METHODS AND SYSTEMS FOR PLACING SIDE BETS

Provided are methods and systems for placing side bets.
DETAILED DESCRIPTION

[0001] Casino owners are always interested in enhancing the profitability of their casino games and keeping players playing as long as possible. Allowing players the possibility of betting on the occurrence of another player receiving a predetermined hand or making a particular move during a play of the underlying game, or “side betting”, is one such way to increase player’s interest in gaming and playing as long as possible. People are also more likely to be interested in something over which they have some control. Allowing a player the ability to modify at least one betting parameter in a game, such as payout, odds, or wager amount, while maintaining a constant house advantage, gives a player some of that desired control while retaining profits for the casino owner.

[0002] Accordingly, provided are methods of placing side bets wherein the player has the ability to modify at least one betting parameter, e.g., the odds, of the game event on which the player is betting. The methods may be implemented on any wireline or wireless gaming system. Mobile, remote gaming may be particularly desirable for many reasons. For example, consumers may benefit from an increased choice of gaming environments, and the gaming businesses can increase their revenue base through a new, regulated, mobile, remote channel. The gaming jurisdictions may benefit from an increase in gaming an ancillary revenue growth because customers will have a more enjoyable experience.

[0003] Definitions

[0004] For convenience, before further description of the invention, certain terms employed in the specification, examples, and appended claims are collected here. Unless defined otherwise, all technical and scientific terms used herein have the same meaning as commonly understood by one of ordinary skill in the art to which this invention belongs.

[0005] The articles “a” and “an” are used herein to refer to one or to more than one (i.e., to at least one) of the grammatical object of the article.
[0006] The phrase "based on" does not mean "based only on", unless expressly specified otherwise. In other words, the phrase "based on" describes both "based only on" and "based at least on".

[0007] The terms “bet” and “wager” are used interchangeably herein.

[0008] The term “betting parameter” as used herein refers to any of the parameters in the relationship between a bet (wager) amount, payout, probability or odds of winning and the house edge (or advantage).

[0009] The term "determining" and grammatical variants thereof (e.g., to determine a price, determining a value, determine an object which meets a certain criterion) is used in an extremely broad sense. The term "determining" encompasses a wide variety of actions and therefore "determining" can include calculating, computing, processing, deriving, investigating, looking up (e.g., looking up in a table, a database or another data structure), ascertaining and the like. Also, "determining" can include receiving (e.g., receiving information), accessing (e.g., accessing data in a memory) and the like. Also, "determining" can include resolving, selecting, choosing, establishing, and the like. The term "determining" does not imply certainty or absolute precision, and therefore "determining" can include estimating, predicting, guessing and the like. The term "determining" does not imply that mathematical processing must be performed, and does not imply that numerical methods must be used, and does not imply that an algorithm or process is used. The term "determining" does not imply that any particular device must be used. For example, a computer need not necessarily perform the determining.

[0010] The term “game” as used herein refers to any activity that allows the placing of bets, including, but not limited to, for example, any casino-type games such slot machines, video poker, table games (e.g., craps, roulette, blackjack, pai gow poker, Caribbean stud poker, baccarat, etc), the wheel of fortune game, keno, sports betting, horse racing, dog racing and jai alai, as well as wagering on any type of event such as, for example, sporting events, such as horse or auto racing, and athletic competitions such as football, basketball, baseball, golf, etc.

[0011] The term “game event” refers to any event which occurs during a play of a game. It can be associated with a player or not. It can constitute a preliminary,
intermediary or end result of the game. For example, it can comprise a combination of symbols on a slot machine after a play. Another example of an event are the symbols which comprise the outcome of a roulette play. In another example, a game event may be the selection of a player in a game. In yet another example, a game event may be a player's hand of cards at the end of a play of a card game. Still another example of a game event may be the first card dealt by the dealer after mixing the cards in a card game.

[0012] The terms "including", "comprising" and variations thereof mean "including but not limited to", unless expressly specified otherwise.

[0013] The term “play” as used herein in reference to a game refers to a turn of a game, as well as the activity, such as dealing and exposing at least one card, that leads up to the turn. For example, a “play” on a slot machine is a pull of the handle. A “play” on a roulette wheel is a spin of the wheel. A “play” of a card game refers to how a player or dealer disposes of his/her hand, as well as events such as the dealer exposing a card.

[0014] The term “win frequency” as used herein refers to the percentage number of wins out of all of a player’s plays.

[0015] Methods of Betting on Plays of another Player

[0016] Provided are methods of betting on plays of another player in a game, commonly known as “side betting”, optionally in conjunction with modifying a betting parameter of at least one game event in the game.

[0017] For example, a player may bet on any aspect of another player’s or of other players’ plays in a game in the methods, collectively referred to herein as a “game event”. A bet may be based on a single game event, a plurality of game events, a subset of all the game events, or all of the game events in a game. In some implementations, a bet may be directly related to whether one or more specific game events occur (e.g. whether in a particular card game the jack of hearts is played, whether at least one person wins a spin of roulette, whether at least a particular number of reel symbols appears in a particular roulette spin, whether the immediately next spin of a roulette wheel at any table in the casino lands on a black number). In some implementations, a bet may be related to an aggregate of events (e.g., whether more blacks than reds land in all the roulette spins at a
specific table over the course of some time period, whether more hearts than
spades are played at all card games in the casino in the next number of games,
whether the total money won by players at the casino is greater today than it was
yesterday).

[0018] For example, if the game is a card game, a player may bet on any or all of
the following: a) what the next card dealt will be (e.g., ten of clubs, a ten, a number
card, a black card, a face card, a card with a face value greater than seven); b) what
the next card revealed (e.g., when the dealer turns over his next card) will be; c)
what the outcome of the hand will be (e.g., dealer wins, dealer busts, player wins,
player busts, player A will have a better hand than player B, player betting will
have a better hand than player A); or d) what the outcome of a set of hands will be
(e.g., player will be up by fifteen dollars, player will win them all). The hands can
be of the same player over time, or of a set of players (e.g., bet on the aggregate of
all current blackjack players against the house to determine if more players win
than lose). Further, there can be several such bets throughout the course of a hand.
For example, there can be an initial bet before the player knows her cards, and
another bet when the player knows her cards but all the dealer cards have not been
revealed.

[0019] If the game is a slot machine, the player can bet that a particular pattern of
symbols will show after a pull of the slot machine. If the game is roulette, the
player can bet that a particular set of symbols will comprise the outcome of the
roulette.

[0020] In some embodiments, a bet may be based on the actual outcome of a
particular player’s game (i.e. a bet will win if the player wins a particular game).
In other embodiments, a bettor may have the option of betting on a theoretical
outcome of a particular player’s game based on the bettor’s chosen actions instead
of the player’s real actions (e.g., bet on a blackjack hand if the player did not ask
for an additional card, bet on a blackjack hand if the player did not ask for an
additional card). In such implementations, at least some of the actual actions of the player
may be irrelevant to determining if the bet is won.

[0021] In other embodiments, a bet is a “contrarian” bet, that is, a bet may be
based on the opposite outcome in a game event from that outcome of the game
event on which the bet was placed. For example, a player may bet that a particular
5 game event will occur, but receive a payout if the game event does not occur.

[0022] A player placing such a bet may modify at least one betting parameter of
the game. For example, the player may customize odds, payout schedules, or
wager amount. The other betting parameters related to the modified betting
parameter are then adjusted accordingly in order to maintain a desired house
advantage or ranges of desired house advantages. For example, in order to
10 compensate for a higher or lower payout chosen by the player, the probability of
attaining certain payouts, the amounts of payouts not customized by the player, or
the wager amount may be altered in response, while keeping the house advantage
constant. If the player chooses to customize the odds for a particular game event
upon which he or she is betting, the size of the payout may be modified in
response, or the wager amount allowable may be altered in response, while
keeping the house advantage constant.

[0023] Multiple formulas may be used by the above processes and stored by the
device implementing the processes to enable the calculation of how much one or
more parameters must change in order to accommodate the parameter
customization by the player, while keeping the house advantage constant. The
most basic equation below provides the relationship between the wager amount,
payouts, probabilities, and the house advantage:

\[
\text{Wager Amount} = \sum_{i} (\text{Prob}_{x_i} \times \text{Pay}_{x_i}) \times \frac{1}{\text{House Advantage}}
\]

[0024] Where \( n \) is the number of possible outcomes
[0025] Where \( n \) is the number of possible outcomes
[0026] \( x_i \) is the \( i \)th outcome
25 [0027] \( \text{Prob}_{x_i} \) is the probability of the \( i \)th outcome occurring
[0028] \( \text{Pay}_{x_i} \) is the payout associated with the \( i \)th outcome
[0029] Wager Amount is the amount of the bet or wager.
[0030] House Advantage is the portion of the wager retained by the casino
30 [0031] In other words, the house advantage is equal to the wager amount less the
sum of all potential payouts times the probability of each potential payout. This
sum of all potential payouts multiplied by their respective probabilities is known as
the expected value of the payouts. After altering one of the parameters and selecting another "compensating" parameter to change as a result, the above equation enables the determination of how much the compensating parameter must change.

5 [0032] Although the above equation is sufficient to calculate any required changes, it requires that a compensating parameter be selected. By establishing rules for the selection of the compensating parameter change, the above equation may be simplified. For example, if it is assumed that for every payout change requested the machine is to calculate a new probability associated with that payout, and that any probability changes are compensated by a change to the probability of getting no payout, the equation collapses to:

\[
\text{CompensatingProbability}_{i} = \frac{\text{OldPay}_{i} \times \text{OldProb}_{i}}{\text{NewPay}_{i}}
\]

[0033] Where Compensating Prob_{xi} is the new probability generated to offset the payout change

15 [0034] Old Pay_{xi} is the payout for outcome_{xi} before the player made the change
[0035] Old Prob_{xi} is the probability for outcome_{xi} before the player made the change

[0036] New Pay.sub_{xi} is the new payout for the outcome selected by the player
[0037] Similar equations may of course be developed for other compensating requirements, as may be developed by those skilled in the art.

