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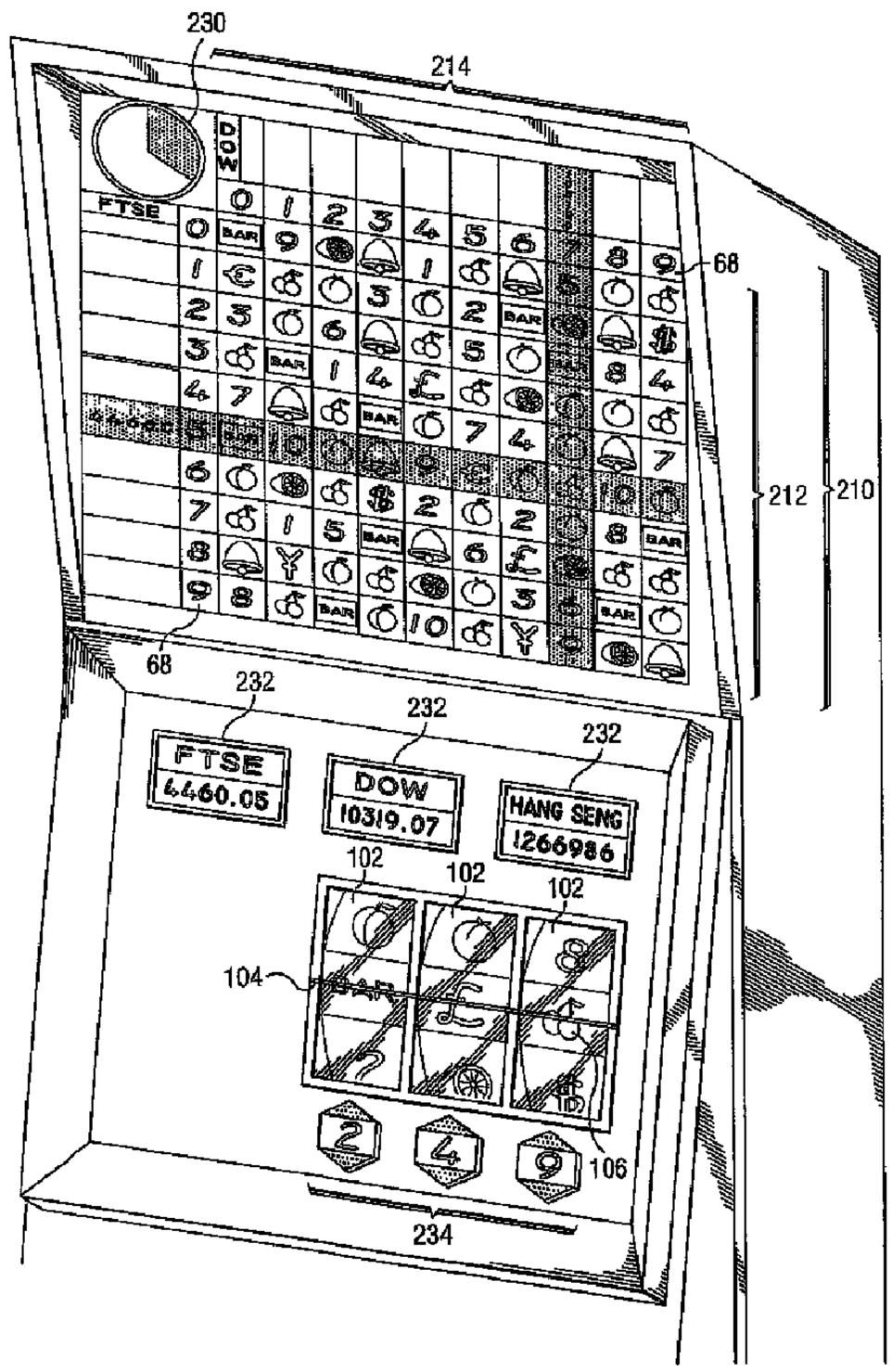
(54) Titre : SYSTEME D JEU A MACHINES A SOUS ET TECHNIQUE D'UTILISATION
(54) Title: SLOT MACHINE GAME SYSTEM AND METHOD OF OPERATING A SLOT MACHINE GAME SYSTEM



(57) Abrégé/Abstract:
A method for wagering, comprises receiving a bet regarding a spin of the reels of a slot machine. The method continues by determining a first symbol for a first reel of the slot machine based at least in part upon a first value and a second value. The first

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(57) Abrégé(suite)/Abstract(continued):
value is associated with a value of a digit of a first financial market indicator at a first point in time, and the second value is associated with the value of a digit of a second financial market indicator at the first point in time. The method continues by determining a second symbol for a second reel of the slot machine, and by determining a third symbol for a third reel of the slot machine. The method concludes by determining an outcome of the bet based at least in part upon the first symbol, the second symbol, and the third symbol.

