



US 20140066157A1

(19) **United States**

(12) **Patent Application Publication**
Sahm

(10) **Pub. No.: US 2014/0066157 A1**

(43) **Pub. Date: Mar. 6, 2014**

(54) **ENGINE, SYSTEM AND METHOD FOR PROVIDING REGULATED MOBILE GAMING**

(52) **U.S. Cl.**
CPC *A63F 9/24* (2013.01)
USPC *463/17*

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(21) Appl. No.: **13/603,004**

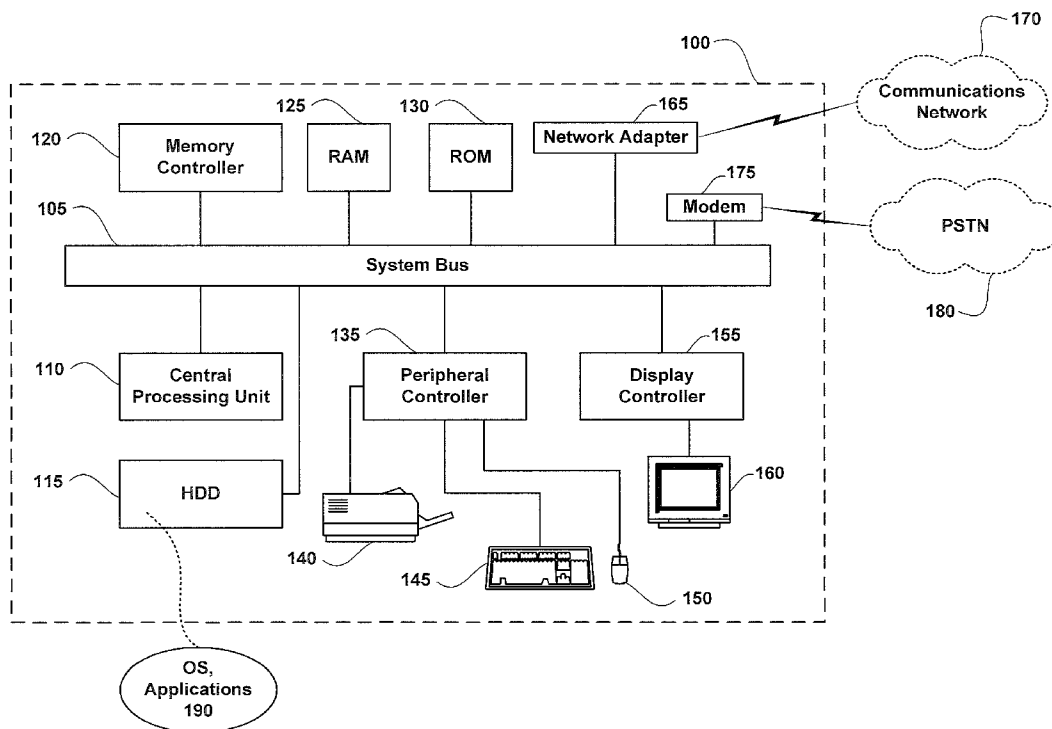
(57) **ABSTRACT**

(22) Filed: **Sep. 4, 2012**

Publication Classification

(51) **Int. Cl.**
A63F 9/24 (2006.01)

A computer-implemented engine, system and method for generating games of chance over a network and delivering content responsively to information input by a user remote from the engine, system and method.