[0038] Various embodiments of the methods may include acts of receiving and/or displaying information about a plurality of games in progress in, for example, a casino, e.g., obtained by monitoring the games. Monitoring may be performed in any number of ways. In some implementations, conventional monitoring such as direct visual monitoring or video surveillance may be used. In such implementations, a dealer or other monitoring person within the casino may monitor the gaming events. For example, the dealer of a card game may monitor who wins the card game. Also, a video surveillance system may be used to monitor the events remotely. In implementations where one or more persons monitors the events, the person may operate a device to transmit information to some central server or other person for collection and/or use in other acts described
The person may also collect the information and perform one or more other acts described herein without transmitting or otherwise communicating the information. The information comprises, for example, details of the games in progress, such as which cards are being dealt, overturned, etc.

[0039] Where such embodiments are performed from a computer, such as a handheld gaming device, the computer can determine the details of the games being played either at a table, on another handheld or on another gaming device such as a slot machine from the information. The player can select from amongst the games to place bets on based on the received and displayed details. In certain embodiments, the player can filter games based on various criteria (e.g., show all games where the dealer’s up card is X or the player’s starting hand is Y), and/or may sort the games displayed (e.g., by best hand to worst hand).

[0040] Any displayed representations of information may be in any form, including graphical or text based forms.

[0041] In various implementations of the present disclosure, a displayed representation may be displayed via an interactive device, as discussed further below. The device may be a mobile handheld device (e.g., a cell phone, a handheld gaming device, a Blackberry) or a more stationary device (e.g., a video poker-like kiosk, a personal computer).

[0042] Various embodiments may include an act of placing at least one bet based on the information regarding at least one game event. The information may include historical data regarding the events. In such a case, the information may be used to estimate the odds of certain events. In some embodiments, the information may include predetermined odds of events occurring. In other embodiments, the information may be used to set the odds of the event occurring. The information may include a preferred house edge. Based on this information, an odds of a bet being won or lost and a payout for a bet being won or lost may be determined.

[0043] In still other embodiments, the player may construct or select a virtual hand, rather than selecting an existing hand or play, to bet on, i.e., select a starting condition for the game. For example, the player may require that the dealer always starts with a particular hand (e.g., 12) or a general hand (e.g., no face cards) in a card game. In such an example, since the dealer is starting with a lower probability
of winning, either (1) the odds of the player’s cards being favorable for the player are lowered, and/or (2) the payout to the player for beating the dealer is lowered accordingly, in order to maintain the house advantage.

[0044] In yet another embodiment, a player may choose a desired win frequency for all plays. As in other methods described above, the odds of at least one of the game events occurring or the payout upon winning a bet are altered in response to maintain a house advantage.

[0045] **Gaming Systems for Implementation of the Methods of Betting on Plays of Another Player**

[0046] It will be readily apparent to one of ordinary skill in the art that the various processes described herein may be implemented by, e.g., appropriately programmed general purpose computers and computing devices, such as a personal computer, handheld computer or computerized gaming device. Typically a processor (e.g., one or more microprocessors, one or more microcontrollers, one or more digital signal processors) will receive instructions (e.g., from a memory or like device), and execute those instructions, thereby performing one or more processes defined by those instructions.

[0047] Thus a description of a process is likewise a description of an apparatus for performing the process. The apparatus that performs the process can include, e.g., a processor and those input devices and output devices that are appropriate to perform the process. A "processor" means one or more microprocessors, central processing units (CPUs), computing devices, microcontrollers, digital signal processors, or like devices or any combination thereof.

[0048] Further, programs that implement such methods (as well as other types of data) may be stored and transmitted using a variety of media (e.g., computer readable media) in a number of manners. In some embodiments, hard-wired circuitry or custom hardware may be used in place of, or in combination with, some or all of the software instructions that can implement the processes of various embodiments. Thus, various combinations of hardware and software may be used instead of software only.

[0049] The term “computer-readable medium” refers to any medium that participates in providing data (e.g., instructions, data structures) which may be read
by a computer, a processor or a like device. Such a medium may take many forms, including but not limited to, non-volatile media, volatile media, and transmission media. Non-volatile media include, for example, optical or magnetic disks and other persistent memory. Volatile media include dynamic random access memory (DRAM), which typically constitutes the main memory. Transmission media include coaxial cables, copper wire and fiber optics, including the wires that comprise a system bus coupled to the processor. Transmission media may include or convey acoustic waves, light waves and electromagnetic emissions, such as those generated during radio frequency (RF) and infrared (IR) data communications. Common forms of computer-readable media include, for example, a floppy disk, a flexible disk, hard disk, magnetic tape, any other magnetic medium, a CD-ROM, DVD, any other optical medium, punch cards, paper tape, any other physical medium with patterns of holes, a RAM, a PROM, an EPROM, a FLASH-EPROM, any other memory chip or cartridge, a carrier wave as described hereinafter, or any other medium from which a computer can read.

[0050] Various forms of computer readable media may be involved in carrying data (e.g. sequences of instructions) to a processor. For example, data may be (i) delivered from RAM to a processor; (ii) carried over a wireless transmission medium; (iii) formatted and / or transmitted according to numerous formats, standards or protocols, such as Ethernet (or IEEE 802.3), SAP, ATP, Bluetooth™, and TCP/IP, TDMA, CDMA, and 3G; and / or (iv) encrypted to ensure privacy or prevent fraud in any of a variety of ways well known in the art.

[0051] Thus a description of a process is likewise a description of a computer-readable medium storing a program for performing the process. The computer-readable medium can store (in any appropriate format) those program elements which are appropriate to perform the method.

[0052] Just as the description of various steps in a process does not indicate that all the described steps are required, embodiments of an apparatus include a computer / computing device operable to perform some (but not necessarily all) of the described process.

[0053] Likewise, just as the description of various steps in a process does not indicate that all the described steps are required, embodiments of a computer-
readable medium storing a program or data structure include a computer-readable medium storing a program that, when executed, can cause a processor to perform some (but not necessarily all) of the described process.

[0054] Where databases are described, it will be understood by one of ordinary skill in the art that (i) alternative database structures to those described may be readily employed, and (ii) other memory structures besides databases may be readily employed. Any illustrations or descriptions of any sample databases presented herein are illustrative arrangements for stored representations of information. Any number of other arrangements may be employed besides those suggested by, e.g., tables illustrated in drawings or elsewhere. Similarly, any illustrated entries of the databases represent exemplary information only; one of ordinary skill in the art will understand that the number and content of the entries can be different from those described herein. Further, despite any depiction of the databases as tables, other formats (including relational databases, object-based models and / or distributed databases) could be used to store and manipulate the data types described herein. Likewise, object methods or behaviors of a database can be used to implement various processes, such as the described herein. In addition, the databases may, in a known manner, be stored locally or remotely from a device which accesses data in such a database.

[0055] Various embodiments can be configured to work in a network environment including a computer that is in communication (e.g., via a communications network) with one or more devices. The computer may communicate with the devices directly or indirectly, via any wired or wireless medium (e.g. the Internet, LAN, WAN or Ethernet, Token Ring, a telephone line, a cable line, a radio channel, an optical communications line, commercial on-line service providers, bulletin board systems, a satellite communications link, a combination of any of the above). Each of the devices may themselves comprise computers or other computing devices, such as those based on the Intel® Pentium® or Centrino™ processor, that are adapted to communicate with the computer. Any number and type of devices may be in communication with the computer.

[0056] In an embodiment, a server computer or centralized authority may not be necessary or desirable. For example, the present invention may, in an
embodiment, be practiced on one or more devices without a central authority. In such an embodiment, any functions described herein as performed by the server computer or data described as stored on the server computer may instead be performed by or stored on one or more such devices.

[0057] Where a process is described, in an embodiment the process may operate without any user intervention. In another embodiment, the process includes some human intervention (e.g., a step is performed by or with the assistance of a human).

[0058] In particular, the various processes described herein may be implemented by a gaming system. A gaming system on which the above methods are implemented enables participants to engage in gaming activities from remote and/or mobile locations. The gaming system may be implemented over a communications network such as a cellular network or a private wireless and/or wireline network. Examples of the latter include WiFi and WiMax networks. In one embodiment, the gaming system communications network is entirely independent of the Internet. In another embodiment, the gaming system operation makes minimal use of the Internet, such that only information for which there are no security issues is transmitted via the Internet and/or information may be encrypted. Preferably, the communications network enables players to participate in gaming from remote locations (e.g., outside of the gaming area of a casino).

Also, the system may enable players to be mobile during participation in the gaming activities. In certain embodiments, the system has a location verification or determination feature, which is operable to permit or disallow gaming from the remote location depending upon whether or not the location meets one or more criteria. The criterion may be, for example, whether the location is within a pre-defined area in which gaming is permitted by law.

[0059] A gaming system includes at least one user. Multiple users may access a single gaming system, while other multiple users access a second gaming system in communication with a first gaming system. Users preferably access the system by way of a gaming communication device. Gaming communication devices may comprise any suitable device for transmitting and receiving electronic communications. Examples of such devices include, without limitation, mobile phones, personal data assistants (PDAs), computers, mini-computers, etc. Gaming
communication devices transmit and receive gaming information to and from a communications network. Devices that may comprise the gaming system include gaming devices themselves, such as slot machines, video poker, video blackjack, and the like, which include computers. Gaming information is also transmitted between network and a computer, such as a server, which may reside within the domain of a gaming service provider. The location of computer is not critical, however, it may reside adjacent to or remote from the domain of gaming service provider. Moreover, in certain embodiments, a gaming service provider is not required. The computer and/or gaming service provider may reside within, adjacent to, or remote from a gaming provider. The gaming provider may be an actual controller of games, such as a casino. As an example, a gaming service provider may be located on the grounds of a casino and the computer may be physically within the geographic boundaries of the gaming service provider. As discussed, however, other possibilities exist for remote location of the computer and the gaming service provider. Computer may function as a gaming server. Additional computers may function as database management computers and redundant servers, for example.