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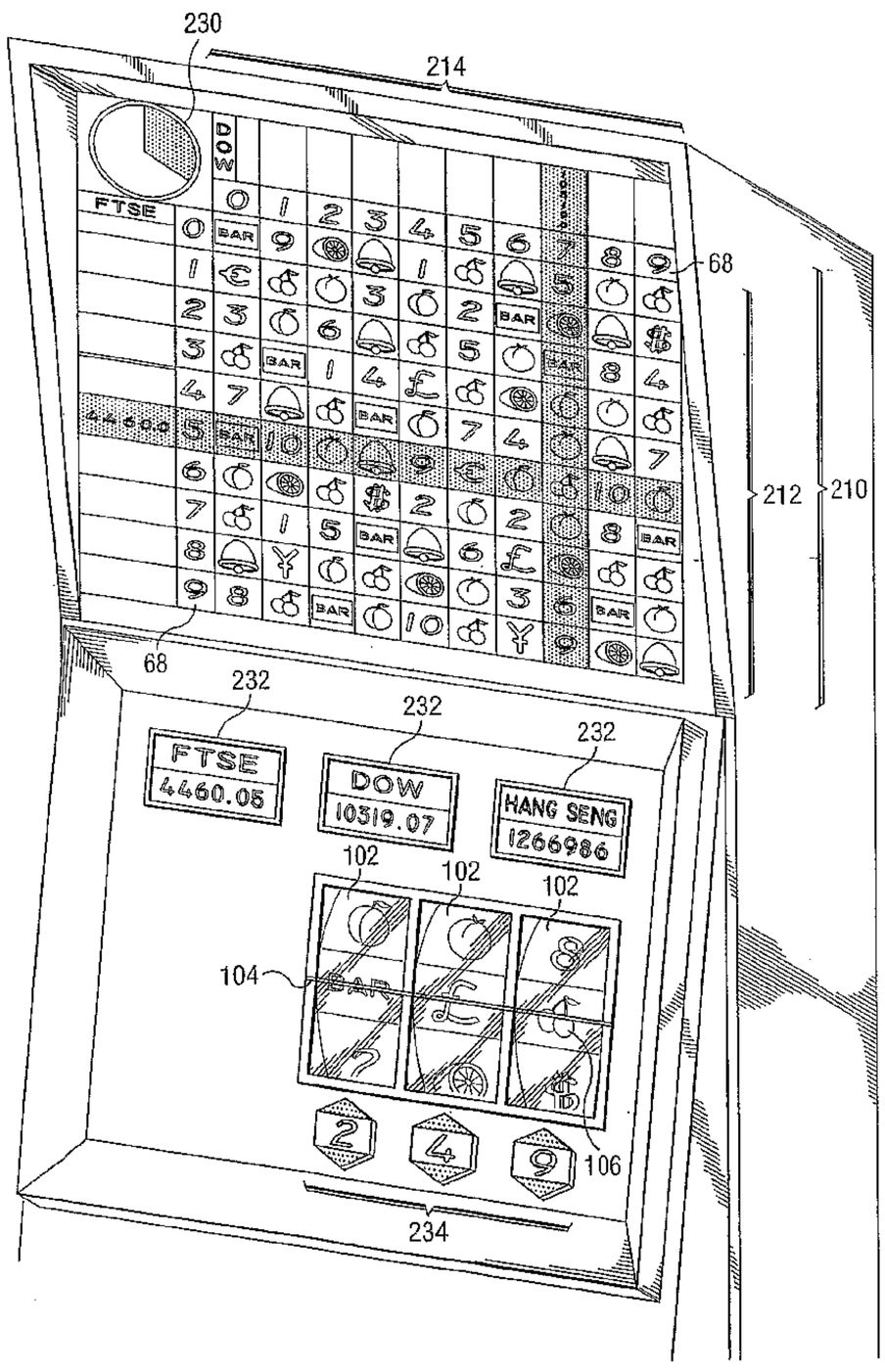

(57) Abstract: A method for wagering, comprises receiving a bet regarding a spin of the reels of a slot machine. The method continues by determining a first symbol for a first reel of the slot machine based at least in part upon a first value and a second value. The first value is associated with a value of a digit of a first financial market indicator at a first point in time, and the second value is associated with the value of a digit of a second financial market indicator at the first point in time. The method continues by determining a second symbol for a second reel of the slot machine, and by determining a third symbol for a third reel of the slot machine. The method concludes by determining an outcome of the bet based at least in part upon the first symbol, the second symbol, and the third symbol.