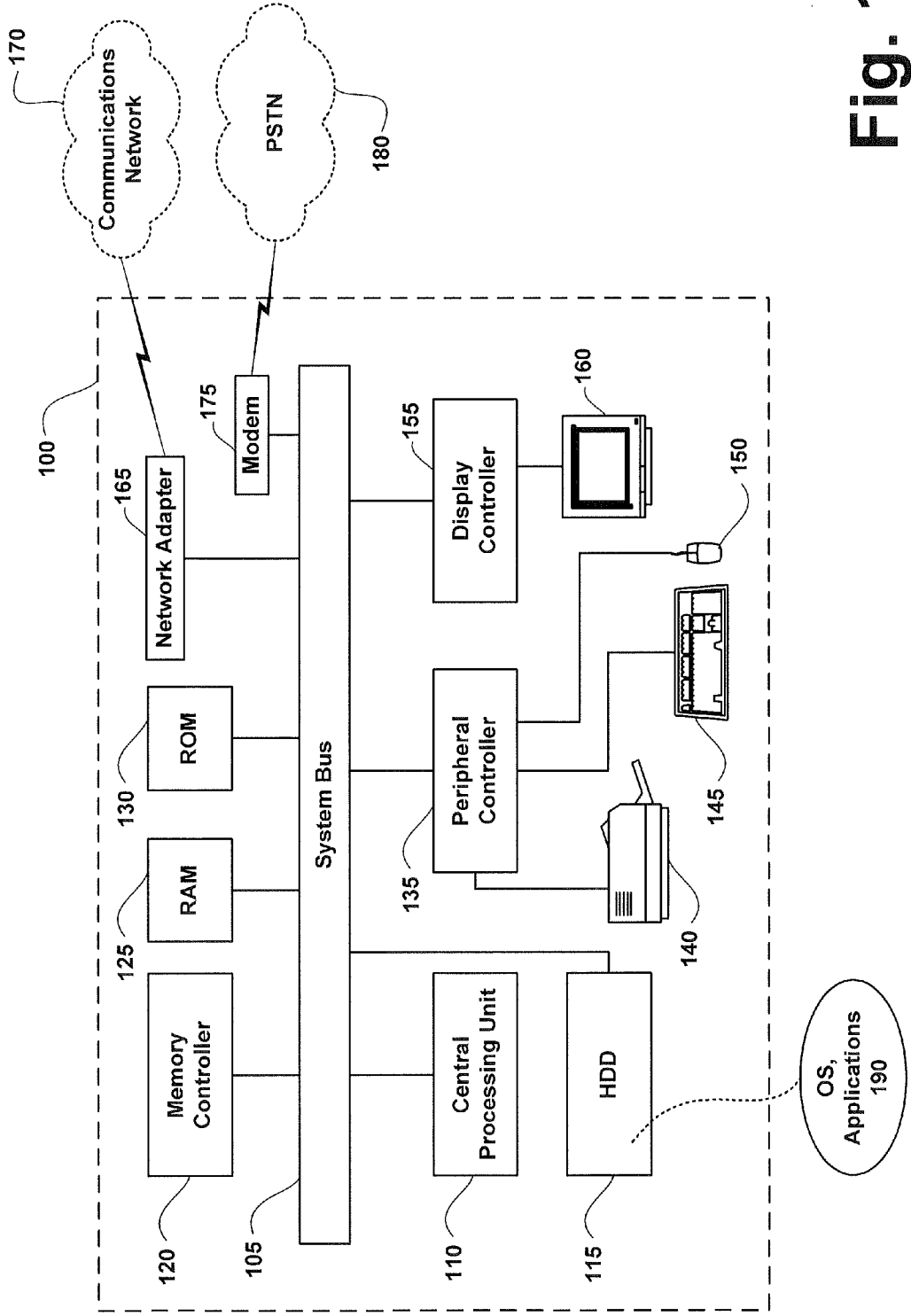


Fig. 1

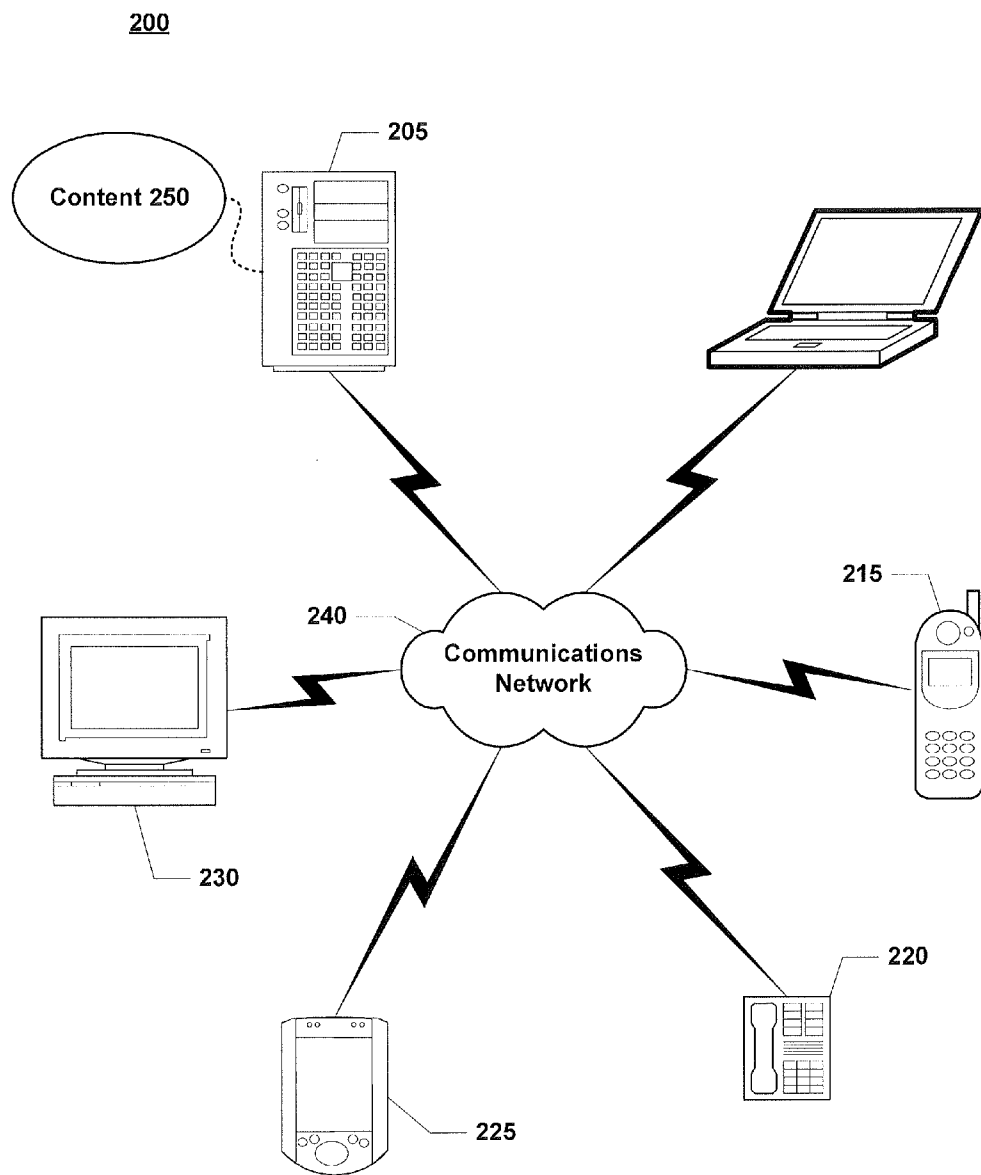


Fig. 2

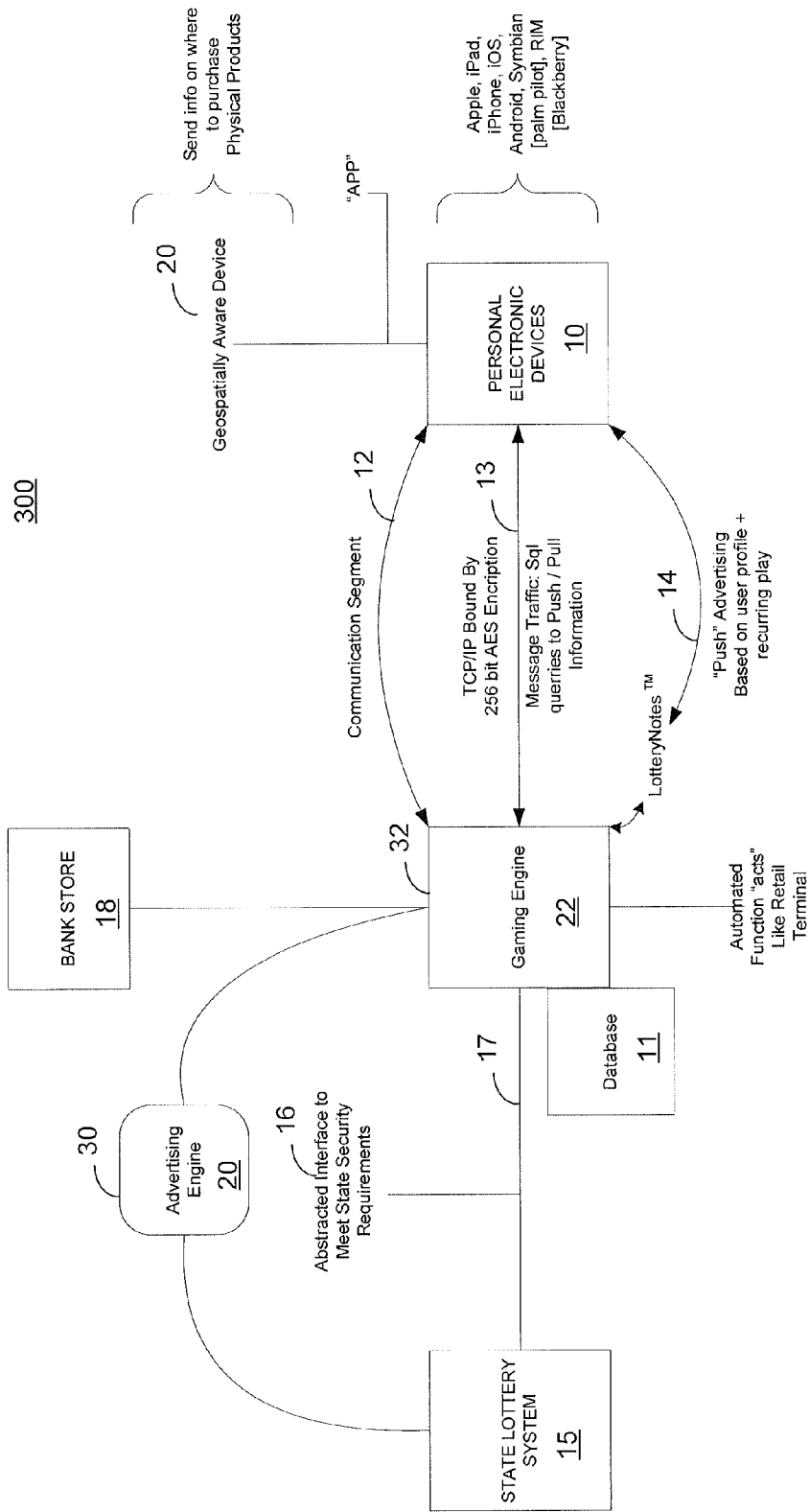


FIG. 3

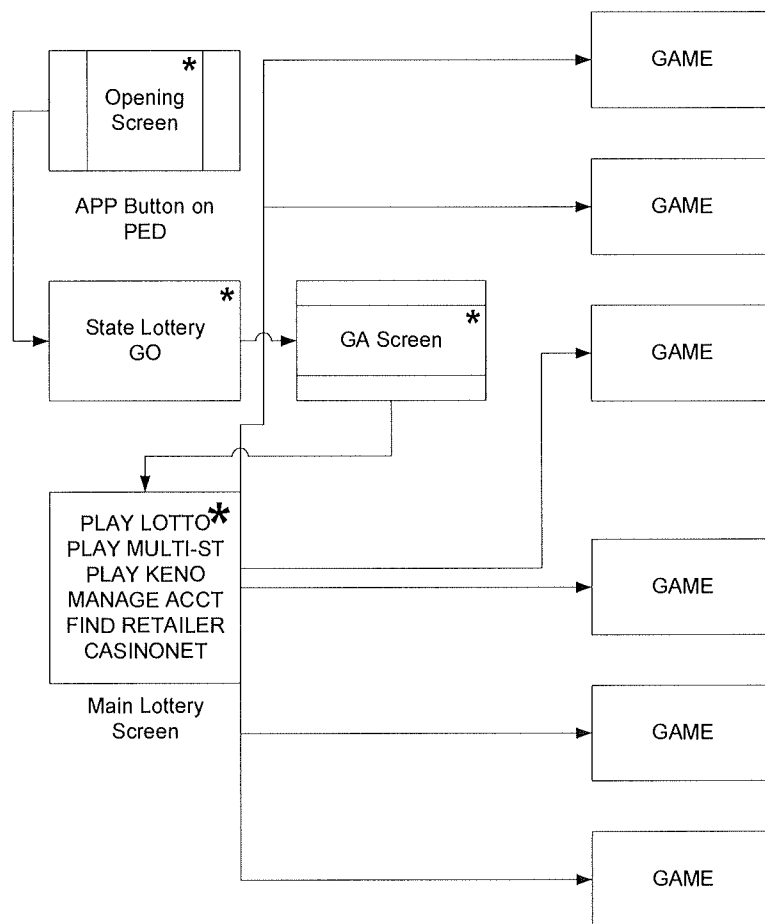


FIG. 4

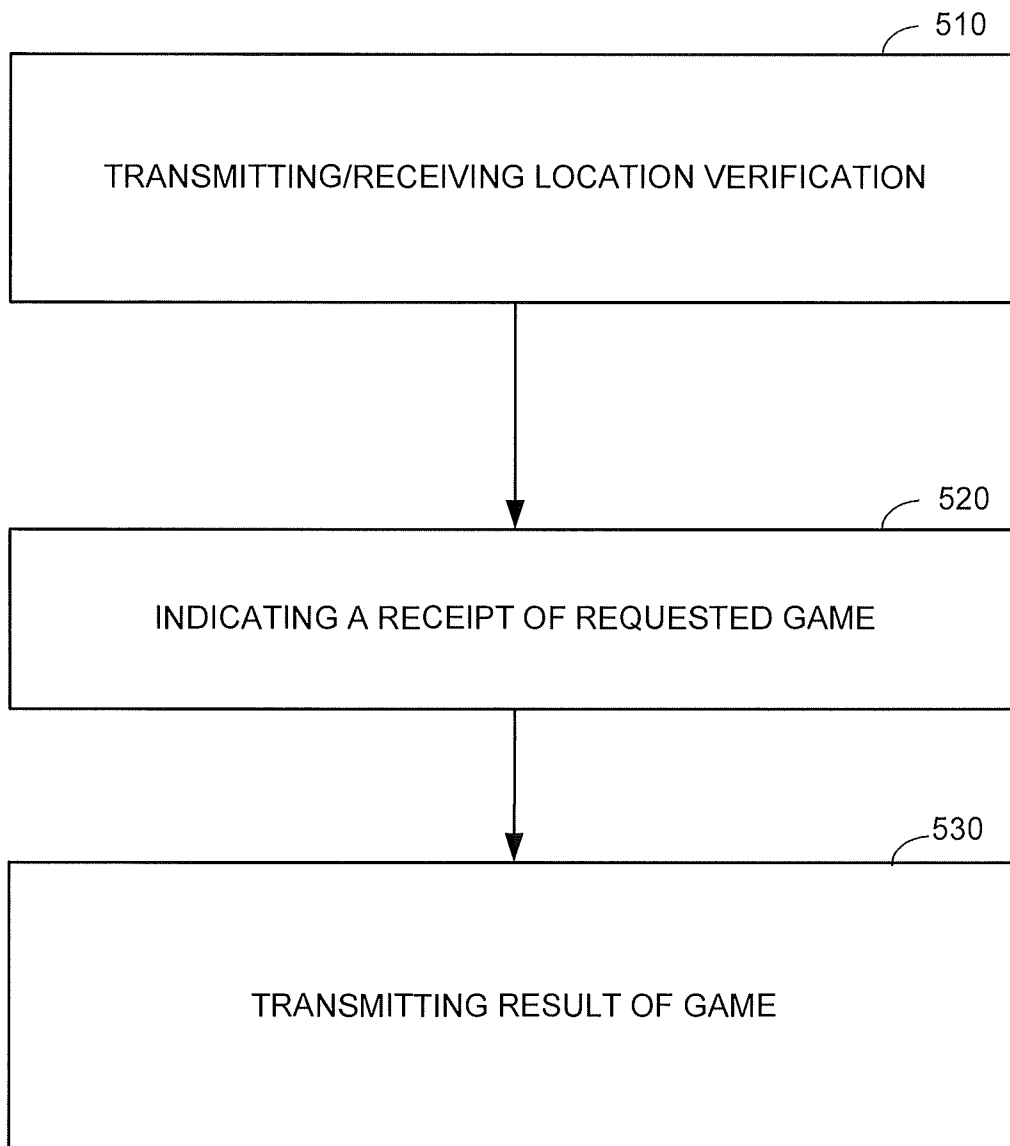


FIG. 5

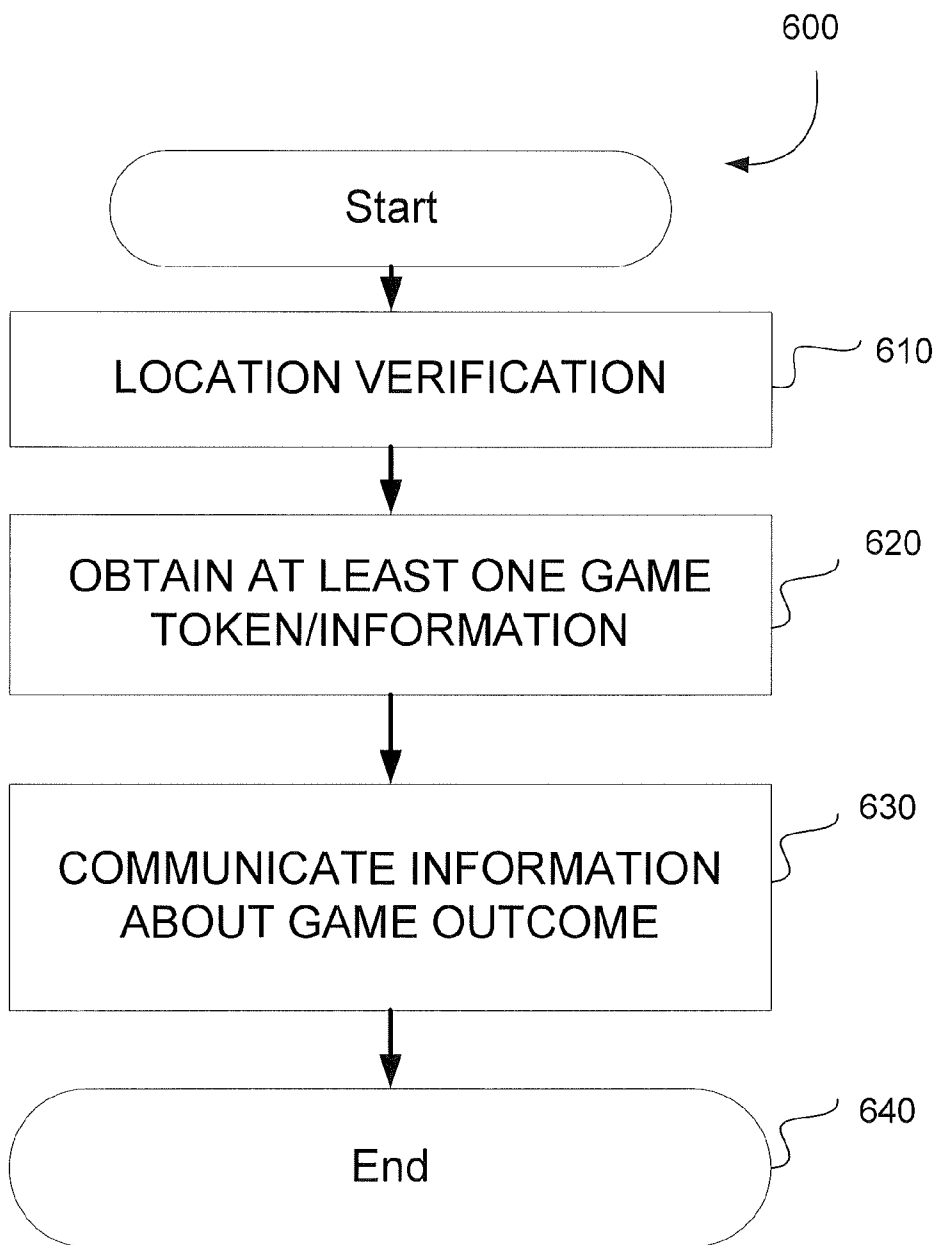


Fig. 6

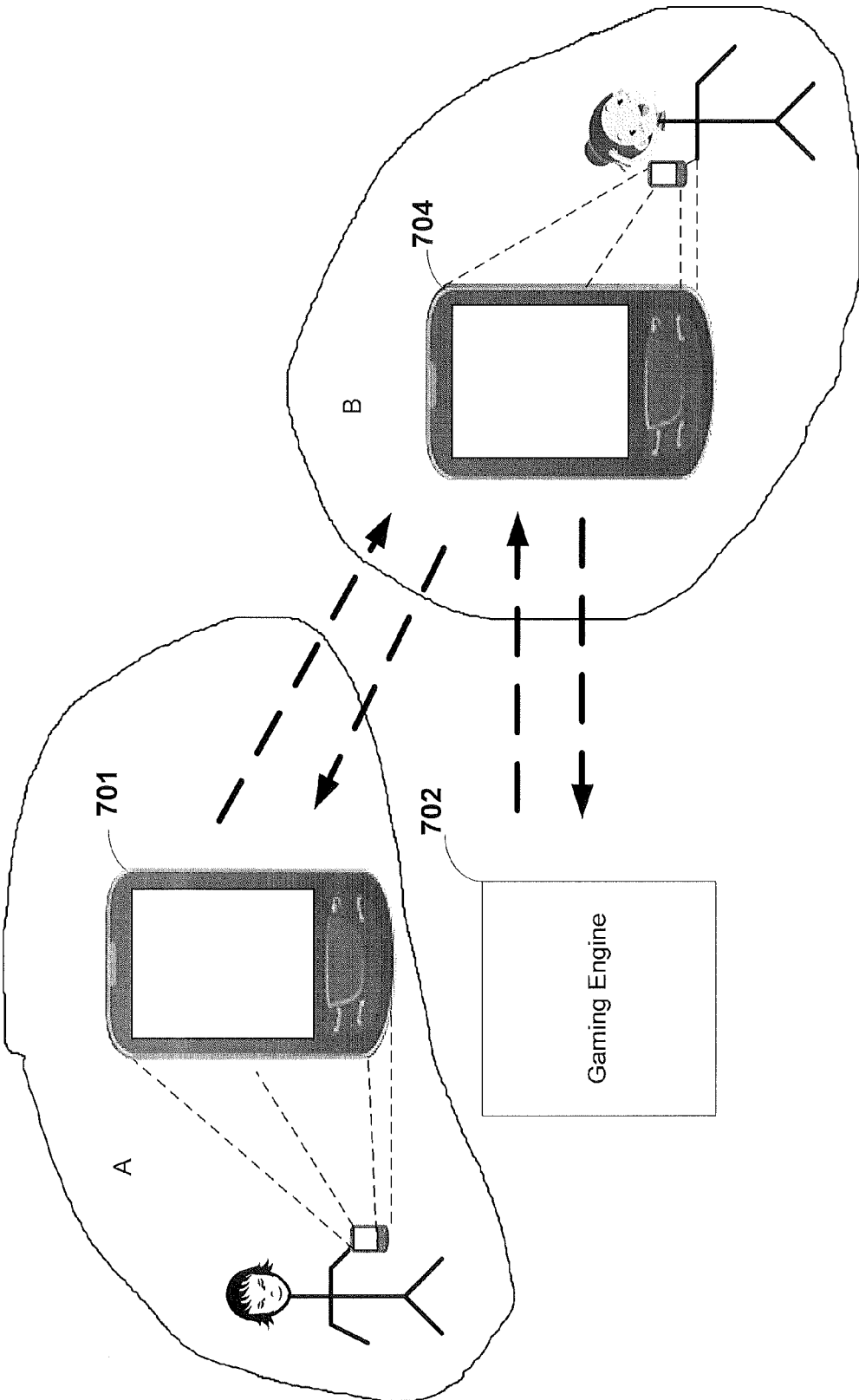


FIG. 7

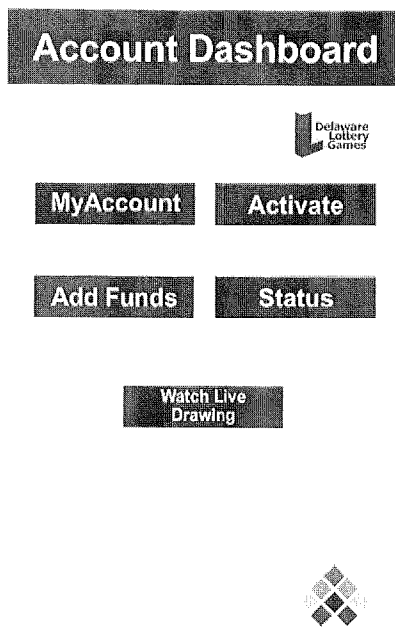


FIG. 8



FIG. 9



FIG. 10a

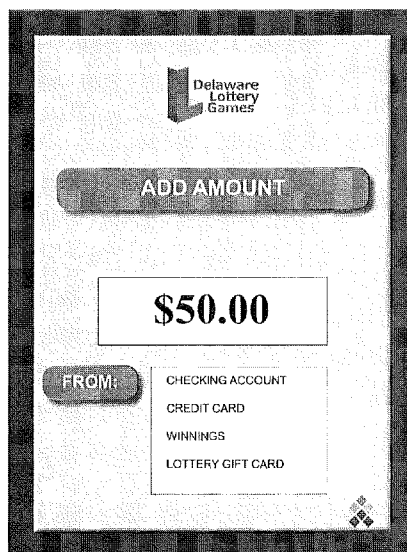


FIG. 10b

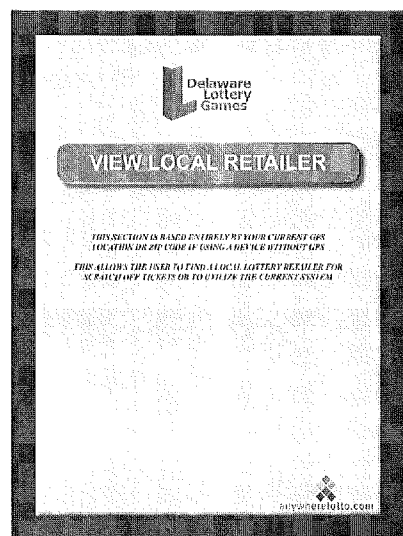


FIG. 11a



FIG. 11b

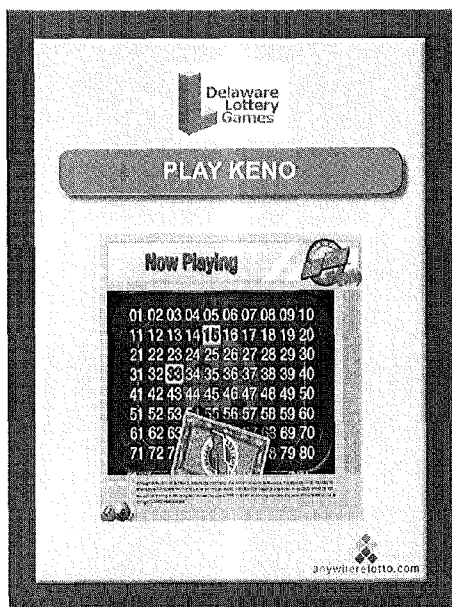


FIG. 12a



FIG. 12b

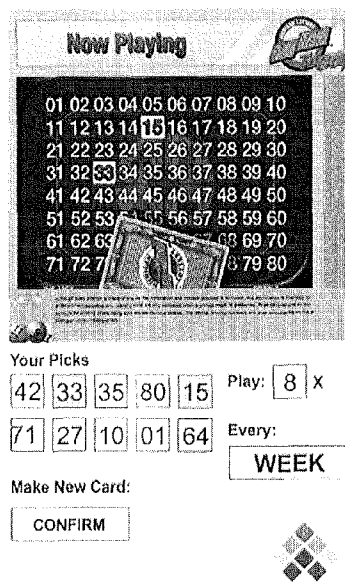


FIG. 12c

Multi-State



FIG. 13a



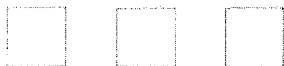
PLAY 3

PLAY 4



FIG. 13b

PLAY 3



Confirm



FIG. 13c

ENGINE, SYSTEM AND METHOD FOR PROVIDING REGULATED MOBILE GAMING

CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application claims priority to U.S. Provisional Patent Application Ser. No. 61/_____, filed Sep. _____, 2011, entitled Application For State Lottery Purchases By PED, the entirety of which is expressly incorporated herein by reference in its entirety.

BACKGROUND

[0002] 1. Field of the Invention

[0003] The invention relates to a method and system for purchasing state lottery tickets enrolled in an application installable on a smart-device or similar device utilizing a secure, encrypted communications path across the Internet between the device and a state lottery system.

[0004] 2. Background of the Invention

[0005] Government-conducted lottery systems utilize a central lottery computer to communicate with remote dedicated lottery terminals usually at retail locations. A player typically selects numbers at such a retail outlet either via a quick-pick ticket request wherein the user's numbers are picked randomly by the lottery system, or a specific number, self selected, may be played. The ticket fee is paid and a ticket is then printed like a receipt and is given to the customer. If any winning number is on that ticket after the drawing, the holder cashes in as appropriate at a retail location for smaller winnings and at special offices for larger.

