of picks that were randomly selected by the gaming host, a list of picks which is a combination of fixed picks and picks that were randomly selected by the gaming host, or a list of fixed picks. Enabling the change functionality may have predetermined costs associated therewith.

[0070] As discussed above, it is noted that the activation of step S40 may cost the player an additional fee. It is further noted that the amount of the additional payment could be tied to whether the pick has begun performing in an event.

[0071] For example, if a baseball player has begun playing a baseball game, the cost for discarding the pick may be higher than if the game has not started. Once the player is satisfied with the picks or the player can no longer regenerate newly randomly generated picks, the gaming host generates a ticket based upon the picks and selected game, at step S50. As noted above, this ticket may include, in a printed form, identification of the picks, the selected game, and authentication identification information.

[0072] At step S60, the gaming host collects information corresponding to the picks from predetermined sources. Step S60 may be performed on a continual basis so that the gaming host has the most current information about the pool of picks, or the Step S60 can be performed when a player is turning in (redeeming) the ticket for a possible payout. In addition, step S60 can be performed when a player is checking the current status of a ticket.

[0073] If the player is turning in (redeeming) the ticket for a possible payout or the player is checking on the current status of the ticket, the current point total value for each pick and the total points for the ticket are calculated by the gaming host, at step S70. If the player is turning in (redeeming) the ticket for a possible payout, the gaming host compares, at step S80, the ticket's point value (total points) with the predetermined ranges or levels for the associated game. Thereafter, the gaming host determines, at step S90, based on the comparison at step S80, if the ticket qualifies for a payout and what is the amount of the payout.
[0074] Figure 8 illustrates a flowchart showing a method of informing a player of the current ticket status. As illustrated in Figure 8, if a player desires to check the current status of a ticket, the player connects with the gaming host at step S110.

[0075] The player may use any electronic viewing device which is able to electronically communicate with the gaming host. The electronic communication may be the player logging onto a website associated with the gaming host. Once the player is connected with the gaming host, the player enters, at step S120, the ticket's authentication identification information of which the player desires to check the current status.

[0076] The gaming host collects, at step S130, the picks' current information corresponding to the ticket and calculates the current point total value for each pick and the total point value for the ticket, at step S140. The gaming host conveys or communicates this information to the player's viewing device so that a current ticket status screen 400, as illustrated in Figure 5, can be displayed at step S150.

[0077] Figure 9 illustrates a flowchart showing a method of informing a player of with a potential point generating situation and allowing the player to view the potential point generating situation. As illustrated in Figure 9, if the selected game allows for alerts and viewing of potential point generating situation, a player connects with the gaming host at step S210.

[0078] The player may use any electronic viewing device that is able to electronically communicate with the gaming host. The electronic communication may be the player logging onto a website associated with the gaming host. Once the player is connected with the gaming host, the player enters, at step S220, the ticket's authentication identification information of which the player desires to check the current status.

[0079] The gaming host collects, at step S130, the picks' current status corresponding to the ticket. At step S240, the gaming host sends an alert to the player's viewing device if the status of a pick indicates a potential point generating situation. If the player selects the viewing option on the viewing device, the gaming host streams, at step S250, the video and/or audio of the pick's performance during the potential point generating situation.

[0080] Figure 10 illustrates a flowchart showing a method of replacing a pick that is associated with a suspended or cancelled event. As illustrated in Figure 10, if the game enables the replacement of a pick that is associated with a suspended or cancelled event, the gaming hosts, at step S310, collects the current status of events corresponding to available games.

[0081] If the status of an event is determined, at step S320, to be suspended (e.g., a golf round match due to darkness) or cancelled (e.g., baseball game canceled for rain), the gaming host determines, at step S330, the picks associated with the suspended and/or cancelled event(s).

[0082] At step S340, it is determined if the picks associated with the suspended and/or cancelled event(s) are associated with generated tickets. If the picks associated with the suspended and/or cancelled event(s) are associated with generated tickets, step S360 alerts the
ticket owner and replaces the determined pick with another randomly generated pick. If the picks associated with the suspended and/or cancelled event(s) are not associated with generated tickets, step S350 makes the picks not associated with generated tickets unavailable for selection in the future generation of tickets.

[0083] The process of monitoring for suspended and/or cancelled events can be continual throughout the time period associated with an available game.