[0060] Preferably, software resides on both the gaming communication device and the computer. Software resident on gaming communication device is preferably operable to present information corresponding to gaming activities (including gambling and non-gambling activities discussed herein) to the user. The information includes, without limitation, graphical representations of objects associated with the activities, and presentation of options related to the activities and selectable by the user. The gaming communication device software is also preferably operable to receive data from the computer and data input by the user. Software resident on the computer is preferably able to exchange data with the gaming communication device, access additional computers and data storage devices, and perform all of the functions described herein as well as functions common to known electronic gaming systems.

[0061] Gaming information transmitted across the network may include any information, in any format, which is necessary or desirable in the operation of the gaming experience in which the user participates. The information may be
transmitted in whole, or in combination, in any format including digital or analog, text or voice, and according to any known or future transport technologies, which may include, for example, wireline or wireless technologies. The network may comprise, for example, a Local Area Network (LAN), a wireless network, a Public Switched Telephone Network (PSTN), or an Internet Protocol (IP) network such as the Internet, an intranet or an extranet. Examples of wireless technologies may include, for example, licensed or license-exempt technologies. Some specific technologies which may be used include, without limitation, Code Division Multiple Access (CDMA), Global System for Mobile Communication (GSM), General Packet Radio Service (GPRS), WiFi (802.11x), WiMax (802.16x), Public Switched Telephone Network (PSTN), Digital Subscriber Line (DSL), Integrated Services Digital Network (ISDN), or cable modem technologies.

These are examples only and one of ordinary skill will understand that other types of communication techniques are within the scope of the present invention. Further, it will be understood that additional components may be used in the communication of information between the users and the gaming server. Such additional components may include, without limitation, lines, trunks, antennas, switches, cables, transmitters, receivers, computers, routers, servers, fiber optical transmission equipment, repeaters, amplifiers, etc.

In another embodiment, the communications network comprises a private wireless network. The private wireless network may include, for example, an 802.11x (WiFi) network technology to cover “Game Spots” or “Entertainment Spots.” The network may use other communications protocols to provide a private wireless network including, but not limited to, 802.16x (WiMax) technology.

Further, wireless networks may be interconnected. Also, a gaming system may comprise a combination of networks.

With respect to the private wireless network, because the preferable technology covers smaller areas and provides very high-speed throughput, the private wireless network is particularly well-suited for gaming commission needs of location and identity verification for the gaming service provider products. The gaming spots enabled by networks may include a current casino, new areas such as swimming pools, lakes or other recreational areas, guest rooms and restaurants.
such as might be found in casino or hotels, residential areas, and other remote gaming areas.

[0065] In at least one embodiment, the communication of gaming information takes place without involvement of the Internet. However, in certain embodiments, all or a portion of the gaming information may be transmitted over the Internet. Also, some or all of the gaming information may be transmitted partially over an Internet communications path. In certain embodiments, some information is transmitted entirely or partially over the Internet, but the information is either not gaming information or is gaming information that does not need to be maintained secretly. For instance, data that causes a graphical representation of a table game on the user’s gaming communication device might be transmitted at least partially over the Internet, while wagering information transmitted by the user might be transmitted entirely over a non-Internet communications network.

[0066] In one embodiment, the system architecture for the gaming system includes:

[0067] (1) a wireless LAN (Local Access Network) component, which consists of mostly 802.11x (WiFi) and/or 802.16x WiMax technologies; robust security and authentication software; gaming software; mobile carrier approved handsets with Windows® or Symbian® operating systems integrated within; and

[0068] (a) CDMA-technology that is secure for over-the-air data protection;

[0069] (b) at least two layers of user authentication, (that provided by the mobile carrier and that provided by the gaming service provider);

[0070] (c) compulsory tunneling (static routing) to gaming servers;

[0071] (d) end-to-end encryption at the application layer; and

[0072] (e) state-of-the-art firewall and DMZ technologies;

[0073] (2) an MWAN (Metropolitan Wireless Access Network), which consists of licensed and license-exempt, point-to-point links, as well as licensed and license-exempt, point-to-multi-point technologies;

[0074] (3) private MAN (Metropolitan Access Network) T1 and T3 lines to provide connectivity where wireless services cannot reach; and
[0075] (4) redundant private-line communications from the mobile switch back to the gaming server.

[0076] Each of the “Game Spots” or “Entertainment Spots” is preferably connected via the MWAN/MAN back to central and redundant game servers. For accessing the private wireless networks, the gaming communication devices are preferably WiFi- or WiMax-enabled PDAs/handhelds or mini-laptops, and do not have to be managed by a third-party partner.

[0077] The gaming system may include a location verification feature, which is operable to permit or disable gaming from a remote location depending upon whether or not the location meets one or more criteria. The criterion may be, for example, whether the location is within a pre-defined area in which gaming is permitted by law. As another example, the criterion may be whether the location is in a no-gaming zone, such as a school. The location verification technology used in the system may include, without limitation, "network-based" and/or "satellite-based" technology. Network-based technology may included such technologies as multilateration, triangulation and geo-fencing, for example. Satellite-based technologies may include global positioning satellite (GPS) technology, for example.

[0078] An aspect of the private wireless network related to preventing gaming in unauthorized areas is the placement of sensors, such as Radio Frequency Identification (RFID) sensors on the gaming communication devices. The sensors trigger alarms if users take the devices outside the approved gaming areas. Further, the devices may be "tethered" to immovable objects. Users might simply log in to such devices using their ID and password.

[0079] In particular embodiments, the gaming system may also include the ability to determine the location of the gaming communication device within a larger property, such as a casino complex. This may allow certain functionalities of the device to be enabled or disabled based upon the location of the device within the property. For example, government regulations may prohibit using the device to gamble from the guest rooms of a casino complex. Therefore, particular embodiments may include the ability to determine the location of the device within
the property and then disable the gambling functionality of the device from a guest
room, or other area where gambling is prohibited.

[0080] The following is an exemplary implementation of one of the above-
described methods on a gaming system. This may take place as a function of
turning on a phone, PDA, or other communication device as described elsewhere
herein. Activation may comprise connecting the gaming communication device to
a private data network. In a next step, the user is presented with the gaming
environment. The gaming environment may be presented in various stages. For
instance, in a first stage, the gaming environment may comprise a casino lobby
where the user is presented with certain gaming options including, for example,
table games, slots, sports book, video poker, etc. In a subsequent stage, after
selecting a gaming option, the user may be presented with game events expected to
occur in association with at least one player during at least one play of the selected
game. In the next step, after selecting a game event, the user is presented with one
or more options for modifying a betting parameter associated with the selected
game event. For instance, at this point, the user might modify the payout, the odds,
the win frequency, etc. The options for user input are myriad. Next, the user may
enter a bet on the game event. The software resident on the gaming
communication device accepts the option inputs by the user and transmits the input
data to the software resident at the gaming server. Then the gaming server
software acts on the input data.

[0081] Actions at this point, may include, without limitation, determining an
outcome and/or amount, accessing another server and/or software application,
retrieving information, preparing a response to the user, etc. The action of
determining an outcome and/or amount might take place, for example, if the user is
using the device to place wagers in connection with a gambling activity. For
certain gambling activities, such as a table game or slot machine, a random number
generator may be incorporated to determine the outcome (i.e., whether the user
won or lost) and the gaming server software would also determine an amount won
or lost based on the amount wagered and any applicable odds. The action of
accessing another server and/or software application might occur, for example, in
the event the user is engaging in a services activity such as accessing news
services, making reservations and placing food and beverage orders at a restaurant, or making a retail purchase. The action of retrieving information might occur when the gaming server software is prompted to access another server for the purpose of retrieving a certain type of information requested by the user.

[0082] Preferably, the gaming server software prepares a response to the user's input data, such as the payout in association with the user’s bet. If a payout is indicated, the user may physically enter a casino and go to a casino cashier for payout and/or settlement (which can include, for example, extensions of credit or advance deposits).

[0083] An electronic record of the gaming transactions undertaken by a user may be established. This may be accomplished by utilization of a keystroke log, which is an electronic record of all keystrokes made by the user. Utilization of a keystroke log in this context allows for unprecedented monitoring of a user's gaming activity. In the event of a dispute, one may refer to the keystroke log and readily determine whether, in fact, a user placed a particular wager, for example.

[0084] An additional possible aspect of the electronic record is to allow a gaming control board or other regulatory authority, access to the electronic record in a direct manner in order to conduct periodic independent monitoring of the gaming activities conducted over the system. Another possible aspect is to allow policing against rigged machines. For instance, it is possible that the gaming control board (or other regulatory authority) could obtain a gaming communication device and compare their test results over time against records in the electronic record database (e.g., by comparing the results shown in the keystroke log). This essentially comprises electronic access for testing.

[0085] There are several scenarios for a user's activity relative to transactions conducted over the gaming system. In one example scenario the user is in a fixed, but remote, location from the gaming server, which may be located on the premises of a casino. This may be include, for instance, a situation in which the gaming communication device is a kiosk or some other communication device which is in a fixed position or which is tethered to a fixed position so that the gaming communication device cannot be moved beyond a certain area. In another example scenario, the user starts a gaming transaction at a first location and ends the
transaction at a second location different from the first location. In another example scenario, the user is mobile during a single gaming transaction. In another example scenario, the user is mobile within a first approved area then (during the gaming transaction) the user moves outside the first approved area, through an unapproved area, to a remote second approved area.