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SLOT MACHINE GAME SYSTEM AND METHOD OF OPERATING A SLOT MACHINE GAME SYSTEM

RELATED APPLICATIONS

This application is a continuation-in-part of U.S. Application No. 10/836,077 filed April 29, 2004, entitled "System and Method for Wagering Based on Financial Market Indicators," currently pending.

TECHNICAL FIELD OF THE INVENTION

This invention relates in general to a slot machine game system and method of operating a slot machine game system.

BACKGROUND OF THE INVENTION

The rules to playing slot machines are quite simple. A player deposits money and spins the reels. In a physical casino, the player spins the reels by either pushing a button or yanking on a lever. In an online casino, the player uses a mouse or any suitable computer key to click on the button or lever. A slot machine has one or more horizontal lines, or paylines, across the window of the slot machine. If a certain combination of symbols falls on a horizontal line when the reels stop, the player is a winner. Payouts vary by machine, and by the number of lines the player chooses to play.

In prior slot machines, the combination of symbols that line up on the reels of a slot machine are determined by a Random Number Generator. This is a computer program inside the machine that is used to generate a sequence of numbers in milliseconds. Each random number it generates corresponds to a reel combination. Even when a slot machine is not being used, the RNG keeps doing its job of generating numbers. Whatever random number was generated the split second the player pulled the handle (or hit the "bet one" or "max bet" button) will result in the corresponding reel combinations that appear on the screen. The RNG doesn't care how much was bet, whether the player pulled the handle or hit the spin button, whether it's the player's first play or last, whether the player is winning or losing, or whether the player is playing with or without a slot card. It just continually generates random numbers. If the player

happens to be the lucky player that plays the very split second the RNG generated a number corresponding to a jackpot reel combination, the player will be a winner.

SUMMARY OF THE INVENTION

In one embodiment, a wagering system is provided. The wagering system comprises a client coupled to a controller. The client communicates a bet regarding a spin of the reels of a slot machine. The controller determines a first value for a first reel of the slot machine based at least in part upon the value of a digit of a first financial market indicator. The controller continues to determine a second value for a second reel of the slot machine, and a third value for a third reel of the slot machine. The controller then determines the outcome of the bet based at least in part upon the first value, the second value, and the third value.

In another embodiment, a method for wagering is provided. The method starts by receiving a bet indicating the value of a multi-digit number. The method continues by determining a first value based at least in part upon the value of a digit of a first financial market indicator, and by determining a second value based at least in part upon the value of a digit of a second financial market indicator. The method proceeds by determining a winning number based at least in part upon the first value and the second value. The method concludes by comparing the winning number against the value of the multi-digit number indicated by the bet, and by determining an outcome of the bet based at least in part upon the comparison.

In yet another embodiment, another method for wagering is provided. The method starts by receiving a bet regarding a spin of the reels of a slot machine. The method continues by determining a first symbol for a first reel of the slot machine based at least in part upon a first value and a second value. The first value is associated with a value of a digit of a first financial market indicator at a first point in time, and the second value is associated with the value of a digit of a second financial market indicator at the first point in time. The method continues by determining a second symbol for a second reel of the slot machine, and by determining a third symbol for a third reel of the slot machine. The method concludes by determining an outcome of the bet based at least in part upon the first symbol, the second symbol, and the third symbol.

Various embodiments of the present invention may benefit from numerous advantages. It should be noted that one or more embodiments may benefit from some, none, or all of the advantages discussed below. One advantage is that systems and methods provide bettors with gaming based upon the value of financial market indicators. Thus, a bettor may place a bet, such as a bet regarding the spin of the reels of a slot machine, in which the inputs for the game are determined based on the value of financial market indicators rather than the numbers generated by a Random Number Generator. Another advantage is that when financial market indicators are unavailable, such as on the weekends and holidays when financial markets are typically closed, the system determines inputs for the game based on some other type of non-random but unpredictable event.

A further technical advantage of the invention is that a single visual display, or GUI, allows the display of data to a user that has been gathered from a number of distributed databases, the various stock markets, reconstituted on a central processor.

A problem with some gaming machines or amusement systems or machines is that they determine whether a player has won or lost, and the winning score/reel set of symbols/event internally, e.g. using a random number generator. This allows the possibility of the owner of the premises where the machine is located (or some other person) to tamper with the random number generator and cheat. Random number generators may therefore need to be tamper-proof and/or tamper-evident, which adds to their cost and increases complications to the machine/system. Moreover, if the random number generator goes wrong the machine is inoperative, tying up space in the premises uselessly until an engineer can be called to fix it.