[0084] Figure 11 illustrates a block diagram showing the various functions of a gaming host for a game that involves chance and the results of an event or the performance of an entity. As illustrated in Figure 11, a user input device 10 communicates with a gaming host 30, and a payout device 20 is optionally in communication with the gaming host 30.

[0085] The user input device 10 enables a player to pay a fee or bet associated with playing a game hosted by the gaming host 30. The user input device 10 also enables a player to select a game to play and to initiate the generation of a ticket for the selected game.

[0086] The generation of picks for the ticket may be a one-time generation by the gaming host 30, or the generation of the picks for the ticket may allow the player to discard a predetermined of picks generated by the gaming host 30 and have the discarded picks replaced by new picks provided by the gaming host 30. The optional payout device 20 enables a player to collect a payout associated with a registered ticket.

[0087] As illustrated in Figure 11, the gaming host 30 can be functionally divided into a random pick selection unit 32, a ticket registry 34, a point calculation unit 36, and a statistics collection unit 38.

[0088] The random pick selection unit 32 randomly selects picks from a pool of appropriate picks associated with the selected game. The random pick selection unit 32 communicates the randomly selected picks to the player through the user input device 10. The random pick selection unit 32 adds the element of chance to the selected game because the player does not control what picks the player is assigned for the selected game.

[0089] Once the randomly selected picks for the player is fixed, the ticket registry 34 creates a game ticket for the fixed randomly selected picks. The ticket registry 34 creates unique authentication identification information for the ticket and then registers the ticket and associated unique authentication identification information.

[0090] The ticket registry 34 communicates the fixed randomly selected picks of the registered ticket and associated unique authentication identification information to the user input device 10, wherein the user input device 10 prints a physical ticket of the registered ticket.

[0091] The printed ticket identifies the picks and includes a printed rendering of the associated unique authentication identification information.

[0092] The statistics collection unit 38 communicates with a source of information 42 to collect stats for the performance of an individual or an event. The statistics collection unit 38 also
communicates with the point calculation unit 36 to provide the point calculation unit 36 with the
statistics needed to calculate the point total for individual picks.

[0093] The point calculation unit 36 may communicate the calculated point totals to the ticket
registry 34, wherein the ticket registry 34 may register the received point totals with the
appropriate registered tickets. The point calculation unit 36 may include payout level
determinations for each game. The point calculation unit 36 may communicate the payout level
determinations to the ticket registry 34, wherein the ticket registry 34 may register the received
payout level determinations with the appropriate registered tickets.

[0094] Figure 12 illustrates a flowchart showing a method of playing a game that involves
chance and the results of an event or the performance of an entity. As illustrated in Figure 12, a
player engages a game input device and pays, at step S400, a fee (bet) to play a game
associated with the gaming host.

[0095] At step S405, the game input device displays the available games that a player can
select. The player selects, at step S410, a game. Based upon the selected game, the gaming
host randomly selects picks for the selected game. The picks are randomly selected from a pool
of appropriate picks associated with the selected game.

[0096] The player may be allowed, at steps S420 and S425, to discard a predetermined
number of the randomly selected picks and replace the discarded picks. The gaming host may
replace the discarded pick with another randomly selected pick.

[0097] Alternatively, the gaming host may allow the player to change a predetermined
number of picks by selecting a replacement pick from a dropdown menu. This dropdown menu
may be a list of replacement picks that were randomly selected by the gaming host, a list of
replacement picks which is a combination of fixed picks and picks that were randomly selected by
the gaming host, or a list of fixed picks. It is noted that the discard functionality may have
predetermined additional costs associated therewith.

[0098] At step S430, the gaming host registers, when the player has finalized the picks, the
ticket with the associated picks and associated unique authentication identification information.
The gaming host also causes, at step S430, the game input device to print out the ticket.

[0099] At step S435, the gaming host collects stats from licensed providers and uses the
collected stats to calculate the point total for each pick and the total points for a registered ticket,
at step S440. The gaming host compares, at step S445, the point total for a ticket with
predetermined payout levels. The gaming host authorizes, at step S450, appropriate payouts for
each ticket based upon the comparison between point total for a ticket with predetermined payout
levels.