[0086] In an alternative embodiment, the gaming system may be configured to operate as a “curb-to-curb” gaming system. In such a system, a communication path may be established between the device and a particular server, based upon whether the user is in a location corresponding to that particular server. For example, the user might enter a first casino, or an authorized area associated with the first casino, and thereby activate the establishment of a communication path between the device and a server located at and/or controlled by the first casino. While the user is on the premises of the first casino, the user might be able to participate in activities, such as playing blackjack, at the first casino. Then, if the user leaves the first casino, the gaming system might be configured to terminate the first communication path (i.e., between the device and the first casino’s server), or otherwise deactivate the device and/or terminate the user’s ability to use the device to participate in activities associated with the first casino. When the user enters a second casino, or an authorized area associated with the second casino, a second communication path (e.g., between the device and a second server located at or controlled by the second casino) may be established. Thus, the user would now be able to place a side bet on a game at the second casino, rather than the first casino.

[0087] As another example, a particular casino is often related to other casinos within a jurisdiction or specified area. Under such a scenario, if a user entered any of the related casinos, then the appropriate communication path or paths could be established between the gaming communication device and one or more of the casinos in the group of related casinos, thereby enabling the user to play casino games (or engage in other activities) at the one or more casinos in the group of related casinos. Depending on regulatory requirements, the preferred configuration might be to establish a communication path with a server at a particular casino within the group at which the user wants to play. Then, a different communication
path could be established at a subsequent casino if the user wants to play at another casino. Under certain circumstances, and again depending on regulatory requirements, some information associated with user activity might be maintained at a centralized server accessible by more than one casino within the group.

[0088] In another example embodiment, the gaming system may be used to enable gaming activities involving multiple wireless users who interact with one another. For instance, the system may enable a table game (such as blackjack) in which a first user and a second user are conducting gaming transactions on the same table and in which options selected by the first user directly impact outcomes and options relative to the second user. Preferably, the gaming environment presented on the gaming communication devices of both the first and second users will indicate the existence and activity of the other respective user. Another example of multiple users interacting on the gaming system is the provision of a poker game in which users place bets against one another instead of, or in addition to, placing bets against the house. Another example of interaction between users is when a first user makes restaurant reservations or purchases event tickets, thereby reducing the options available to the second user.

[0089] Preferably, the gaming service provider provides at least the following functions. First the gaming service provider provides and controls the one or more gaming servers. These servers may be physically located within the confines of the gaming service provider or may exist at a remote location. As mentioned, the gaming servers may also be located at or near a games provider such as a casino, casino hotel, racino, cruise ship, race track, etc. The gaming service provider may also provide monitoring services such as transaction monitoring and key stroke logging services. The gaming service provider may also provide data management and security services. These services are not intended to be exhaustive and the gaming service provider may provide other services which facilitate the gaming process.

[0090] It should be noted that the invention can be implemented in connection with any gaming environment or an environment for any other activity, which may be conducted electronically. The invention is not limited to Nevada or any other particular gaming jurisdiction. For instance, the invention can be employed in
connection with casinos in Atlantic City, New Jersey, international jurisdictions, Native American gaming facilities, and “racinos” which are race tracks that also have slot machines, video lottery terminals, or other gambling devices. For example, in connection with “racinos,” the invention might be used by participants who wish to play slot machine games while they are viewing race horses in the paddock area. This might be desirable in the event that the slot machine area does not allow smoking and a participant wishes to gamble from an outdoor smoking area. Alternatively, the slot machine area might permit smoking and the gambler wishes to play the slot machines from an area where he or she can avoid breathing second-hand smoke. Numerous other scenarios can be envisioned in which the gaming participant can use the invention to participate in remote gaming, while enjoying some other primary activity in a location remote from the gaming facility. [0091] Preferably, the system is designed such that the gaming software (or other application software operating on the system) is also one hundred percent clean from a regulatory perspective. For instance, before granting a license, a gaming jurisdiction may require that the software being used is not tainted in that it has not been used by the license applicant in violation of any laws and has not been licensed or otherwise distributed or disseminated to others who have used the software for illegal purposes, or who have been engaging in illegal activity. Therefore, it is preferred that the gaming software be clean and untainted from this perspective.

[0092] Additional Embodiments

[0093] The present invention has been described in terms of several embodiments solely for the purpose of illustration. Persons skilled in the art will recognize from this description that the invention is not limited to the embodiments described, but may be practiced with modifications and alterations limited only by the spirit and scope of the appended claims. Although this disclosure has been described in terms of certain embodiments and generally associated methods, alterations and permutations of these embodiments and methods will be apparent to those skilled in the art. Accordingly, the above description of example embodiments does not define or constrain this disclosure. Other changes, substitutions, and alterations are also possible without departing from the spirit and scope of this disclosure.
For example, in addition to the embodiments disclosed herein, including the claims appended hereto, the following paragraphs set forth additional, non-limiting embodiments (with all references to paragraphs contained in this section referring to other paragraphs set forth in this section):

1. A method, comprising
   a. selecting at least one game event expected to occur in association with at least one player during at least one play of a game;
   b. entering the odds of the selected at least one game event occurring in association with the at least one player;
   c. entering a bet that the at least one game event will occur in association with the at least one player; and
   d. receiving an indication of whether the at least one game event in the game occurred in association with the at least one player; and
   e. receiving the value of the payout based on the entered odds if the at least one game event occurred in association with the at least one player.

2. The method of paragraph 1, wherein the game is any one or more of a casino-type game or a sporting event.

3. The method of paragraph 2, wherein the game is a casino-type game.

4. The method of paragraph 3, wherein the casino-type game is any one or more of a slot machine, video poker, a table game, the wheel of fortune game, keno, sports betting, horse racing, dog racing and jai alai.

5. The method of paragraph 1, wherein the game is a card game.

6. The method of paragraph 5, wherein the game event is that a particular card is next dealt.
7. The method of paragraph 5, wherein the game event is that a particular card is next revealed.

8. The method of paragraph 5, wherein the game event is the outcome of a hand associated with a player.

9. The method of paragraph 5, wherein the game event is the outcome of a set of hands.

10. The method of paragraph 5, wherein the set of hands is from the same player.

11. The method of paragraph 10, wherein the set of hands is from a plurality of players.

12. The method of paragraph 1, wherein the game is a slot machine.

13. The method of paragraph 12, wherein the event is that a particular pattern of symbols occur after a pull of the slot machine.

14. The method of paragraph 1, wherein the game is roulette.

15. The method of paragraph 14, wherein the event is a particular set of symbols comprising the outcome of the roulette.

16. A method, comprising:

   a. selecting a first game event expected to occur in association with at least one player during at least one play of a game;

   b. entering the odds of the selected first game event occurring in association with the at least one player;

   c. entering a bet that the first game event will occur in association with the at least one player; and

   d. receiving an indication of whether the first game event in the game occurred in association with the at least one player;
e. receiving the value of the payout based on the entered odds if the first game event occurred in association with the at least one player.

f. selecting a second game event expected to occur in association with at least one player during at least one play of a game after receiving an indication of the occurrence of the first game event;

g. entering the odds of the selected second game event occurring in association with the at least one player;

h. entering a bet that the second game event will occur in association with the at least one player; and

i. receiving an indication of whether the second game event in the game occurred in association with the at least one player; and

j. receiving the value of the payout based on the entered odds if the second game event occurred in association with the at least one player.

17. A method, comprising:

a. displaying information about a plurality of games, wherein the information comprises game events occurring in each of the plurality of games;

b. selecting a game based on the information;

c. selecting at least one game event expected to occur in association with at least one player during at least one play of the selected game;

d. entering the odds of the selected at least one game event occurring in association with the at least one player;

e. entering a bet that the at least one game event will occur in association with the at least one player;
f. receiving an indication of whether the at least one game event occurred in association with the at least one player; and

g. receiving the value of the payout based on the entered odds if the at least one game event occurred in association with the at least one player.

18. A method, comprising:

a. receiving information about a plurality of games, wherein the information comprises game events occurring in each of the plurality of games;

b. displaying the received information;

c. selecting a game based on the displayed information;

d. selecting at least one game event expected to occur in association with at least one player during at least one play of the selected game;

e. entering the odds of the selected at least one game event occurring in association with the at least one player;

f. entering a bet that the at least one game event will occur in association with the at least one player;

g. receiving an indication of whether the at least one game event occurred in association with the at least one player; and

h. receiving the value of the payout based on the entered odds if the at least one game event occurred in association with the at least one player.

19. The method of paragraph 18, further comprising the act (a)(1) filtering the received information based on a criterion.
20. The method of paragraph 19, wherein the criterion is a game event.

21. The method of paragraph 20, wherein the game event is the dealer’s up card.

22. The method of paragraph 20, wherein the game event is the player’s starting hand.

23. The method of paragraph 20, wherein the act (b) comprises displaying the received information in a particular order.

24. The method of paragraph 18, further comprising the act (a)(1) selecting a particular order in which to display the received information.

25. The method of paragraph 18, wherein the acts (a) through (h) are performed via a wireless device.

26. The method of paragraph 18, further comprising (a) receiving information about a plurality of games from a wireless network, wherein the information comprises game events occurring in the plurality of games.

27. The method of paragraph 18, further comprising (a) receiving information about a plurality of games from a wireless device, wherein the information comprises game events occurring in the plurality of games.

28. The method of paragraph 27, wherein the wireless device is a handheld device.

29. The method of paragraph 18, further comprising (a) receiving information about a plurality of games from a gaming device, wherein the information comprises game events occurring in the games.