Some random number generators are not actually that at all. They produce a number that is very, very, difficult to predict, but perhaps not impossible to predict. For big money jackpots (e.g. $1m) it can be worth people trying to cheat. Some random number generators have an algorithm which takes an input, e.g. a clock input, and generates a number (e.g. generating a large number using the algorithm from the clock input and selecting the nth and nth + 1 digits, as a hypothetical example). They actually produce a number that is possible to predict if you know the algorithm and the position in a very long number sequence that has already been reached, for example. A “very difficult to predict number generator” might be another way at looking at some random number generators. No human can press the gamble button of the system with the timing (to

milliseconds), necessary to achieve a predictable outcome, even if they know what time they need to press it to win. However, it is conceivable that for very big money prizes someone may make a machine that presses the gamble button, knows when, exactly, it was pressed, knows the reel symbols that were produced, and can repeat this a large number of times until it deduces the algorithm and/or the position in a large number sequence, and can deduce exactly when to press the button to win, and can control the timing of the actuation of the button to win. Also, inside help from the manufacturer of a gambling system cannot be ruled out.

Having a financial market indicator as a bet element improves the security of the betting system since it is very difficult to manipulate financial markets, and if a cheat had enough money to do that they would not be interested in fixing a wager – they would just play the market directly.

Some embodiments of the invention remove the need for a random number generator in-situ, in the machine. The problems of the random number generator being accessible to people for them to interfere with it are overcome, as are those associated with the possibility of being able to predict the timing necessary to press the systems actuator button to achieve a win.

Providing an external source of bets makes it harder for a casino owner, for example, to rig the machines: it is very unlikely that they could rig a financial market indicator or sporting event results. There is no inside person able to reveal a secret number – generator algorithm. It is difficult to fix financial market indicators, or the result of sporting events. If the particular sporting event that will be selected to be part of a complex bet is not known in advance, it is impossible to know what financial market indicator, or sporting event or other non-predictable event, to try to control if one were trying to cheat.

Furthermore, problems associated with the random number generator going wrong, and thereby rendering the machine inoperative are overcome. There is no "in-machine" random number generator to go wrong.

If a player knows what financial market indicator or event outcome he needs to win a bet, or sub-bet, (and the system may tell or show him that, possibly in advance of the financial market indicator being settled or the result of the event being concluded), they can see that the game result is not "fixed", and that they have a real chance of winning the

bet. This feeling can assist in enjoyment of the experience. Watching (or listening to) the result of the progress of the financial market indicator, or event such as a sports event, possibly even having presented to them the current value of the indicator or at least a part (e.g. the end period) of the sports event (e.g. on a display) also assists in ensuring that the bet is seen as being fair. The indicator or event may be displayed to the user in real time, or close to real time.

In some embodiments, the user may be able to influence the result of the bet by exercising skill and judgment in how they select the financial market indicator or sporting event outcome/which sporting event outcome they select. The user may be able to operate user-selection input means adapted to select the financial market indicator or sporting event, or the participant, or the result/placing, or any combination of these, that will be part of a complex bet. Alternatively, the system may do the selecting, possibly with no user input.

The bet or game may be prolonged in time, adding to perceived value, for example by choosing sub bets whose result will be known shortly in the future. A database of available financial market indicator or sporting events, and their timings may exist and may be accessible by a system processor, and the database may be updated in time.

Embodiments of the invention allow for the same non-random, non-predictable, input source to provide an input, or bet options, to a plurality of systems or machines. This can save cost and verification logistics in comparison with having a plurality of independent random number generators which each need buying, installing when the machine is being made, and optionally periodic checks to ensure that their integrity has not yet been compromised.

In some scenarios local legislation may prohibit random number generators but allow systems that have the present invention.

In some embodiments the user may be able to select which external source of input (e.g. financial market indicator) is used to influence the bet, possibly with a knowledge of what were the available input sources from which they can select. This may enhance a feeling of control, or skill mattering, and may improve the entertainment value of the experience for the user.

Gambling machines, gaming machines, or amusement machines, or amusement-with-prizes machines, are well known. They range from slot machines, “fruit machines”,

and other large, immobile, machines housed in a housing or carcass, to hand-held computer game machines. Other known betting, gaming and amusement apparatus include Internet gaming systems. Making and selling, and otherwise providing, gaming, gambling, and betting machines is a large industry. Similarly, making, selling and otherwise providing systems for betting, including distributed network systems, is a known industry with known companies involved in it.