[0100] With respect to the gaming system described above, the gaming system provides
multiple games for a player to select. The games can be sport specific, such as a game
associated with the performance of individual baseball player. The games may also be a mixed
of sports and/or events, such a game can include the performance of three baseball players and
the outcome of two horse races. The gaming system has no limits as to crafting the parameters of a game. The games are games of chance that combine the random selection of picks (picks being associated with an individual or an event) with the performance of individuals and/or the results of events. Each game has predetermined achievement levels with associated payouts.

For example, a game directed to the performance of baseball players may have a payout of twenty-five dollars for a ticket point total of seventy-five points, a payout of fifty dollars for a ticket point total of one hundred points, a payout of seventy-five dollars for a ticket point total of one hundred fifty points, etc. The point total for each pick is calculated based upon a predetermined formula.

For example, a game directed to the performance of baseball players may have a formula for a non-pitcher that may include number of hits (H), total number of bases (TB), runs batted in (RBI), runs batted in with two outs (RBI2), strike outs (K), sacrifices (S), called looking strike outs (KL), walks (W), ground in double plays (GIDP), etc. The formula may be NWiH + NW2TB + NW3RBI + NW4RBI2 - NW5K + NW6S - NW7KL + NW8W - NWgGIDP = total points for the pick, wherein NW., NW2, NW3, NW4, NW5, NW6, NW7, NW8, and NWg are predetermined weighted values for a non-pitcher.

In addition, for example, a game directed to the performance of baseball players may have a formula for a pitcher that may include number of hits (H), total number of bases (TB), earned runs (ER), earned runs with two outs (ER2), strike outs (K), called looking strike outs (KL), walks (W), ground in double plays (GIDP), players left on base (LOB), etc. The formula may be PW5K - PWiH - PW2TB - PW3ER - PW4ER2 + PW6KL - PW7W + PW8GIDP - PW9LOB = total points for the pick, wherein PW1, PW2, PW3, PW4, PW5, PW6, PW7, PW8, and PW9 are predetermined weighted values for a pitcher.

On the other hand, for example, a game directed to the performance of football players may have a formula that may include number of total yards (Y), total number of touches (T), points scored (P), fumbles (F), etc. The formula may be FWiY + FW2T + FW3P - FW4F = total points for the pick, wherein FWn FW2, FW3, AND FW4 are predetermined weight values for a football player. It is noted that the football formula may be specific to a running back, receiver, quarterback, or kicker.

The gaming system may use electronic sources of information, such as electronic databases, that are accessible, via the internet. The sources of information store the official stats or results of a league, organization, or event.

For example, the game is directed to the performance of baseball players, the source of information may be the Official Major League Baseball website or a licensed official statistics feed service/provider. If the game is directed to the performance of football players, the source of information may be the Official National Football League website or a licensed official statistics feed service/provider.
In operation, a player engages a user input device, wherein the initial engagement of the player with the user input device is the payment of a predetermined fee (bet) and/or verification of the player's eligibility to play the game (gamble). Upon receipt of payment of the fee, a player is informed of the available games that can be selected. If the player wants more information about a particular game, the player may access a description of the game.

Upon selecting a game, the player is provided a set of randomly selected picks for the selected game. The randomly selected picks are for the player's ticket. The random selection is done by the gaming host which may randomly select picks from a poll of picks associated with the selected game. The gaming host may have mechanism to prevent multiple selections of the same pick for a particular ticket. This random selection of the picks by the gaming host provides the chance element.

Each game may have a predetermined number of picks associated therewith. For example, the number of picks for a ticket may be five picks or the number of picks may be seven. The gaming host determines the number of picks for each game. The game may be the individual player against the "house." In the game against the "house," the gaming host sets certain point levels a ticket must equal or exceed to win a predetermined payout. The game may also be the individual player against all other individual players playing that game for a particular day.

In the game of individual vs. individual, the game establishes a pot based upon the number of players playing. The payout may be fifty percent of the pot for the player with the top ticket point value, twenty percent of the pot for the player with the second highest ticket point value, fifteen percent of the pot for the player with the third highest ticket point value, ten percent of the pot for the player with the fourth highest ticket point value, and five percent of the pot for the player with the fifth highest ticket point value.