30. A method, comprising:

   a. receiving information about at least one game;

   b. determining details about the at least one game based on the received information;

   c. transmitting the determined details;
d. receiving a command to determine the occurrence of at least one event expected to occur in association with at least one player during at least one play of the at least one game for which information was received;

e. receiving the odds for the occurrence of at least one event expected to occur in association with the at least one player during the play of the at least one game for which information was received;

f. determining whether the at least one event expected to occur in association with at least one player has occurred;

g. determining a payout to be paid based on the received odds if the at least one event has occurred in association with the at least one player; and

h. transmitting the value of the payout.

31. The method of paragraph 30, wherein the act (a) further comprises receiving information about at least one game from a wireless network.

32. A method, comprising:

a. entering a starting condition for at least one game;

b. entering a bet that at least one game event associated with at least one player during a play of the at least one game for which a starting condition has been entered will occur;

c. receiving an indication of whether the at least one game event occurred in association with the at least one player; and

d. receiving the value of the payout to be paid based on the starting condition if the at least one event occurred in association with the at least one player.
33. The method of paragraph 32, wherein the game is a card game.

34. The method of paragraph 33, wherein the starting condition is that the dealer starts the game with a particular hand.

35. The method of paragraph 33, wherein the starting condition is that the dealer starts the game with a general hand.

36. The method of paragraph 33, wherein the starting condition is the number of cards in the deck.

37. The method of paragraph 33, wherein the starting condition is the card composition of the deck.

38. The method of paragraph 33, wherein the game is a slot machine.

39. The method of paragraph 38, wherein the starting condition is a particular number of reels.

40. The method of paragraph 33, wherein the game is a roulette wheel.

41. The method of paragraph 40, wherein the starting condition is the number of pockets on the roulette wheel.

42. A method, comprising:

   a. receiving a starting condition for at least one game;

   b. retrieving a house advantage value;

   c. adjusting a betting parameter based on the starting condition and the retrieved house advantage value for at least one game event in the at least one game for which a starting condition was received;

   d. executing a play of the at least one game based on the adjusted betting parameter and received starting condition;
e. receiving a command to determine the occurrence of at least one game event expected to occur in association with at least one player during the executed play;

f. determining whether the at least one game event has occurred during the executed play;

g. determining the value of the payout based on whether the at least one game event has occurred during the executed play; and

h. transmitting the value of the payout.

43. The method of paragraph 42, wherein the betting parameter is any one or more of: the payout amount, bet amount, or odds of winning.

44. A method, comprising:

a. receiving a starting condition for at least one game;

b. retrieving a house advantage value for the at least one game;

c. executing a play of the at least one game based on the starting condition and house advantage value for the at least one game;

d. receiving a command to determine the occurrence of at least one game event expected to occur in association with at least one player during the executed play of the at least one game;

e. determining whether the at least one game event has occurred during the executed play;

f. determining the value of the payout based on whether the at least one game event has occurred during the executed play; and

g. transmitting the value of the payout.
45. A method, comprising:

   a. entering a win frequency;

   b. entering a bet that at least one game event will occur in association
      with the at least one player during the at least one play of the at least
      one selected game; and

   c. receiving an indication of whether the at least one game event
      occurred in association with the at least one player in the at least
      one selected game; and

   d. receiving the value of the payout to be paid if the at least one game
      event occurred in association with the at least one player.

46. The method of paragraph 45, further comprising (a)(1) displaying at least one
    game on which a bet may be entered based on the entered win frequency and
    (a)(2) selecting at least one game on which to enter a bet.

47. The method of paragraph 46, wherein the value of the payout is based on the
    entered win frequency.

48. A method, comprising:

   a. receiving a win frequency;

   b. retrieving a house advantage value;

   c. executing a play of at least one game based on the received win
      frequency and retrieved house advantage value for the at least one
      game;

   d. receiving a command to determine the occurrence of at least one
      game event expected to occur in association with at least one player
      during a play of the at least one game;
e. determining whether the at least one game event expected to occur in association with the at least one player has occurred during the executed play;

f. determining the value of the payout to be paid if the at least one game event has occurred; and

g. transmitting the value of the payout.

49. A method, comprising:

a. receiving a win frequency;

b. retrieving a house advantage value;

c. adjusting a betting parameter based on the received win frequency and the retrieved house advantage value for at least one game event expected to occur in association with at least one player during at least one play of at least one game;

d. executing a play of the at least one game based on the adjusted betting parameter;

e. receiving a command to determine the occurrence of at least one game event expected to occur in association with at least one player during the play;

f. determining whether the at least one game event has occurred; and

g. transmitting the value of the payout to be paid if the game event is determined to have occurred.

50. A method, comprising:

a. receiving a win frequency;

b. retrieving a house advantage value;
c. determining, based on the received win frequency and retrieved house advantage value, which of a plurality of games to make available for betting;

d. transmitting information comprising the games determined to be available for betting;

e. receiving a command to determine the occurrence of at least one game event in association with at least one player during at least one play of at least one of the games available for betting;

f. determining whether the at least one game event has occurred; and

g. transmitting the value of the payout to be paid if the game event is determined to have occurred.

51. A gaming device comprising:

a. an interface capable of receiving the odds of at least one game event occurring in association with at least one play of a game; and

b. a processor coupled to the interface and configured to determine a payout based on the received odds if it is determined that the at least one game event occurred in association with the at least one player.

52. A gaming device comprising:

a. an interface capable of receiving a win frequency; and

b. a processor coupled to the interface and configured to determine a payout based on the win frequency if it is determined that at least one game event occurred in association with the at least one player.

53. The gaming device of paragraph 52, wherein the interface is a graphical interface.
54. A gaming device comprising:

a. an interface capable of receiving a win frequency; and

b. a processor coupled to the interface and configured to select, based on the received win frequency, at least one game on which the player may place a bet.

55. A gaming device comprising:

a. an interface capable of receiving a win frequency; and

b. a processor coupled to the interface and configured to determine a betting parameter based on the received win frequency.
56. A method, comprising:

a. selecting at least one game event expected to occur in association with at least one player during at least one play of a game;

b. entering the odds of the selected at least one game event occurring in association with the at least one player;

c. entering a bet that the at least one game event will occur in association with the at least one player; and

d. receiving an indication of whether the at least one game event in the game occurred in association with the at least one player; and

e. receiving the value of the payout based on the entered odds if the at least one game event did not occur in association with the at least one player.

57. A method, comprising:

a. selecting at least one game event expected to occur in association with at least one player during at least one play of a game;

b. entering the odds of the selected at least one game event occurring in association with the at least one player;

c. entering a bet that the at least one game event will not occur in association with the at least one player; and

d. receiving an indication of whether the at least one game event in the game occurred in association with the at least one player; and

e. receiving the value of the payout based on the entered odds if the at least one game event did not occur in association with the at least one player.
58. A method, comprising:
   a. displaying information about a plurality of games, wherein the information comprises game events occurring in each of the plurality of games;
   b. selecting a game based on the information;
   c. selecting at least one game event expected to occur in association with at least one player during at least one play of the selected game;
   d. entering the odds of the selected at least one game event occurring in association with the at least one player;
   e. entering a bet that the at least one game event will occur in association with the at least one player;
   f. receiving an indication of whether the at least one game event occurred in association with the at least one player; and
   g. receiving the value of the payout based on the entered odds if the at least one game event did not occur in association with the at least one player.

59. A method, comprising:
   a. displaying information about a plurality of games, wherein the information comprises game events occurring in each of the plurality of games;
   b. selecting a game based on the information;
   c. selecting at least one game event expected to occur in association with at least one player during at least one play of the selected game;
d. entering the odds of the selected at least one game event occurring in association with the at least one player;

e. entering a bet that the at least one game event will not occur in association with the at least one player;

f. receiving an indication of whether the at least one game event occurred in association with the at least one player;

g. receiving the value of the payout based on the entered odds if the at least one game event did not occur in association with the at least one player.

60. A method, comprising:

a. receiving information about a plurality of games, wherein the information comprises game events occurring in each of the plurality of games;

b. displaying the received information;

c. selecting a game based on the displayed information;

d. selecting at least one game event expected to occur in association with at least one player during at least one play of the selected game;

e. entering the odds of the selected at least one game event occurring in association with the at least one player;

f. entering a bet that the at least one game event will not occur in association with the at least one player;

g. receiving an indication of whether the at least one game event occurred in association with the at least one player; and
h. receiving the value of the payout based on the entered odds if the at least one game event occurred in association with the at least one player.

61. A method, comprising:

a. receiving information about a plurality of games, wherein the information comprises game events occurring in each of the plurality of games;

b. displaying the received information;

c. selecting a game based on the displayed information;

d. selecting at least one game event expected to occur in association with at least one player during at least one play of the selected game;

e. entering the odds of the selected at least one game event occurring in association with the at least one player;

f. entering a bet that the at least one game event will not occur in association with the at least one player;

g. receiving an indication of whether the at least one game event occurred in association with the at least one player; and

h. receiving the value of the payout based on the entered odds if the at least one game event does not occur in association with the at least one player.

62. A method, comprising:

a. receiving information about at least one game;

b. determining details about the at least one game based on the received information;
c. transmitting the determined details;

d. receiving a command to determine the occurrence of at least one event expected to occur in association with at least one player during at least one play of the at least one game for which information was received;

e. receiving the odds for the occurrence of at least one event expected to occur in association with the at least one player during the play of the at least one game for which information was received;

f. determining whether the at least one event expected to occur in association with at least one player has occurred;

g. determining a payout to be paid based on the received odds if the at least one event has not occurred in association with the at least one player; and

h. transmitting the value of the payout.

63. A method, comprising:

a. entering a starting condition for at least one game;

b. entering a bet that at least one game event associated with at least one player during a play of the at least one game for which a starting condition has been entered will occur;

c. receiving an indication of whether the at least one game event occurred in association with the at least one player; and

d. receiving the value of the payout to be paid based on the starting condition if the at least one event does not occur in association with the at least one player.