It is also known that players of games, or people who bet on gambling systems or machines, can be interested in new experiences. The very novelty of a new machine, or new system bet and the functionality/game provided by the system or machine, can attract certain players. Providing enhanced player-appeal is desirable. Gaming machines and Internet based gambling systems and Casino gambling machines, and on and off track betting systems, are known to have an initial flurry of interest when people play them a lot, and their frequency of use can then tail-off as people lose interest and move onto another new machine/experience. It is known to move slot machines/fruit machines from venue to venue, so that each particular venue, they are new, and exciting, to the players that frequent that venue. The industry that provides gambling/gaming and amusement machines and betting systems strives to provide machines with added interest for the player. Providing a new machine or system that provides a player with a new user-experience is a problem for the industry. Many gambling machines are played by customers simply because they offer new experiences. A new machine/offering is attractive to customers. Manufacturers and the owners of gambling venues therefore try to appeal to customers by having forever-new games or bets to play. What might be thought as "gimmicks" by some are actually improvements in player interest, and player engagement with the game or betting experience, and are added value enhancements to the machines and systems that offer them. One reason why some people bet is for the entertainment/interest: not necessarily just to win money. After all, most people know in their minds that statistically the house wins, but emotionally still enjoy the betting experience, and there is of course the chance of winning as well, which is part of the experience.

An alternative, new, machine with extra interest for a player is sought by the industry. An aim of some embodiments of the invention is to provide a machine or system with increased player appeal, and/or to provide a new playing experience to the user.

Problems faced by the industry include how to engage and retain player interest and how to provide systems and machines that do that. The invention, in some embodiments at least, resides in providing an alternative solution to these known problems.

BRIEF DESCRIPTION OF THE DRAWINGS

For a more complete understanding of the present invention and for further features and advantages, reference is now made to the following description, taken in conjunction with the accompanying drawings, in which:

FIGURE 1 illustrates an example system for wagering based on financial market indicators in accordance with an embodiment of the present invention;

FIGURE 2 illustrates one embodiment of a slot machine used with the system of FIGURE 1;

FIGURE 3 illustrates a flowchart depicting one example method for wagering based on financial market indicators;

FIGURE 4 illustrates another embodiment of a slot machine used with the system of FIGURE 1; and

FIGURE 5 illustrates a flowchart depicting another example method for wagering based on financial market indicators.

DETAILED DESCRIPTION OF EXAMPLE EMBODIMENTS OF THE INVENTION

FIGURE 1 illustrates one embodiment of a system 10 that includes clients 20 coupled to a controller 40 using communication network 30. Controller 40 is further coupled to one or more data sources 60 using communication network 50. In general, system 10 provides for wagering based at least in part upon event information 64, such as financial market indicators.

Clients 20 are various users of system 10 that may place a bet 22 comprising bet parameters 24 and receive bet results 26. Clients 20 may also refer to the devices used by various users of system 10. Examples of these devices include a computer, a personal digital assistant, a mobile phone, a kiosk or point of sale terminal, or any other device that can interoperate with the elements of system 10 to perform the functions described herein. In a particular embodiment, clients 20 comprise physical slot machines. In other

embodiments, clients 20 comprise devices, such as those described above, that can display a virtual slot machine to a user. FIGURE 2 illustrates one example of such a slot machine 20.

Referring to FIGURE 2, a slot machine 20, whether physical or virtual, includes any suitable number of reels 102, paylines 104, and symbols 106. Each reel 102 comprises a cylindrical spinning piece, or virtual display thereof, around which the symbols 106 are displayed. Each payline 104 comprises a line (e.g., horizontal, vertical, diagonal, or other) in the visible playing section of the slot machine 20. Each symbol 106 comprises a graphic, picture, image, or icon that is displayed on a reel 102. The symbols 106 may comprise, for example, blanks, cherries, bananas, oranges, diamonds, bells, lemons, numbers, bars, double bars, or any other recognizable images. The more reels 102 that are associated with the slot machine 20, the more permutations or possible combinations of symbols 106 are able to appear on the one or more paylines 104. The slot machine 20 illustrated in FIGURE 2 is only one type of slot machine 20. The look and feel of slot machine 20 could change based on any number of factors associated with system 10, such as the type of data that is used to create the inputs for the slot machine 20. For example, if financial information 64 is used, then the look and of slot machine 20 feel (e.g., symbols 106, buttons, display, etc.) may be customized for financial markets.

Referring back to FIGURE 1, communication networks 30 and 50 may comprise any suitable number and combination of local area networks, wide area networks (e.g., the Internet), wireless networks, or any other type of network that transfers data between controller 40 and the other elements of system 10, such as clients 20 and data sources 60. Although illustrated as two separate networks, all or a portion of networks 30 and 50 may be common to one another. Moreover, all or a portion of communication networks 30 and 50 may be a proprietary network. The transfer of data on network 30 may include the transfer of bets 22 and bet results 26. The transfer of data on network 50 may include a transfer of event data requests 62, such as financial market requests 62, and event information 64, such as financial market information 64.