The games combine the random selection of picks with actual performances of the picks. The game may allow the player to change a predetermined number of the randomly chosen picks with new picks randomly chosen by the gaming host. It is noted that the ability to change the original randomly chosen picks may have a cost associated therewith. This cost may be fixed or graduated. The new picks may be randomly chosen by the gaming host. In addition, the player may be allowed to change a predetermined number of picks by selecting a pick from a dropdown menu.

This dropdown menu may be a list of picks which were randomly selected by the gaming host, a list of picks which is a combination of fixed picks and picks that were randomly selected by the gaming host, or a list of fixed picks. The game system may have an optional feature of allowing a player to monitor the point value of the ticket on a viewing device by logging onto a website associated with the selected game and inputting the unique authentication identification information of the player's ticket.
In addition, the gaming system may include an alert system, which alerts the player of a potential point generation event for a pick. The alert allows the player to view or hear (on a TV or other video and/or audio device) the potential point generation event as it happens.

The gaming system may include an "app," which allows the player to monitor the status of the ticket and receive the alerts. The "app" may also allow the player to directly connect to a video and/or audio stream of the potential point generation event. This allows the gaming system to add another dimension of entertainment to the game.

In summary, a method of playing a game that involves chance and results of an event or performance of an entity includes engaging a game input device to activate a game system associated with a gaming host displaying, on the game input device upon activation of the game system, available games that a user can select; selecting, by the user, a game from the displayed games; randomly selecting, based upon the selected game, picks by the gaming host; generating, by the gaming host, a ticket associated with the randomly selected picks; registering, in the gaming host, the generated ticket; collecting, by the gaming host, information, from third-party providers, associated with results of an event or performance of an entity; determining a value for the generated ticket based upon the collected information from the third-party providers; and determining a winning status for the generated ticket based upon the determined value.

The method may create, by the gaming host, unique authentication identification information associated with the generated ticket; register, in the gaming host, the generated ticket and associated unique authentication identification information; authenticate the generated ticket, when the generated ticket is presented for redemption, based upon the registered unique authentication identification information associated with the generated ticket; and provide a payout, based upon the winner status of the generated ticket, to the user when the generated ticket has been authenticated.

The picks may be randomly selected from a pool of appropriate picks associated with the selected game. The user, through the game input device, may be allowed to discard a predetermined number of the randomly selected picks and replace the discarded picks. The gaming host may replace a discarded pick with another randomly selected pick. Exercising the discarding provision may require an additional payment.

The user may replace a discarded pick by choosing, using the game input device, a pick from a list. The list may be a list of replacement picks that have been randomly selected by the gaming host. The list may be a list of replacement picks which is list of fixed picks. The value may be determined from a weighted formula based on values associated with performance categories for the entity. The value may be determined from a weighted formula based on values associated with performance categories for the event. The event may be a sporting event, and the entity may be a participant in the sporting event.
The activation of the game system associated with the gaming host may be a payment of a monetary value. The activation of the game system associated with the gaming host may be a payment of a monetary value and verification that a user is eligible to use the game system.

The generated ticket may be printed on a recording medium. The generated ticket and the unique authentication identification information associated with the generated ticket may be printed on a recording medium.

Alerts of potential point generation event may be provided to the user. A visual broadcast of a potential point generation event may be provided to the user. An audio broadcast of a potential point generation event may be provided to the user. The winning status of the generated ticket may be determined based upon comparing the determined value with predetermined values.

A system of playing a game that involves chance and results of an event or performance of an entity includes a gaming host including a game system having a plurality of games; a game input device, operatively in communication with the gaming host, to activate the game system associated with the gaming host; and a third-party system, operatively in communication with the gaming host, to provide information associated with results of an event or performance of an entity; the game input device displaying, upon activation of the game system, available games that a user can select; the game input device selecting, by the user engaging the game input device, a game from the displayed games; the gaming host randomly selecting, based upon the selected game, picks; the gaming host generating a ticket associated with the randomly selected picks; the gaming host registering the generated ticket; the gaming host collecting information, from the third-party systems, associated with results of events or performances of entities; the gaming host determining a value for the generated ticket based upon the collected information from the third-party systems; and the gaming host determining a winning status for the generated ticket based upon the determined value; the gaming host communicating the winning status for the generated ticket to the user.