[0006] Mobile gambling in general is known. As reported in The New York Times Dec. 24, 2010, in Las Vegas, handheld devices the size of a mobile phone or of an iPad offer popular games. These can be used only in the casinos in which they are registered.

[0007] The method may include technology that allows personal electronic devices to use a specific access point within a casino restricted by Wi-Fi Protected Access (WPA) and additional encryption methodologies. The wireless access points are configured specifically to produce a selected radiation pattern. This configuration restricts access to specific access points allowing a limited geography to play casino games.

[0008] France et al., in U.S. Pat. No. 7,716,126 B2, teach a method of entering lottery purchases into a state lottery drawing via devices connected to the internet drawing funds from a previously established monetary balance with information provided to the user relating to gambling addiction. The technology is subject to hacking and other fraudulent violations of security and may run afoul of state laws requiring in state purchases only.

SUMMARY

[0009] The system of this invention allows a user with a smart-device or similar device on the internet to be able to install an application on their device or similar device to connect electronically to the state system and securely transact a purchase of a lottery product via their personal device using encryption. Further, along with displays selected by the user, the system also provides for "push messages" which are generated by the state lottery system.

[0010] The method of the invention comprises a method for selectively entering and purchasing lottery games from a state

lottery system, administered by a state lottery agency, via a secure data encrypted application being executed on a "smart device" or similar portable device that is present on the internet utilizing a discrete application (a.k.a. app) on the smart device or suitable computing device. Additionally, the application can store numbers for routine play, or be scheduled to recur within the parameters set by the user. The method is comprised of the steps: receiving user access code/logon at the beginning entry to the software application (app) to unlock their access; presenting users with a choice of user functions which comprise selectively: lottery news and similar information, the ability to purchase lottery tickets, the ability to look up previous lottery drawings, the ability to purchase recurring lottery entries, the ability to engage in any other state lottery game capable of being played on the device (for example Keno); and the ability to manipulate the online monetary account from which the purchases are made. The state lottery may push messages of its selection to the user at the will of the state agency.

[0011] In an embodiment of the present invention, the system may facilitate participation in a lottery by eliminating the need to be physically present to purchase a lottery ticket. In an embodiment of the present invention, the system may facilitate participation of the elderly, handicapped and home bound in state lotteries.

[0012] In an embodiment of the present invention, the system may facilitate payment for lottery tickets through credit and debit cards, or other electronic forms of online payment, such as electronic funds transfer, PayPal or similar services.

[0013] In an embodiment of the present invention, the system may "push" messages from the state agency to announce lottery games, odds, information, or other messages to the app user as might be expected or desired.