64. A method, comprising:
a. entering a starting condition for at least one game;

b. entering a bet that at least one game event associated with at least one player during a play of the at least one game for which a starting condition has been entered will not occur;

c. receiving an indication of whether the at least one game event occurred in association with the at least one player; and

d. receiving the value of the payout to be paid based on the starting condition if the at least one event does not occur in association with the at least one player.

65. A method, comprising:

a. receiving a win frequency;

b. retrieving a house advantage value;

c. executing a play of at least one game based on the received win frequency and retrieved house advantage value for the at least one game;

d. receiving a command to determine the occurrence of at least one game event expected to occur in association with at least one player during a play of the at least one game;

e. determining whether the at least one game event expected to occur in association with the at least one player has occurred during the executed play;

f. determining the value of the payout to be paid if the at least one game event has not occurred; and

g. transmitting the value of the payout.

66. A method, comprising:
a. receiving a win frequency;

b. retrieving a house advantage value;

c. adjusting a betting parameter based on the received win frequency and the retrieved house advantage value for at least one game event expected to occur in association with at least one player during at least one play of at least one game;

d. executing a play of the at least one game based on the adjusted betting parameter;

e. receiving a command to determine the occurrence of at least one game event expected to occur in association with at least one player during the play;

f. determining whether the at least one game event has occurred; and

g. transmitting the value of the payout to be paid if the game event is determined not to have occurred.

67. A method, comprising:

a. receiving a win frequency;

b. retrieving a house advantage value;

c. determining, based on the received win frequency and retrieved house advantage value, which of a plurality of games to make available for betting;

d. transmitting information comprising the games determined to be available for betting;

e. receiving a command to determine the occurrence of at least one game event in association with at least one player during at least one play of at least one of the games available for betting;
f. determining whether the at least one game event has occurred; and

g. transmitting the value of the payout to be paid if the game event is determined not to have occurred.

68. A method, comprising:

5  a. selecting at least one game event expected to occur in association with at least one player during at least one play of a game;

b. entering the odds of the selected at least one game event occurring in association with the at least one player;

c. entering a bet that the at least one game event will occur in association with the at least one player; and

d. receiving an indication of whether the at least one game event in the game occurred in association with the at least one player; and

e. receiving the value of the payout based on the entered odds if the at least one game event occurred in association with the at least one player.

69. A method, comprising:

a. entering at least one game event different from the actual game event as played by the at least one player;

b. entering a bet that at least one subsequent game event will occur in association with the at least one player based on the at least one entered game event; and

c. receiving the value of the payout if the at least one subsequent game event occurred in association with the at least one player.

70. The method of paragraph 69, further comprising (b)(1) entering the odds of the at least one subsequent game event occurring in association with the at least
one player and (d) receiving the value of the payout based on the entered 
ods if the at least one subsequent game event occurred in association with 
the at least one player.

The following sections I - X provide a guide to interpreting the present application.

5

I. Terms

The term "product" means any machine, manufacture and / or composition 
of matter, unless expressly specified otherwise.

The term "process" means any process, algorithm, method or the like, 
unless expressly specified otherwise.

Each process (whether called a method, algorithm or otherwise) inherently 
includes one or more steps, and therefore all references to a "step" or "steps" of a 
process have an inherent antecedent basis in the mere recitation of the term 
‘process’ or a like term. Accordingly, any reference in a claim to a ‘step’ or ‘steps’ 
of a process has sufficient antecedent basis.

The term “invention” and the like mean “the one or more inventions 
disclosed in this application”, unless expressly specified otherwise.

The terms “an embodiment”, “embodiment”, “embodiments”, “the 
embodiment”, “the embodiments”, “one or more embodiments”, “some 
embodiments”, "certain embodiments", “one embodiment”, "another embodiment" 
and the like mean “one or more (but not all) embodiments of the disclosed 
invention(s)”, unless expressly specified otherwise.

The term “variation” of an invention means an embodiment of the 
invention, unless expressly specified otherwise.

A reference to “another embodiment” in describing an embodiment does 
not imply that the referenced embodiment is mutually exclusive with another 
embodiment (e.g., an embodiment described before the referenced embodiment), 
unless expressly specified otherwise.

The terms "including", "comprising" and variations thereof mean 
"including but not limited to", unless expressly specified otherwise.

The terms "a", "an" and "the" mean "one or more", unless expressly 
specified otherwise.
The term "plurality" means "two or more" unless expressly specified otherwise.

The term "herein" means "in the present application, including anything which may be incorporated by reference" unless expressly specified otherwise.

The phrase "at least one of", when such phrase modifies a plurality of things (such as an enumerated list of things) means any combination of one or more of those things, unless expressly specified otherwise. For example, the phrase "at least one of a widget, a car and a wheel" means either (i) a widget, (ii) a car, (iii) a wheel, (iv) a widget and a car, (v) a widget and a wheel, (vi) a car and a wheel, or (vii) a widget, a car and a wheel. The phrase "at least one of", when such phrase modifies a plurality of things does not mean "one of each of" the plurality of things.

Numerical terms such as "one", "two", etc. when used as cardinal numbers to indicate quantity of something (e.g., one widget, two widgets), mean the quantity indicated by that numerical term, but do not mean at least the quantity indicated by that numerical term. For example, the phrase "one widget" does not mean "at least one widget", and therefore the phrase "one widget" does not cover, e.g., two widgets.

The phrase "based on" does not mean "based only on", unless expressly specified otherwise. In other words, the phrase "based on" describes both "based only on" and "based at least on". The phrase "based at least on" is equivalent to the phrase "based at least in part on".

The term "represent" and like terms are not exclusive, unless expressly specified otherwise. For example, the term "represents" do not mean "represents only", unless expressly specified otherwise. In other words, the phrase "the data represents a credit card number" describes both "the data represents only a credit card number" and "the data represents a credit card number and the data also represents something else".

The term "whereby" is used herein only to precede a clause or other set of words that express only the intended result, objective or consequence of something that is previously and explicitly recited. Thus, when the term "whereby" is used in a claim, the clause or other words that the term "whereby" modifies do not
establish specific further limitations of the claim or otherwise restricts the meaning or scope of the claim.

The term "e.g." and like terms mean "for example", and thus does not limit the term or phrase it explains. For example, in the sentence "the computer sends data (e.g., instructions, a data structure) over the Internet", the term "e.g." explains that "instructions" are an example of "data" that the computer may send over the Internet, and also explains that "a data structure" is an example of "data" that the computer may send over the Internet. However, both "instructions" and "a data structure" are merely examples of "data", and other things besides "instructions" and "a data structure" can be "data".

The term "respective" and like terms mean "taken individually". Thus if two or more things have "respective" characteristics, then each such thing has its own characteristic, and these characteristics can be different from each other but need not be. For example, the phrase "each of two machines has a respective function" means that the first such machine has a function and the second such machine has a function as well. The function of the first machine may or may not be the same as the function of the second machine.

The term "i.e." and like terms mean "that is", and thus limits the term or phrase it explains. For example, in the sentence "the computer sends data (i.e., instructions) over the Internet", the term "i.e." explains that "instructions" are the "data" that the computer sends over the Internet.

Any given numerical range shall include whole and fractions of numbers within the range. For example, the range "1 to 10" shall be interpreted to specifically include whole numbers between 1 and 10 (e.g., 1, 2, 3, 4, ... 9) and non-whole numbers (e.g., , 1.1, 1.2, ... 1.9).

Where two or more terms or phrases are synonymous (e.g., because of an explicit statement that the terms or phrases are synonymous), instances of one such term / phrase does not mean instances of another such term / phrase must have a different meaning. For example, where a statement renders the meaning of "including" to be synonymous with "including but not limited to", the mere usage of the phrase "including but not limited to" does not mean that the term "including" means something other than "including but not limited to".
II. **Determining**

The term "determining" and grammatical variants thereof (e.g., to determine a price, determining a value, determine an object which meets a certain criterion) is used in an extremely broad sense. The term "determining" encompasses a wide variety of actions and therefore "determining" can include calculating, computing, processing, deriving, investigating, looking up (e.g., looking up in a table, a database or another data structure), ascertaining and the like. Also, "determining" can include receiving (e.g., receiving information), accessing (e.g., accessing data in a memory) and the like. Also, "determining" can include resolving, selecting, choosing, establishing, and the like. 

The term "determining" does not imply certainty or absolute precision, and therefore "determining" can include estimating, extrapolating, predicting, guessing and the like.

The term "determining" does not imply that mathematical processing must be performed, and does not imply that numerical methods must be used, and does not imply that an algorithm or process is used.

The term "determining" does not imply that any particular device must be used. For example, a computer need not necessarily perform the determining.

III. **Forms of Sentences**

Where a limitation of a first claim would cover one of a feature as well as more than one of a feature (e.g., a limitation such as "at least one widget" covers one widget as well as more than one widget), and where in a second claim that depends on the first claim, the second claim uses a definite article "the" to refer to the limitation (e.g., "the widget"), this does not imply that the first claim covers only one of the feature, and this does not imply that the second claim covers only one of the feature (e.g., "the widget" can cover both one widget and more than one widget).

When an ordinal number (such as "first", "second", "third" and so on) is used as an adjective before a term, that ordinal number is used (unless expressly specified otherwise) merely to indicate a particular feature, such as to distinguish
that particular feature from another feature that is described by the same term or by a similar term. For example, a "first widget" may be so named merely to distinguish it from, e.g., a "second widget". Thus, the mere usage of the ordinal numbers "first" and "second" before the term "widget" does not indicate any other relationship between the two widgets, and likewise does not indicate any other characteristics of either or both widgets. For example, the mere usage of the ordinal numbers "first" and "second" before the term "widget" (1) does not indicate that either widget comes before or after any other in order or location; (2) does not indicate that either widget occurs or acts before or after any other in time; and (3) does not indicate that either widget ranks above or below any other, as in importance or quality. In addition, the mere usage of ordinal numbers does not define a numerical limit to the features identified with the ordinal numbers. For example, the mere usage of the ordinal numbers "first" and "second" before the term "widget" does not indicate that there must be no more than two widgets.