The gaming host may create unique authentication identification information associated with the generated ticket; register, in the gaming host, the generated ticket and associated unique authentication identification information; authenticate the generated ticket, when the generated ticket is presented for redemption, based upon the registered unique authentication identification information associated with the generated ticket; and provide a payout, based upon the winner status of the generated ticket, to the user when the generated ticket has been authenticated.

The picks may be randomly selected from a pool of appropriate picks associated with the selected game. The user, through the game input device, may be allowed to discard a predetermined number of the randomly selected picks and replace the discarded picks. The
gaming host may replace a discarded pick with another randomly selected pick. Exercising the discarding provision may require an additional payment.

[01 25] The user may replace a discarded pick by choosing, using the game input device, a pick from a list. The list may be a list of replacement picks that have been randomly selected by the gaming host. The list may be a list of replacement picks which is list of fixed picks. The value may be determined from a weighted formula based on values associated with performance categories for the entity. The value may be determined from a weighted formula based on values associated with performance categories for the event. The event may be a sporting event, and the entity may be a participant in the sporting event.

[01 26] The activation of the game system associated with the gaming host may be a payment of a monetary value. The activation of the game system associated with the gaming host may be a payment of a monetary value and verification that a user is eligible to use the game system.

[01 27] The generated ticket may be printed on a recording medium. The generated ticket and the unique authentication identification information associated with the generated ticket may be printed on a recording medium.

[01 28] Alerts of potential point generation event may be provided to the user. A visual broadcast of a potential point generation event may be provided to the user. An audio broadcast of a potential point generation event may be provided to the user. The winning status of the generated ticket may be determined based upon comparing the determined value with predetermined values.

[01 29] It will be appreciated that variations of the above-disclosed embodiments and other features and functions, or alternatives thereof, may be desirably combined into many other different systems or applications. Also, various presently unforeseen or unanticipated alternatives, modifications, variations, or improvements therein may be subsequently made by those skilled in the art which are also intended to be encompassed by the description above and the following claims.
CLAIMS:

1. A method of playing a game that involves chance and results of an event or performance of an entity, comprising: (a) engaging a game input device to activate a game system associated with a gaming host; (b) displaying, on the game input device upon activation of the game system, available games that a user can select; (c) selecting, by the user, a game from the displayed games; (d) randomly selecting, based upon the selected game, picks by the gaming host; (e) generating, by the gaming host, a ticket associated with the randomly selected picks; (f) registering, in the gaming host, the generated ticket; (g) collecting, by the gaming host, information, from third-party providers, associated with results of an event or performance of an entity; (h) determining a value for the generated ticket based upon the collected information from the third-party providers; and (i) determining a winning status for the generated ticket based upon the determined value.

2. The method as claimed in claim 1, further comprising: (j) creating, by the gaming host, unique authentication identification information associated with the generated ticket; (k) registering, in the gaming host, the generated ticket and associated unique authentication identification information; (l) authenticating the generated ticket, when the generated ticket is presented for redemption, based upon the registered unique authentication identification information associated with the generated ticket; and (m) providing a payout, based upon the winner status of the generated ticket, to the user when the generated ticket has been authenticated.

3. The method as claimed in claim 1, wherein the picks are randomly selected from a pool of appropriate picks associated with the selected game.

4. The method as claimed in claim 1, further comprising (j) allowing the user, through the game input device, to discard a predetermined number of the randomly selected picks and replace the discarded picks.

5. The method as claimed in claim 4, wherein the gaming host replaces a discarded pick with another randomly selected pick.

6. The method as claimed in claim 4, wherein exercising the discarding provision requires an additional payment.

7. The method as claimed in claim 4, wherein the user replaces a discarded pick by choosing, using the game input device, a pick from a list.

8. The method as claimed in claim 7, wherein the list is a list of replacement picks that have been randomly selected by the gaming host.

9. The method as claimed in claim 7, wherein the list is a list of replacement picks which is list of fixed picks.

10. The method as claimed in claim 1, wherein the value is determined from a weighted formula based on values associated with performance categories for the entity.
11. The method as claimed in claim 1, wherein the value is determined from a weighted formula based on values associated with performance categories for the event.

12. The method as claimed in claim 1, wherein the event is a sporting event and the entity is a participant in the sporting event.

13. The method as claimed in claim 1, wherein activation of the game system associated with the gaming host is a payment of a monetary value.