Controller 40 comprises a processor 42 coupled to a memory 44. Processor 42 may comprise any suitable processor, such as a central processing unit (CPU) or other microprocessor, and may include any suitable number of processors working together. Memory 44 may comprise any suitable combination of volatile and non-volatile memory

that stores bets 22, bet parameters 24, bet results 26, event data requests 62, event information 64, gaming rules 66, input values 68, input symbols 70 (used interchangeably with symbols 106), payouts 72, and wagering system software application 80. Processor 42 executes application 80 to process bets 22 based at least in part upon event information 64. Although the description detailed below discusses the controller 40 performing particular functions, it should be understood that some or all of the functions described as being performed by the controller 40 may be performed by clients 20.

Data sources 60 comprise any suitable source of real-time or substantially real-time event information 64. For example, data sources 60 may comprise a source of financial market information 64, such as market centers, market data vendors, news services, and the like. Financial market information 64 comprises information regarding the value, price, volume, or any other suitable indicator of a financial market index or any other suitable financial instrument (e.g., stocks, bonds, futures contracts, derivatives, etc.), referred to generally as a financial market indicator, during or at the end of a predetermined period of time or after one or more relevant transactions. For example, a financial market indicator may comprise the value of a certain financial market index, foreign or domestic, such as the Dow Jones Industrial Average (DJIA), the NASDAQ, the Financial Times Stock Exchange (FTSE), the S&P 500, the New York Stock Exchange, or any other suitable financial market index. In another example, the financial market indicator may comprise the value of a particular stock, bond, futures contract, or any other suitable financial instrument. The financial market indicator may be rounded, such as to the nearest whole point (e.g., a financial market indicator of 9,314.62 may be rounded up to 9,315), and/or include any suitable number of decimal places to provide an appropriate level of granularity. Therefore, each financial market indicator may comprise a plurality of numerical digits associated with the value of a corresponding financial market index or other financial instrument. As described in greater detail below, controller 40 may determine the outcome of bets 22 based at least in part upon the value of one or more digits that comprise a particular financial market indicator.

Although the description of system 10 is detailed with reference to financial markets, it should be understood that system 10 provides for the contingency whereby financial markets (and therefore financial market indicators) are unavailable at a given point in time. For example, financial markets may be closed at various times of the day,

on weekends, or during holidays so that financial market indicators are unavailable at these times. In those instances, controller 40 uses event information 64 from other sources 60 to create inputs for the games, such as a slot machine game. The event information 64 may comprise any suitable numerical data that is not randomly generated but that is also not predictable. For example, the event information 64 may be related to the weather in one or more locations at a particular time; the U.S. national debt at a particular time; power consumption of a city at a particular time; the number of television shows tuned in to a particular channel or program at a particular time (e.g., television ratings); the power output of a facility at a particular time; horse race, dog race, jai alai, or other sporting event results at a particular time; or any other substantially changing numerical data that is related to non-random events.

In operation, controller 40 receives a bet 22 comprising bet parameters 24. In one embodiment, the bet 22 comprises a bet regarding a spin of the reels 102 of a slot machine 20. In another embodiment, the bet 22 comprises a bet regarding a "lottery" number. The bet parameters 24 comprise one or more of the identity of the client 20 that originated the bet 22; the amount of the bet 22; the time the bet 22 was placed; the type of bet 22 (e.g., slot machine bet, lottery bet, or other type bet); a period of time used to determine the appropriate financial market information 64; a particular digit of a financial market indicator (e.g., first digit, last digit, nth digit); and information that identifies one or more financial instruments used to determine the appropriate financial market information 64. In the embodiment where the type of bet 22 comprises a lottery bet 22, the bet parameters 24 may further include a multi-digit lottery number.

Controller 40 processes the bet 22 based at least in part upon financial market information 64. For example, suppose bet 22 specifies the DJIA, the S&P 500, and the NASDAQ, as financial market indices to be used to determine the outcome of bet 22. Suppose further that bet 22 specifies that the financial market indicators for these financial market indices should be captured ten seconds after the bet 22 is placed, as represented, for example, by a timestamp associated with bet 22 (other bets 22 could indicate that the financial market indicator that is used coincide in time with the timestamp communicated with the bet 22). In this example, controller 40 generates a financial market request 62 for the appropriate financial market information 64. In response to the financial market request 62, controller 40 receives the following financial market indicators representing

the value of the DJIA, the S&P 500, and the NASDAQ ten seconds after the bet 22 was placed: DJIA – 10,155; S&P 500 – 1112; and NASDAQ – 1959. Suppose further that the bet parameters 24 of the bet 22 specified the use of the last digit of each of these financial market indicators to determine input values 68. Controller 40 therefore determines a first input value 68 of "5" (e.g., the last digit of the financial market indicator associated with the DJIA); a second input value 68 of "2" (e.g., the last digit of the financial market indicator associated with the S&P 500); and a third input value 68 of "9" (e.g., the last digit of the financial market indicator associated with the NASDAQ).