When a single device, article or other product is described herein, more than one device / article (whether or not they cooperate) may alternatively be used in place of the single device / article that is described. Accordingly, the functionality that is described as being possessed by a device may alternatively be possessed by more than one device / article (whether or not they cooperate).

Similarly, where more than one device, article or other product is described herein (whether or not they cooperate), a single device / article may alternatively be used in place of the more than one device or article that is described. For example, a plurality of computer-based devices may be substituted with a single computer-based device. Accordingly, the various functionality that is described as being possessed by more than one device or article may alternatively be possessed by a single device / article.

The functionality and / or the features of a single device that is described may be alternatively embodied by one or more other devices which are described but are not explicitly described as having such functionality / features. Thus, other embodiments need not include the described device itself, but rather can include the one or more other devices which would, in those other embodiments, have such functionality / features.
IV. Disclosed Examples and Terminology Are Not Limiting

Neither the Title (set forth at the beginning of the first page of the present application) nor the Abstract (set forth at the end of the present application) is to be taken as limiting in any way as the scope of the disclosed invention(s). An Abstract has been included in this application merely because an Abstract of not more than 150 words is required under 37 C.F.R. § 1.72(b).

The title of the present application and headings of sections provided in the present application are for convenience only, and are not to be taken as limiting the disclosure in any way.

Numerous embodiments are described in the present application, and are presented for illustrative purposes only. The described embodiments are not, and are not intended to be, limiting in any sense. The presently disclosed invention(s) are widely applicable to numerous embodiments, as is readily apparent from the disclosure. One of ordinary skill in the art will recognize that the disclosed invention(s) may be practiced with various modifications and alterations, such as structural, logical, software, and electrical modifications. Although particular features of the disclosed invention(s) may be described with reference to one or more particular embodiments and / or drawings, it should be understood that such features are not limited to usage in the one or more particular embodiments or drawings with reference to which they are described, unless expressly specified otherwise.

No embodiment of method steps or product elements described in the present application constitutes the invention claimed herein, or is essential to the invention claimed herein, or is coextensive with the invention claimed herein, except where it is either expressly stated to be so in this specification or expressly recited in a claim.

The preambles of the claims that follow recite purposes, benefits and possible uses of the claimed invention only and do not limit the claimed invention.

The present disclosure is not a literal description of all embodiments of the invention(s). Also, the present disclosure is not a listing of features of the invention(s) which must be present in all embodiments.
Devices that are described as in communication with each other need not be in continuous communication with each other, unless expressly specified otherwise. On the contrary, such devices need only transmit to each other as necessary or desirable, and may actually refrain from exchanging data most of the time. For example, a machine in communication with another machine via the Internet may not transmit data to the other machine for long period of time (e.g. weeks at a time). In addition, devices that are in communication with each other may communicate directly or indirectly through one or more intermediaries.

A description of an embodiment with several components or features does not imply that all or even any of such components / features are required. On the contrary, a variety of optional components are described to illustrate the wide variety of possible embodiments of the present invention(s). Unless otherwise specified explicitly, no component / feature is essential or required.

Although process steps, algorithms or the like may be described or claimed in a particular sequential order, such processes may be configured to work in different orders. In other words, any sequence or order of steps that may be explicitly described or claimed does not necessarily indicate a requirement that the steps be performed in that order. The steps of processes described herein may be performed in any order possible. Further, some steps may be performed simultaneously despite being described or implied as occurring non-simultaneously (e.g., because one step is described after the other step). Moreover, the illustration of a process by its depiction in a drawing does not imply that the illustrated process is exclusive of other variations and modifications thereto, does not imply that the illustrated process or any of its steps are necessary to the invention(s), and does not imply that the illustrated process is preferred.

Although a process may be described as including a plurality of steps, that does not imply that all or any of the steps are preferred, essential or required. Various other embodiments within the scope of the described invention(s) include other processes that omit some or all of the described steps. Unless otherwise specified explicitly, no step is essential or required.

Although a process may be described singly or without reference to other products or methods, in an embodiment the process may interact with other
products or methods. For example, such interaction may include linking one business model to another business model. Such interaction may be provided to enhance the flexibility or desirability of the process.

Although a product may be described as including a plurality of components, aspects, qualities, characteristics and/or features, that does not indicate that any or all of the plurality are preferred, essential or required. Various other embodiments within the scope of the described invention(s) include other products that omit some or all of the described plurality.

An enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are mutually exclusive, unless expressly specified otherwise. Likewise, an enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are comprehensive of any category, unless expressly specified otherwise. For example, the enumerated list "a computer, a laptop, a PDA" does not imply that any or all of the three items of that list are mutually exclusive and does not imply that any or all of the three items of that list are comprehensive of any category.

An enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are equivalent to each other or readily substituted for each other.

All embodiments are illustrative, and do not imply that the invention or any embodiments were made or performed, as the case may be.

V. Computing

It will be readily apparent to one of ordinary skill in the art that the various processes described herein may be implemented by, e.g., appropriately programmed general purpose computers, special purpose computers and computing devices. Typically a processor (e.g., one or more microprocessors, one or more microcontrollers, one or more digital signal processors) will receive instructions (e.g., from a memory or like device), and execute those instructions, thereby performing one or more processes defined by those instructions. Instructions may be embodied in, e.g., one or more computer programs, one or more scripts.
A "processor" means one or more microprocessors, central processing units (CPUs), computing devices, microcontrollers, digital signal processors, or like devices or any combination thereof, regardless of the architecture (e.g., chip-level multiprocessing / multi-core, RISC, CISC, Microprocessor without Interlocked Pipeline Stages, pipelining configuration, simultaneous multithreading).

Thus a description of a process is likewise a description of an apparatus for performing the process. The apparatus that performs the process can include, e.g., a processor and those input devices and output devices that are appropriate to perform the process.

Further, programs that implement such methods (as well as other types of data) may be stored and transmitted using a variety of media (e.g., computer readable media) in a number of manners. In some embodiments, hard-wired circuitry or custom hardware may be used in place of, or in combination with, some or all of the software instructions that can implement the processes of various embodiments. Thus, various combinations of hardware and software may be used instead of software only.

The term “computer-readable medium” refers to any medium, a plurality of the same, or a combination of different media, that participate in providing data (e.g., instructions, data structures) which may be read by a computer, a processor or a like device. Such a medium may take many forms, including but not limited to, non-volatile media, volatile media, and transmission media. Non-volatile media include, for example, optical or magnetic disks and other persistent memory. Volatile media include dynamic random access memory (DRAM), which typically constitutes the main memory. Transmission media include coaxial cables, copper wire and fiber optics, including the wires that comprise a system bus coupled to the processor. Transmission media may include or convey acoustic waves, light waves and electromagnetic emissions, such as those generated during radio frequency (RF) and infrared (IR) data communications. Common forms of computer-readable media include, for example, a floppy disk, a flexible disk, hard disk, magnetic tape, any other magnetic medium, a CD-ROM, DVD, any other optical medium, punch cards, paper tape, any other physical medium with patterns of holes, a RAM, a PROM, an EPROM, a FLASH-EEPROM, any other memory chip
or cartridge, a carrier wave as described hereinafter, or any other medium from which a computer can read.

Various forms of computer readable media may be involved in carrying data (e.g. sequences of instructions) to a processor. For example, data may be (i) delivered from RAM to a processor; (ii) carried over a wireless transmission medium; (iii) formatted and/or transmitted according to numerous formats, standards or protocols, such as Ethernet (or IEEE 802.3), SAP, ATP, Bluetooth™, and TCP/IP, TDMA, CDMA, and 3G; and/or (iv) encrypted to ensure privacy or prevent fraud in any of a variety of ways well known in the art.

Thus a description of a process is likewise a description of a computer-readable medium storing a program for performing the process. The computer-readable medium can store (in any appropriate format) those program elements which are appropriate to perform the method.

Just as the description of various steps in a process does not indicate that all the described steps are required, embodiments of an apparatus include a computer/computing device operable to perform some (but not necessarily all) of the described process.

Likewise, just as the description of various steps in a process does not indicate that all the described steps are required, embodiments of a computer-readable medium storing a program or data structure include a computer-readable medium storing a program that, when executed, can cause a processor to perform some (but not necessarily all) of the described process.

Where databases are described, it will be understood by one of ordinary skill in the art that (i) alternative database structures to those described may be readily employed, and (ii) other memory structures besides databases may be readily employed. Any illustrations or descriptions of any sample databases presented herein are illustrative arrangements for stored representations of information. Any number of other arrangements may be employed besides those suggested by, e.g., tables illustrated in drawings or elsewhere. Similarly, any illustrated entries of the databases represent exemplary information only; one of ordinary skill in the art will understand that the number and content of the entries can be different from those described herein. Further, despite any depiction of the
databases as tables, other formats (including relational databases, object-based models and / or distributed databases) could be used to store and manipulate the data types described herein. Likewise, object methods or behaviors of a database can be used to implement various processes, such as the described herein. In addition, the databases may, in a known manner, be stored locally or remotely from a device which accesses data in such a database.

Various embodiments can be configured to work in a network environment including a computer that is in communication (e.g., via a communications network) with one or more devices. The computer may communicate with the devices directly or indirectly, via any wired or wireless medium (e.g. the Internet, LAN, WAN or Ethernet, Token Ring, a telephone line, a cable line, a radio channel, an optical communications line, commercial on-line service providers, bulletin board systems, a satellite communications link, a combination of any of the above). Each of the devices may themselves comprise computers or other computing devices, such as those based on the Intel® Pentium® or Centrino™ processor, that are adapted to communicate with the computer. Any number and type of devices may be in communication with the computer.