14. The method as claimed in claim 1, wherein activation of the game system associated with the gaming host is a payment of a monetary value and verification that a user is eligible to use the game system.

15. The method as claimed in claim 1, further comprising (j) printing the generated ticket on a recording medium.

16. The method as claimed in claim 2, further comprising (n) printing the generated ticket and the unique authentication identification information associated with the generated ticket on a recording medium.

17. The method as claimed in claim 1, further comprising (j) providing, to the user, alerts of potential point generation event.

18. The method as claimed in claim 1, further comprising (j) providing, to the user, a visual broadcast of a potential point generation event.

19. The method as claimed in claim 1, further comprising (j) providing, to the user, an audio broadcast of a potential point generation event.

20. The method as claimed in claim 1, wherein the winning status of the generated ticket is determined based upon comparing the determined value with predetermined values.

21. A system of playing a game that involves chance and results of an event or performance of an entity, comprising: a gaming host including a game system having a plurality of games; a game input device, operatively in communication with said gaming host, to activate said game system associated with said gaming host; and a third-party system, operatively in communication with said gaming host, to provide information associated with results of an event or performance of an entity; said game input device displaying, upon activation of the game system, available games that a user can select; said game input device selecting, by the user engaging said game input device, a game from the displayed games; said gaming host randomly selecting, based upon the selected game, picks; said gaming host generating a ticket associated with the randomly selected picks; said gaming host registering the generated ticket; said gaming host collecting information, from said third-party systems, associated with results of events or performances of entities; said gaming host determining a value for the generated ticket based upon the collected information from said third-party systems; and said gaming host determining a winning status for the generated ticket based upon the determined value; said gaming host communicating the winning status for the generated ticket to said user.
22. The system as claimed in claim 21, wherein said gaming host creates unique authentication identification information associated with the generated ticket; said gaming host registering the generated ticket and associated unique authentication identification information; said gaming host authenticating the generated ticket, when the generated ticket is presented for redemption, based upon the registered unique authentication identification information associated with the generated ticket; and said gaming host providing a payout, based upon the winner status of the generated ticket, to the user when the generated ticket has been authenticated.

23. The system as claimed in claim 21, wherein said picks are randomly selected from a pool of appropriate picks associated with the selected game.

24. The system as claimed in claim 21, wherein said gaming host, through said game input device, enables the user to discard a predetermined number of the randomly selected picks and replace the discarded picks.

25. The system as claimed in claim 24, wherein said gaming host replaces a discarded pick with another randomly selected pick.

26. The system as claimed in claim 24, wherein exercising the discarding provision requires an additional payment.

27. The system as claimed in claim 24, wherein the user replaces a discarded pick by choosing, using said game input device, a pick from a list generated by said gaming host.

28. The system as claimed in claim 27, wherein said list is a list of replacement picks that have been randomly selected by said gaming host.

29. The system as claimed in claim 27, wherein said list is a list of replacement picks which is list of fixed picks.

30. The system as claimed in claim 21, wherein said value is determined from a weighted formula based on values associated with performance categories for the entity.

31. The system as claimed in claim 21, wherein said value is determined from a weighted formula based on values associated with performance categories for the event.

32. The system as claimed in claim 21, wherein the event is a sporting event and the entity is a participant in the sporting event.

33. The system as claimed in claim 21, wherein activation of said game system associated with said gaming host is receipt, by said game input device, of a payment of a monetary value.

34. The system as claimed in claim 21, wherein activation of the game system associated with the gaming host is receipt, by said game input device, of a payment of a monetary value and verification that a user is eligible to use said game system.

35. The system as claimed in claim 21, wherein said game input device prints the generated ticket on a recording medium.
36. The system as claimed in claim 22, wherein said game input device the generated ticket and the unique authentication identification information associated with the generated ticket on a recording medium.

37. The system as claimed in claim 21, wherein said gaming host provides, to the user, alerts of potential point generation event.

38. The system as claimed in claim 21, wherein said gaming host provides, to the user, a visual broadcast of a potential point generation event.

39. The system as claimed in claim 21, wherein said gaming host provides, to the user, an audio broadcast of a potential point generation event.