[0014] In an embodiment of the present invention, the system may allow the purchaser to use their smart-device to conduct their business as usual and play lottery games with a state lottery via a secure encrypted app on their device.

[0015] Thus, the invention may allow users to purchase lottery tickets over the Internet using a smart-device app to facilitate the transaction, for the user to purchase tickets or other games on a recurring basis, or a single sale. Further, the present invention may facilitate payment for lottery tickets through credit and debit cards, or other electronic forms of online payment, such as electronic funds transfer, PayPal or similar service. Additionally the method provides the ability to use "push" messages generated by the lottery agency to announce lottery games, odds, information, or other messages to the app user as might be expected or desired; the use of smart-devices or similar devices as part of the apparatus to conduct their business and play lottery games with a state lottery via a secure encrypted app on their device.

[0016] In an embodiment of the present invention, the system may bind the user geographically by using the global positioning system and other geo-location features of the device to ensure users are within the jurisdiction of the lottery to purchase a lottery ticket or play a lottery game if the state requires such limitations. This function further may enable the agency push product purchase information.

[0017] In an embodiment of the present invention, the system may provide an encryption algorithm used to secure the information from the user's smart-device or similar device to the lottery systems computer.

[0018] Participants can determine whether they are winners by contacting a state lottery agency website at any time after

a scheduled drawing. In addition, participants may request to receive automated “push” messages alerting them to a winning ticket.