In other examples, the input values 68 may be determined based on other digits of a financial market indicator or by applying any suitable mathematical formula that uses one or more digits of one or more financial market indicators as operands. In still other examples, a second input value 68 may be based at least in part upon a second digit of a first financial market indicator (e.g., first input value 68 is the n^{th} digit of DJIA and second input value 68 is the m^{th} digit of DJIA).

Controller 40 determines the outcome of bet 22 based upon the first input value 68, the second input value 68, and the third input value 68. For example, suppose that bet 22 comprises a slot machine type bet 22. In this example, controller 40 maps the input values 68 to appropriate input symbols 70 for a slot machine 20, according to rules 66. In particular, controller 40 maps the first input value 68 to a first input symbol 70 for a first reel 102 of slot machine 20. Controller 40 maps the second input value 68 to a second input symbol 70 for a second reel 102 of slot machine 20. Controller 40 maps the third input value 68 to a third input symbol 70 for a third reel 102 of slot machine 20. The first reel 102, the second reel 102, and the third reel 102 may be arranged in any suitable order in the slot machine 20, so that the ordering of the financial market indicators when applied to the reels 102 of the slot machine 20 may comprise one of "529," "592," "259," "295," "952," or "925" based upon rules 66 or bet parameters 24.

Rules 66 specify a mapping of numeric digits to particular input symbols 70. For example, rules 66 may specify the following mapping:

"0" = Blank

"1" = Cherry

"2" = Banana

"3" = Orange

"4" = Diamond

"5" = Bell

"6" = Lemon

"7" = Seven

"8" = Bar

"9" = Double Bar

Of course, controller 40 may use any suitable mapping of numeric digits to input symbols 70, and the mapping provided above is only an example of one such mapping. Moreover, particular embodiments of system 10 use bonus symbols 70 to create a jackpot. For example, from time to time, any of the numeric digits from "0" to "9" could result in a bonus symbol 70, such as a "$," "+," "#," "£," "¥," etc. If one or more of the reels 102 results in a bonus symbol 70, then the user wins an enhanced payout 72. For example, if one reel 102 results in a bonus symbol 70, the user may win a higher payout 72 than normal. If two reels 102 result in a bonus symbol 70, the user may win a still higher payout 72. If all three reels 102 result in a bonus symbol 70, the user may win a jackpot payout 72. The occurrence of a bonus symbol 70 for any given reel 102 could be based upon predetermined odds. For example, the odds of receiving a bonus symbol 70 for any given reel 102 may be 100-1. The odds of receiving a bonus symbol 70 for two reels 102 would therefore be 1000-1. The odd of receiving a bonus symbol 70 for all three reels 102 would therefore be 1,000,000-1. The payouts 72 for each of these results could then be predicated upon the predetermined odds, taking into account a predetermined house advantage.

Using the mapping set forth above, controller 40 therefore determines that the spin of the reels 102 of slot machine 20 associated with bet 22 resulted in a combination of "Bell," "Banana," and "Double Bar" at the payline 104. Controller 40 applies rules 66 to determine bet results 26. That is, controller 40 applies rules 66 to determine whether this combination of symbols 70 results in a "win," a "loss," or a "tie". Controller 40 also applies rules 66 to determine a payout 72 based upon the resulting combination of symbols 70 and the amount of the bet 22. In this regard, rules 66 include the winning combinations of symbols 70, the payout odds associated therewith, and any other factors used to determine a bet result 26 and/or a payout 72. Controller 40 communicates bet results 26

and any other data used to display the appropriate symbols 70 on the reels 102 of slot machine 20.

Controller 40 may also determine the outcome of bet 22 based upon the first input value 68, the second input value 68, and third input value 68 if bet 22 comprises a lottery type bet 22. In this example, suppose the bet parameters 24 specified a multi-digit lottery number of "529" and specified that this number was to be formed using the last digit of the DJIA, S&P 500, and NASDAQ, in that order, ten seconds after the bet 22 was placed. Based upon the financial market indicators described above, controller 40 determines a winning number of "529." In other examples, the winning number may be determined by applying any suitable mathematical formula that uses one or more determined input values 68 (or financial market indicators) as the operands.

Controller 40 compares the multi-digit lottery number of "529" specified by the bet parameters 24 with the winning number "529" determined according to financial market information 64 to determine the outcome of lottery type bet 22. In this example, controller 40 determines that bet 22 "wins." Controller 40 determines an appropriate payout 72 for the winning bet 22 based at least in part upon the amount of the bet 22 and/or the payout odds associated with such a bet 22 as specified by rules 66. For example, with respect to a three-digit lottery type bet 22, rules 66 may specify payout odds of 500-1. Therefore, if the amount of the bet 22 was $1, then the payout 72 would comprise $500.00.