In an embodiment, a server computer or centralized authority may not be necessary or desirable. For example, the present invention may, in an embodiment, be practiced on one or more devices without a central authority. In such an embodiment, any functions described herein as performed by the server computer or data described as stored on the server computer may instead be performed by or stored on one or more such devices.

Where a process is described, in an embodiment the process may operate without any user intervention. In another embodiment, the process includes some human intervention (e.g., a step is performed by or with the assistance of a human).

VI. Continuing Applications

The present disclosure provides, to one of ordinary skill in the art, an enabling description of several embodiments and / or inventions. Some of these embodiments and / or inventions may not be claimed in the present application, but
may nevertheless be claimed in one or more continuing applications that claim the benefit of priority of the present application.

Applicants intend to file additional applications to pursue patents for subject matter that has been disclosed and enabled but not claimed in the present application.

VII. 35 U.S.C. § 112, paragraph 6

In a claim, a limitation of the claim which includes the phrase "means for" or the phrase "step for" means that 35 U.S.C. § 112, paragraph 6, applies to that limitation.

In a claim, a limitation of the claim which does not include the phrase "means for" or the phrase "step for" means that 35 U.S.C. § 112, paragraph 6 does not apply to that limitation, regardless of whether that limitation recites a function without recitation of structure, material or acts for performing that function. For example, in a claim, the mere use of the phrase "step of" or the phrase "steps of" in referring to one or more steps of the claim or of another claim does not mean that 35 U.S.C. § 112, paragraph 6, applies to that step(s).

With respect to a means or a step for performing a specified function in accordance with 35 U.S.C. § 112, paragraph 6, the corresponding structure, material or acts described in the specification, and equivalents thereof, may perform additional functions as well as the specified function.

Computers, processors, computing devices and like products are structures that can perform a wide variety of functions. Such products can be operable to perform a specified function by executing one or more programs, such as a program stored in a memory device of that product or in a memory device which that product accesses. Unless expressly specified otherwise, such a program need not be based on any particular algorithm, such as any particular algorithm that might be disclosed in the present application. It is well known to one of ordinary skill in the art that a specified function may be implemented via different algorithms, and any of a number of different algorithms would be a mere design choice for carrying out the specified function.
Therefore, with respect to a means or a step for performing a specified function in accordance with 35 U.S.C. § 112, paragraph 6, structure corresponding to a specified function includes any product programmed to perform the specified function. Such structure includes programmed products which perform the function, regardless of whether such product is programmed with (i) a disclosed algorithm for performing the function, (ii) an algorithm that is similar to a disclosed algorithm, or (iii) a different algorithm for performing the function.

Where there is recited a means for performing a function that is a method, one structure for performing this method includes a computing device (e.g., a general purpose computer) that is programmed and/or configured with appropriate hardware to perform that function. Also includes a computing device (e.g., a general purpose computer) that is programmed and/or configured with appropriate hardware to perform that function via other algorithms as would be understood by one of ordinary skill in the art.

VIII. Disclaimer

Numerous references to a particular embodiment does not indicate a disclaimer or disavowal of additional, different embodiments, and similarly references to the description of embodiments which all include a particular feature does not indicate a disclaimer or disavowal of embodiments which do not include that particular feature. A clear disclaimer or disavowal in the present application shall be prefaced by the phrase "does not include" or by the phrase "cannot perform".

IX. Incorporation By Reference

Any patent, patent application or other document referred to herein is incorporated by reference into this patent application as part of the present disclosure, but only for purposes of written description in accordance with 35 U.S.C. § 112, paragraph 1 and enablement in accordance with 35 U.S.C. § 112, paragraph 1, and should in no way be used to limit, define, or otherwise construe any term of the present application where the present application, without such incorporation by reference, would not have failed to provide an ascertainable
meaning, but rather would have allowed an ascertainable meaning for such term to be provided. Thus, the person of ordinary skill in the art need not have been in any way limited by any embodiments provided in the reference.

Any incorporation by reference does not, in and of itself, imply any endorsement of, ratification of or acquiescence in any statements, opinions, arguments or characterizations contained in any incorporated patent, patent application or other document, unless explicitly specified otherwise in this patent application.

X. Prosecution History

In interpreting the present application (which includes the claims), one of ordinary skill in the art shall refer to the prosecution history of the present application, but not to the prosecution history of any other patent or patent application, regardless of whether there are other patent applications that are considered related to the present application, and regardless of whether there are other patent applications that share a claim of priority with the present application.
We Claim:

1. A method, comprising
   a. selecting at least one game event expected to occur in association with at least one player during at least one play of a game;
   b. entering the odds of the selected at least one game event occurring in association with the at least one player;
   c. entering a bet that the at least one game event will occur in association with the at least one player; and
   d. receiving an indication of whether the at least one game event in the game occurred in association with the at least one player; and
   e. receiving the value of the payout based on the entered odds if the at least one game event occurred in association with the at least one player.

2. The method of paragraph 1, wherein the game is any one or more of a casino-type game or a sporting event.

3. The method of paragraph 2, wherein the game is a casino-type game.

4. The method of paragraph 3, wherein the casino-type game is any one or more of a slot machine, video poker, a table game, the wheel of fortune game, keno, sports betting, horse racing, dog racing and jai alai.

5. The method of paragraph 1, wherein the game is a card game.

6. The method of paragraph 5, wherein the game event is that a particular card is next dealt.

7. The method of paragraph 5, wherein the game event is that a particular card is next revealed.
8. The method of paragraph 5, wherein the game event is the outcome of a hand associated with a player.

9. The method of paragraph 5, wherein the game event is the outcome of a set of hands.

10. The method of paragraph 5, wherein the set of hands is from the same player.

11. The method of paragraph 10, wherein the set of hands is from a plurality of players.

12. The method of paragraph 1, wherein the game is a slot machine.

13. The method of paragraph 12, wherein the event is that a particular pattern of symbols occur after a pull of the slot machine.

14. The method of paragraph 1, wherein the game is roulette.

15. The method of paragraph 14, wherein the event is a particular set of symbols comprising the outcome of the roulette.

16. A method, comprising:

15 a. selecting a first game event expected to occur in association with at least one player during at least one play of a game;

b. entering the odds of the selected first game event occurring in association with the at least one player;

c. entering a bet that the first game event will occur in association with the at least one player; and

d. receiving an indication of whether the first game event in the game occurred in association with the at least one player;

e. receiving the value of the payout based on the entered odds if the first game event occurred in association with the at least one player.
f. selecting a second game event expected to occur in association with at least one player during at least one play of a game after receiving an indication of the occurrence of the first game event;

g. entering the odds of the selected second game event occurring in association with the at least one player;

h. entering a bet that the second game event will occur in association with the at least one player; and

i. receiving an indication of whether the second game event in the game occurred in association with the at least one player; and

j. receiving the value of the payout based on the entered odds if the second game event occurred in association with the at least one player.

17. A method, comprising:

a. displaying information about a plurality of games, wherein the information comprises game events occurring in each of the plurality of games;

b. selecting a game based on the information;

c. selecting at least one game event expected to occur in association with at least one player during at least one play of the selected game;

d. entering the odds of the selected at least one game event occurring in association with the at least one player;

e. entering a bet that the at least one game event will occur in association with the at least one player;

f. receiving an indication of whether the at least one game event occurred in association with the at least one player; and
g. receiving the value of the payout based on the entered odds if the at least one game event occurred in association with the at least one player.

18. A method, comprising:

5  a. receiving information about a plurality of games, wherein the information comprises game events occurring in each of the plurality of games;

b. displaying the received information;

c. selecting a game based on the displayed information;

d. selecting at least one game event expected to occur in association with at least one player during at least one play of the selected game;

e. entering the odds of the selected at least one game event occurring in association with the at least one player;

f. entering a bet that the at least one game event will occur in association with the at least one player;

g. receiving an indication of whether the at least one game event occurred in association with the at least one player; and

h. receiving the value of the payout based on the entered odds if the at least one game event occurred in association with the at least one player.

19. The method of paragraph 18, further comprising the act (a)(1) filtering the received information based on a criterion.

20. The method of paragraph 19, wherein the criterion is a game event.

21. The method of paragraph 20, wherein the game event is the dealer’s up card.
22. The method of paragraph 20, wherein the game event is the player’s starting hand.

23. The method of paragraph 20, wherein the act (b) comprises displaying the received information in a particular order.

24. The method of paragraph 18, further comprising the act (a)(1) selecting a particular order in which to display the received information.

25. The method of paragraph 18, wherein the acts (a) through (h) are performed via a wireless device.

26. The method of paragraph 18, further comprising (a) receiving information about a plurality of games from a wireless network, wherein the information comprises game events occurring in the plurality of games.

27. The method of paragraph 18, further comprising (a) receiving information about a plurality of games from a wireless device, wherein the information comprises game events occurring in the plurality of games.

28. The method of paragraph 27, wherein the wireless device is a handheld device.

29. The method of paragraph 18, further comprising (a) receiving information about a plurality of games from a gaming device, wherein the information comprises game events occurring in the games.

30. A method, comprising:

   a. receiving information about at least one game;

   b. determining details about the at least one game based on the received information;

   c. transmitting the determined details;

   d. receiving a command to determine the occurrence of at least one event expected to occur in association with at least one player
during at least one play of the at least one game for which information was received;

e. receiving the odds for the occurrence of at least one event expected to occur in association with the at least one player during the play of the at least one game for which information was received;

f. determining whether the at least one event expected to occur in association with at least one player has occurred;

g. determining a payout to be paid based on the received odds if the at least one event has occurred in association with the at least one player; and

h. transmitting the value of the payout.

31. The method of paragraph 30, wherein the act (a) further comprises receiving information about at least one game from a wireless network.