BRIEF DESCRIPTION OF THE DRAWINGS

[0019] The accompanying drawings are included to provide a further understanding of the disclosed embodiments. In the drawings, like numerals represent like elements, and:

[0020] FIG. 1 is a block diagram of an exemplary computing system for use in accordance with herein described systems and methods;

[0021] FIG. 2 is a block diagram showing an exemplary networked computing environment for use in accordance with herein described systems and methods;

[0022] FIG. 3 illustrates an aspect of an exemplary embodiment of the present invention;

[0023] FIG. 4 illustrates an aspect of an exemplary embodiment of the present invention;

[0024] FIG. 5 illustrates an aspect of an exemplary embodiment of the present invention;

[0025] FIG. 6 illustrates an aspect of an exemplary embodiment of the present invention;

[0026] FIG. 7 illustrates an aspect of an exemplary embodiment of the present invention;

[0027] FIG. 8 illustrates an exemplary embodiment of a user interface of the present invention;

[0028] FIG. 9 illustrates an exemplary embodiment of a user interface of the present invention;

[0029] FIGS. 10*a-b* illustrate exemplary embodiments of a user interface of the present invention;

[0030] FIGS. 11*a-b* illustrate exemplary embodiments of a user interface of the present invention;

[0031] FIGS. 12*a-c* illustrate exemplary embodiments of a user interface of the present invention; and

[0032] FIGS. 13*a-c* illustrate exemplary embodiments of a user interface of the present invention.

DETAILED DESCRIPTION

[0033] A computer-implemented platform and methods of use are disclosed that provide networked access to a plurality of types of digital content, including but not limited to video, audio, and document content, and that track and deliver the accessed content, such as via one or more applications, or “apps,” related to the gaming arts. Described embodiments are intended to be exemplary and not limiting. As such, it is contemplated that the herein described systems and methods can be adapted to provide many types of users with access and delivery of many types of domain data, and can be extended to provide enhancements and/or additions to the exemplary services described. The invention is intended to include all such extensions. Reference will now be made in detail to various exemplary and illustrative embodiments of the present invention.

[0034] FIG. 1 depicts an exemplary computing system 100 that can be used in accordance with herein described system and methods. Computing system 100 is capable of executing software, such as an operating system (OS) and a variety of computing applications 190. The operation of exemplary computing system 100 is controlled primarily by computer readable instructions, such as instructions stored in a computer readable storage medium, such as hard disk drive (HDD) 115, optical disk (not shown) such as a CD or DVD, solid state drive (not shown) such as a USB “thumb drive,” or

the like. Such instructions may be executed within central processing unit (CPU) 110 to cause computing system 100 to perform operations. In many known computer servers, workstations, personal computers, mobile devices, and the like, CPU 110 is implemented in an integrated circuit called a processor.

[0035] It is appreciated that, although exemplary computing system 100 is shown to comprise a single CPU 110, such description is merely illustrative as computing system 100 may comprise a plurality of CPUs 110. Additionally, computing system 100 may exploit the resources of remote CPUs (not shown), for example, through communications network 170 or some other data communications means.

[0036] In operation, CPU 110 fetches, decodes, and executes instructions from a computer readable storage medium such as HDD 115. Such instructions can be included in software such as an operating system (OS), executable programs, and the like. Information, such as computer instructions and other computer readable data, is transferred between components of computing system 100 via the system’s main data-transfer path. The main data-transfer path may use a system bus architecture 105, although other computer architectures (not shown) can be used, such as architectures using serializers and deserializers and crossbar switches to communicate data between devices over serial communication paths. System bus 105 can include data lines for sending data, address lines for sending addresses, and control lines for sending interrupts and for operating the system bus. Some busses provide bus arbitration that regulates access to the bus by extension cards, controllers, and CPU 110. Devices that attach to the busses and arbitrate access to the bus are called bus masters. Bus master support also allows multiprocessor configurations of the busses to be created by the addition of bus master adapters containing processors and support chips.

[0037] Memory devices coupled to system bus 105 can include random access memory (RAM) 125 and read only memory (ROM) 130. Such memories include circuitry that allows information to be stored and retrieved. ROMs 130 generally contain stored data that cannot be modified. Data stored in RAM 125 can be read or changed by CPU 110 or other hardware devices. Access to RAM 125 and/or ROM 130 may be controlled by memory controller 120. Memory controller 120 may provide an address translation function that translates virtual addresses into physical addresses as instructions are executed. Memory controller 120 may also provide a memory protection function that isolates processes within the system and isolates system processes from user processes. Thus, a program running in user mode can normally access only memory mapped by its own process virtual address space; it cannot access memory within another process’ virtual address space unless memory sharing between the processes has been set up.

[0038] In addition, computing system 100 may contain peripheral controller 135 responsible for communicating instructions using a peripheral bus from CPU 110 to peripherals, such as printer 140, keyboard 145, and mouse 150. An example of a peripheral bus is the Peripheral Component Interconnect (PCI) bus.

[0039] Display 160, which is controlled by display controller 155, can be used to display visual output generated by computing system 100. Such visual output may include text, graphics, animated graphics, and/or video, for example. Display 160 may be implemented with a CRT-based video display, an LCD-based display, gas plasma-based display, touch-

panel, or the like, including, for example, iPad® and Android® devices. Display controller 155 includes electronic components required to generate a video signal that is sent to display 160.

[0040] Further, computing system 100 may contain network adapter 165 which may be used to couple computing system 100 to an external communication network 170, which may include or provide access to the Internet, and hence which may provide or include tracking of and access to the domain data discussed herein. Communications network 170 may provide user access to computing system 100 with means of communicating and transferring software and information electronically, and may be coupled directly to computing system 100, or indirectly to computing system 100, such as via PSTN or cellular network 180. For example, users may communicate with computing system 100 using communication means such as email, direct data connection, virtual private network (VPN), Skype or other online video conferencing services, or the like. Additionally, communications network 170 may provide for distributed processing, which involves several computers and the sharing of workloads or cooperative efforts in performing a task. It is appreciated that the network connections shown are exemplary and other means of establishing communications links between computing system 100 and remote users may be used.

[0041] It is appreciated that exemplary computing system 100 is merely illustrative of a computing environment in which the herein described systems and methods may operate and does not limit the implementation of the herein described systems and methods in computing environments having differing components and configurations, as the inventive concepts described herein may be implemented in various computing environments using various components and configurations.

[0042] As shown in FIG. 2, computing system 100 can be deployed in networked computing environment 200. In general, the above description for computing system 100 applies to server, client, and peer computers deployed in a networked environment, for example, server 205, laptop computer 210, and desktop computer 230. FIG. 2 illustrates an exemplary illustrative networked computing environment 200, with a server in communication with client computing and/or communicating devices via a communications network, in which the herein described apparatus and methods may be employed.

[0043] As shown in FIG. 2, server 205 may be interconnected via a communications network 240 (which may include any of, or any combination of, a fixed-wire or wireless LAN, WAN, intranet, extranet, peer-to-peer network, virtual private network, the Internet, or other communications network such as POTS, ISDN, VoIP, PSTN, etc.) with a number of client computing/communication devices such as laptop computer 210, wireless mobile telephone 215, wired telephone 220, personal digital assistant 225, user desktop computer 230, and/or other communication enabled devices (not shown). Server 205 can comprise dedicated servers operable to process and communicate data such as digital content 250 to and from client devices 210, 215, 220, 225, 230, etc. using any of a number of known protocols, such as hypertext transfer protocol (HTTP), file transfer protocol (FTP), simple object access protocol (SOAP), wireless application protocol (WAP), or the like. Additionally, networked computing environment 200 can utilize various data security protocols such as secured socket layer (SSL), pretty good privacy (PGP),

American Encryption Standard (AES-256), virtual private network (VPN) security, or the like. Each client device 210, 215, 220, 225, 230, etc. can be equipped with an operating system operable to support one or more computing and/or communication applications, such as a web browser (not shown), email (not shown), or independently developed applications, the like, to interact with server 205.