40. The system as claimed in claim 21, wherein the winning status of the generated ticket is determined based upon comparing the determined value with predetermined values.
FIGURE 5

- 400
- 410
  - "SELECTED GAME"
- 420
  - "PICK 1"
  - PICK 1 POINTS
- 430
  - "PICK 2"
  - PICK 2 POINTS
- 440
  - "PICK 3"
  - PICK 3 POINTS
- 450
  - "PICK 4"
  - PICK 4 POINTS
- 460
  - "PICK 5"
  - PICK 5 POINTS
- 470
  - "TOTAL POINTS"
  - TOTAL POINTS
- 480
  - POINTS RANGES AND PAYOUTS
“SELECTED GAME”

“PICK 1”

“PICK 2”

“PICK 3”

“PICK 4”

“PICK 5”

“TOTAL POINTS”

“PICK 1 POINTS”

“PICK 2 POINTS”

“PICK 3 POINTS”

“PICK 4 POINTS”

“PICK 5 POINTS”

“TOTAL POINTS”

POINTS RANGES AND PAYOUTS

FIGURE 6
S10  DISPLAY AVAILABLE GAMES

S20  SELECT GAME

S30  NON-USER GENERATES PICKS BASED UPON SELECTED GAME

S40  ALLOW USER TO ACTIVATE PICK REGENERATION BASED UPON SELECTED GAME

S50  GENERATE TICKET BASED UPON PICKS AND SELECTED GAME

S60  COLLECT INFORMATION CORRESPONDING TO PICKS FROM PREDETERMINED SOURCES

S70  CALCULATE TOTAL POINT VALUE FOR TICKET

S80  COMPARE TICKET POINT VALUE WITH GAME'S RANGES

S90  DETERMINE PAYOUT

FIGURE 7
S110 CONNECT TO HOST

S120 INPUT TICKET AUTHENTICATION INFORMATION

S130 COLLECT CURRENT INFORMATION CORRESPONDING TO TICKET

S140 CALCULATE CURRENT TOTAL POINT VALUE FOR TICKET

S150 DISPLAY CURRENT POINTS FOR EACH PICK AND CURRENT TOTAL VALUE

FIGURE 8
S210 CONNECT TO HOST

S220 INPUT TICKET AUTHENTICATION INFORMATION

S230 COLLECT CURRENT STATUS OF PICKS CORRESPONDING TO TICKET

S240 SEND ALERT(S) IF STATUS OF PICK INDICATES POTENTIAL POINT GENERATION

S250 STREAM VIDEO AND/OR AUDIO OF PICK’S PERFORMANCE IF VIEWING OPTION IS SELECTED

FIGURE 9
FIGURE 10

S310 COLLECT CURRENT STATUS OF EVENTS CORRESPONDING TO AVAILABLE GAMES

S320 DETERMINE IF EVENT IS SUSPENDED OR CANCELLED

S330 DETERMINE PICKS ASSOCIATED WITH SUSPENDED OR CANCELLED EVENT

S340 DETERMINE IF DETERMINED PICKS ARE ASSOCIATED WITH GENERATED TICKETS

S350 MAKE DETERMINED PICKS UNAVAILABLE FOR SELECTION

S360 ALERT TICKET OWNER AND REPLACE DETERMINED PICK
INTERNATIONAL SEARCH REPORT

International application No. PCT/US 16/45471

A. CLASSIFICATION OF SUBJECT MATTER

IPC(8): A63F 9/24, A63F 13/00 (2016.01)
CPC: G07F17/32

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(8): A63F 9/24, A63F 13/00 (2016.01)
CPC: G07F17/32

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched
IPC(8): A63F 9/24, A63F 13/00 (2016.01); CPC: G07F17/32, G07F17/3244, G07F17/3267, G07F17/3262, G07F17/34; USPC: 463/9-13, 16-22 (keyword limited; terms below)

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)
PatBase; Google/Web; Search terms used: event performance game chance results host user select randomly

C. DOCUMENTS CONSIDERED TO BE RELEVANT

<table>
<thead>
<tr>
<th>Category</th>
<th>Citation of document, with indication, where appropriate, of the relevant passages</th>
<th>Relevant to claim No.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>4-11, 24-31</td>
</tr>
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</table>

Further documents are listed in the continuation of Box C.

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Date of mailing of the international search report: 6 Nov 2016

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