[0044] The server 205 may thus deliver applications specifically designed for mobile client devices, such as, for example, client device 225. A client device 225 may be any mobile telephone, PDA, tablet or smart phone and may have any device compatible operating system. Such operating systems may include, for example, Symbian, RIM Blackberry OS, Android, Apple iOS, Windows Phone, Palm webOS, Maemo, bada, MeeGo, Brew OS, and Linux for smartphones and tablets. Although many mobile operating systems may be programmed in C++, some may be programmed in Java and .NET, for example. Some operating systems may or may not allow for the use of a proxy server and some may or may not have on-device encryption. Of course, because many of the aforementioned operating systems are proprietary, in prior art embodiments server 205 delivered to client device 225 only those applications and that content applicable to the operating system and platform communication relevant to that client device 225 type.

[0045] JavaScript Serialized Object Notation (JSON), a lightweight, text-based, language-independent data-interchange format, is based on a subset of the JavaScript Programming Language, Standard ECMA-262, 3rd Edition, dated December 1999. JSON syntax is a text format defined with a collection of name/value pairs and an ordered list of values. JSON is very useful for sending structured data over wire (e.g., the Internet) that is lightweight and easy to parse. It is language and platform independent, but uses conventions that are familiar to C-family programming conventions. The JSON language is thus compatible with a great many operating systems (a list of such systems is available at www.json.org).

[0046] The techniques described herein may be used for various wireless communication networks, such as CDMA, TDMA, FDMA, OFDMA, SC-FDMA, and other wireless networks. The terms “network” and “system” are often used interchangeably herein. By way of example, a CDMA network may implement a radio technology such as Universal Terrestrial Radio Access (UTRA), cdma2000, and the like. For example, an OFDMA network may implement a radio technology such as Evolved UTRA (E-UTRA), Ultra Mobile Broadband (UMB), IEEE 802.11 (Wi-Fi), IEEE 802.16 (WiMAX), IEEE 802.20, Flash-OFDM®, and the like. UTRA and E-UTRA are part of Universal Mobile Telecommunication System (UMTS). UTRA, E-UTRA, UMTS, as well as long term evolution (LTE) and other cellular techniques, are described in documents from an organization named “3rd Generation Partnership Project” (3GPP) and “3rd Generation Partnership Project 2” (3GPP2).

[0047] “WiFi” stands for “Wireless Fidelity.” WiFi is typically deployed as a wireless local area network (WLAN) that may extend home and business networks to wireless medium. As referenced, the IEEE 802.11 standard defines WiFi communications as between devices, and as between devices and access points. WiFi typically provides aggregate user data speeds from 2 Mbps (for 802.11b) to approximately 150 Mbps (for 802.11n). Typical speeds for WiFi are around 15 Mbps, and latency (i.e., packet delay) averages around 10 ms

with no load. WiFi may link devices, and/or devices and access points, over distances from a few feet to several miles. By way of contrast, LTE, as mentioned above, typically provides WAN connectivity that may stretch for much greater distances, but is typically not preferred for LAN communications. Of note, the techniques described herein may be used for the wireless networks and radio technologies mentioned above, as well as for other wireless networks and radio technologies.

[0048] WiFi networks, herein also referred to as IEEE 802.11 wireless networks, may operate in two modes: infrastructure mode and ad-hoc mode. In infrastructure mode, a device connects to an access point that serves as a hub for connecting wireless devices to the network infrastructure, including, for example, connecting wireless devices to Internet access. Infrastructure mode thus uses a client-server architecture to provide connectivity to the other wireless devices. In contrast to the client-server architecture of infrastructure mode, in ad-hoc mode wireless devices have direct connections to each other in a peer-to-peer architecture.

[0049] The present invention may take the form of an application (or app) downloadable to a users electronic device to permit wagering on a selected state lottery system. The term “app” is defined as any binary code running on a PED, or suitable device here mentioned. Commonly, an application or “app” is a standalone entity requiring only an operating system, its resources, and the hardware processor for running on the PED.

[0050] Referring now to FIG. 1, at least one PED 10 may have installed thereto the application related to the present invention which may allow for access to the system 300. A user of the system may initiate a download of a system 300 compatible app through any means known to those skilled in the art, such as, for example, making a purchase from an app store or through free access to an internet and/or wireless carrier provider site. However, as one skilled in the art will understand, such a local application is not necessary and the user may have access to the functionality of the present invention through a PED and/or computer using any known internet access programs, such as, for example, Explorer® and Safari®.

[0051] As illustrated in FIG. 1, the PED 10 may communicate with gaming engine 22 via a two-way communication segment. For example, the present invention may utilize TCP/IP protocol bound by a 256 bit AES encryption 13 that securely transmits message traffic and SQL queries to Push/Pull information. The duplex communications path 13 utilizes industry standard Transmission Control Protocol/Internet Protocol (TCP/IP) as its main signaling method. This communications path is secured via double encryption utilizing American Encryption Standard (AES) 256-bit security method. This exemplary double encryption of the process instantiates the SecureTIX™ method as described and instantiated between the PED and the present invention. Further, reference numeral 13 denotes the duplex communications path utilizing industry standard Transmission Control Protocol/Internet Protocol (TCP/IP) as its main signaling method. This communications path may be secured via double encryption utilizing American Encryption Standard (AES) 256-bit security method. Such a link is secured an end-to-end data encrypted communication link across the Internet to a lottery system under the control of a state agency.

[0052] Push advertising may also be provided through access to at least the advertising engine 20, which advertising

may be based on user profile and may included provision for recurrent play of selected numbers or random picks, for example. Advertising engine 20 may also allow a state lottery to influence and/or control at least a portion of the advertising presented to a user of the gaming engine 22. The advertising may be related to games and other lottery offerings provided through gaming engine 22 and may be otherwise unrelated to the user and/or the offerings of gaming engine 22.

[0053] As discussed above, advertising engine 20 may have access to database 11 and information related to each user of the gaming engine 22. The database 11 may record the use of the present invention by each user, including games played, frequency of play, time and location of play, and amount wagered, spent, and/or expected (as the value of each game), for example. The advertising engine 20 may allow for third party advertisers to place ads shown to users of the present invention and may place particular ads based on user attributes obtained from database 11, as is known to those skilled in the art.

[0054] Database 11 may be the central repository for this method and system and may be reached through the gaming engine 22, where all data transactions with the (PED) 10 may originate. As the user manipulates data, the database 11 may store information regarding, for example, user preferences as to games played and, as discussed above, the attributes of play and interaction with the system. As transactions/user interactions are processed, the transactions are recorded within the database to record the lottery transactions, for example, and provide user account information, advertising via LotteryNotes™ that is used to keep lottery players informed of items such as current jackpot, new games, and any other information the lottery might want to push at will to the PED.

[0055] The system may include a state lottery system 15 which may include access to one or more State lottery system/databases and may allow for games and/or rules of particular State sanctioned lotteries to be accessed by users of the system. This method and system, particularly through gaming engine 22, an automated function may act like a retail terminal for lottery transactions, interface with the state lottery system 15 by way of link 17 to produce the lottery ticket sale on behalf of, for example, a registered customer. State lottery system 15 may further communicate with database 11 by way of at least one link which includes abstracted interface 16 which may meet state security requirements. Automated stored procedures within the database 11 may function exactly as if the lottery retailer were manipulating the ticket sale. This process functions may act in a completely automated fashion and transparently to the PED 10 user and the state lottery system 15. The interface to the state lottery system is vital because each state might have a different methodology for their lottery terminals. Such an abstraction layer may communicate with a state system and may be comprised of a software interface that will transact between the database structure, its stored procedures, and the state system.

[0056] For the processing of user costs and earnings/winnings, bank store 18 may store all banking related information and processes the monetary transactions as represented within the users account. The bank store 18 may interact with a user designated banking institution and/or may act as a creditor of/to a user.

[0057] A unique feature of this methodology, system, and process is that the PED exposes itself to being aware of its location via radio-frequency triangulation, or Global Positioning System (GPS) technology for those PEDs 20 so

equipped. This unique ability of this application and method is to be able to secure a user of the PED, by location, then using that location to restrict or enable access to the ability to do certain functions. Namely, the ability to prove that a user, by PED definition, is located in an exact spot geospatially on the earth using systems known in the art, such as, for example, GEObound™. From this data, the user can be confirmed to be within a geographic region allowing the sale of tickets for those laws requiring such discrimination. Such a geospatial feature may also enable pushing information on where to purchase physical products, lottery-related or not and may allow for targeting of advertising and/or special games.

[0058] The present invention may also allow for electronic “scratch off” type lottery games on mobile devices, for example. Scratch off games are very popular with lotteries and have been traditionally pre-printed on card stock and have the “game areas” grayed out with wax paint. The user/player of the game scratches off the wax paint to see what they have won and can then trade the ticket into a retailer for cash or additional tickets. Most people who play scratch off games purchase additional tickets with their money.

[0059] In an embodiment of the present invention, “scratch off” type lottery tickets may be simulated a smart phone or other mobile device. The game may be played through the gaming engine 22 and through a lottery interface provided through the gaming engine 22, for which game parameters for a set/batch of tickets may also be established. The gaming engine 22 may serialize (i.e. make unique) each transaction before it is pushed to a user’s phone. A purchased game may be played by rubbing the touch screen on the simulated game card on the phones display, with the results displayed to the player. As would be appreciated by those skilled in the art, such a system may essentially simulate the scratching off by graphics on the screen. Similar to a printed card version, the information on a electronic “scratch off” type game is pre-determined based on the programmed chances for the game. A winning ticket purchased, whether a successful game is revealed to the user or not, may be credited to the user’s credit account so the user may either play more games, or elect to cash out.

[0060] In all the above scenarios, a user’s smart phone may use a location-based technology, such as, for example, GEOBound™ technology, to assure lottery commissions follow the requirement to only sell tickets within their jurisdiction.

[0061] As illustrated in FIG. 4, a user interface may be provided to allow for the presentation of a plurality of games through a user’s mobile device, for example. Although a finite number of game interfaces are illustrated, any number of games may be played/presented to a user and may or may not be presented in conjunction with a state lottery system 15.

[0062] A user of the present invention utilizing a user interface may begin a least a portion of the process illustrated in FIGS. 5 and 6. For example, upon the launching of an app which may connect to the present invention, the location of the accessing device may be determined by the present invention. Once a location is verified in step 510, the receipt of a requested and/or chosen game may be recorded at step 520, with the result of the game, whether fully played or not, may be transmitted to at least one system component.

[0063] Similarly, as illustrated in FIG. 6, a location verification at step 610 may obtain at least one game token and or other information related to any request and/or selection by a user. Once a game is played, for example, the present inven-

tion may communicate the results of the game both internally and to the user. The cycle may then be repeated. In some uses, a user may purchase several games at one time which may allow for the quick play of games in rapid succession.

[0064] Further, as illustrated in FIG. 7, not only may a user communicate with the gaming engine 22, a plurality of users may communicate directly and play a game cooperatively or against each other (by taking turns (scratch off) or head-to-head (such as war), for example. Under current State limitations, regardless of the game played, the two system users may be required to be in the same jurisdictions (e.g., both location A and B would be the same State). Under different circumstances, the two users may be in different jurisdictions. For example, a user in jurisdiction A may purchase a game for a second user in jurisdiction B as, for example, a gift that may be playable only on a device within jurisdiction B. Similarly, a first user may purchase a group of games to then send to a plurality of users, such as, for example, where one family member purchases games other members of the family. In such an embodiment, the users receiving the game may not be registered users of the system and may not have an application on a device capable of interacting with the system. Instead, the purchasing user may send via email or SMS, for example, a link to a game which may be played by the recipient through a browser, for example.

[0065] As illustrated in FIGS. 8-11, the graphical user interface of the present invention may allow a user to navigate a variety of options and provide access to game and non-game functionality. As illustrated in FIG. 8, a user may have access to certain account particulars and may be able to control access to various games through a particular device. For example, if a user is active through the same account but on two different devices (e.g., a mobile telephone and a tablet computer), as would be appreciated by those skilled in the art, the user may limit access to one or none of the devices at any given time and through any given period.

[0066] As illustrated in FIGS. 10a-b, the user may view the amount of funds available through the system and may add funds from third party resources as well as from within the system. As discussed above, the system may allow for funds to be “banked” within the system or allow for game-to-game transactions to occur to a third party (e.g., a user’s bank).

[0067] Access to playing a game through the present invention may be provided in a number of ways. As illustrated in FIG. 9, a user may be provided with a button to access a particular game. A user selecting to play the game Keno may be presented with an interface illustrated in FIGS. 12a-c. In addition to playing a single game on demand, the present invention provides the user with an option to automatically play multiple and/or future games by providing information related to the number of plays and instructions on how to play, as illustrated in FIG. 12c, for example.

[0068] As discussed above, in an embodiment of the present invention, various games and jurisdictions may be made available to a user of the system. As illustrated in FIGS. 13a-c, games from various jurisdictions that may be accessible in the location of the mobile device may be present for use. For example, a user may cross into a State who is a member of a multi-state game, such as, for example, Mega Millions®, and may play or enter the game without going to a physical authorized retailer.

[0069] Those of skill in the art will appreciate that the herein described systems and methods are susceptible to various modifications and alternative constructions. There is no

intention to limit the scope of the invention to the specific constructions described herein. Rather, the herein described systems and methods are intended to cover all modifications, alternative constructions, and equivalents falling within the scope and spirit of the invention and its equivalents.

What is claimed is:

1. An engine for generating a lottery game over a network responsive to input user information, comprising:

at least one processor capable of executing computing code associated with the engine;

a non-transitory computer readable storage medium having encoded thereon computer executable instructions for providing an interface capable of querying, remotely from said processor, a game requester for the input user information, wherein said interface provides at least a plurality of games related to the input user information; at least one network port local to said processor and capable of locally receiving the user information and interaction by an app local to said game requester; and at least one gaming engine communicatively connected to said at least one network port and executed by said

processor, and comprising a plurality of rules to generate at least one game responsively to the user information; and

wherein the user information comprises location information.

2. The engine of claim 1, wherein the at least one game is a simulated scratch-off lottery ticket.

3. The engine of claim 1, wherein the plurality of rules includes a limitation on the location of the user.

4. The engine of claim 1, wherein the plurality of rules includes a limitation on the location of the user.

5. The engine of claim 1, wherein the app is resident on at least one mobile device.

6. The engine of claim 1, wherein the gaming engine receives game information from at least one state lottery system.

7. The engine of claim 1, wherein at least one of the at least a plurality of games is from at least one state lottery system.

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