FIGURE 3 illustrates a flowchart 110 depicting one example method for wagering based on financial market indicators. At step 112, controller 40 receives a bet 22 from a client 20. The bet 22 may specify particular financial instruments and a predetermined period of time to be used to determine one or more financial market indicators. For example, the bet 22 may specify to capture financial market indicators for the DJIA, the S&P 500, and the NASDAQ ten seconds after the bet 22 is placed. Bet 22 may further specify additional bet parameters 24. Controller 40 communicates appropriate financial market requests 62 at step 114 and receives appropriate financial market information 64 at step 116. In other embodiments, controller 40 may simply capture the appropriate financial market information 64 without issuing any requests 62. In still other embodiments when financial market indicators are unavailable, controller 40 captures other event information 64 for use in later steps of the method.

Execution proceeds to step 118 where controller 40 determines the input values 68 based upon the financial market information 64 received at step 116. Controller 40 may determine any suitable number of input values 68 from any suitable number and combination of financial market indicators using any suitable techniques described in greater detail above with regard to FIGURE 1. From here, execution proceeds along path 120 if the bet 22 is a slot machine type bet 22, and along path 122 if the bet 22 is a lottery type bet 22.

Proceeding along path 120, controller 40 maps input values 68 determined at step 118 to input symbols 70 at step 124. Controller 40 determines the arrangement of input symbols 70 on the one or more paylines 104 of the slot machine 20 at step 126. This arrangement may be based at least in part upon bet parameters 24. For example, the bet parameters 24 may dictate that the financial market indicators for the DJIA, the S&P 500, and the NASDAQ should be used in that specific order.

Proceeding along path 122, controller 40 determines the winning number, at step 130, based at least in part upon the input values 68 determined at step 118. Controller 40 compares the winning number determined at step 130 to the lottery number specified by the bet 22, at step 132.

Whether execution proceeded along path 120 or path 122, execution now proceeds to step 134 where controller 40 determines one or more outcomes of the bet 22 and payouts 72. Controller 40 communicates bet results 136 to client 20 at step 136. Execution terminates at step 138.

FIGURE 4 illustrates another embodiment of a slot machine that may be used in system 10. As with the slot machine 20 of FIGURE 2, slot machine 200 includes any suitable number of reels 102, paylines 104, and symbols 106. Slot machine 200 further includes a symbol matrix 210. Symbol matrix 210 comprises an n-dimensional array of symbols 106. As illustrated, symbol matrix 210 is a two-dimensional array having rows 212 of symbols 106 that intersect with columns 214 of symbols 106. Rows 212 and columns 214 are associated with input values 68. As described above, input values 68 may be determined according to the values of one or more digits of one or more financial market indicators at various points in time. Each symbol 106 associated with a particular reel 102 may be determined according to an intersection of rows 212 and columns 214

based at least in part on input values 68. Slot machine 200 further includes a timer 230, input selections 232 and betting windows 234.

In operation, controller 40 receives a bet 22 comprising bet parameters 24. In one embodiment, the bet 22 comprises a bet regarding a spin of the reels 102 of slot machine 200. Alternatively, or in addition, the bet 22 comprises a bet regarding a lottery number selected in betting windows 234. The bet parameters 24 comprise one or more of the identity of the client 20 that originated the bet 22; the amount of the bet 22; the time the bet 22 was placed; the type of bet 22 (e.g., slot machine bet, lottery bet, or other type bet); one or more periods of time used to determine the appropriate financial market information 64; a particular digit of a financial market indicator (e.g., first digit, last digit, nth digit); and information that identifies one or more financial instruments used to determine the appropriate financial market information 64 (e.g., from input selections 232). In the embodiment where the type of bet 22 comprises a lottery bet 22, the bet parameters 24 may further comprise multiple symbols 106 that are selected in betting windows 234. This bet 22 is therefore a bet on the predicted composition of symbols 106 associated with the reels 102 of the slot machine 200.

Controller 40 processes the bet 22 based at least in part upon financial market information 64. For example, suppose bet 22 specifies the FTSE and the DJIA as financial market indices to be used to determine the outcome of bet 22. Suppose further that bet 22 specifies that the financial market indicators for these financial market indices should be captured ten seconds, twenty seconds, and thirty seconds after the bet 22 is placed, as represented, for example, by a timestamp associated with bet 22. In this example, controller 40 generates a financial market request 62 for the appropriate financial market information 64. In response to the financial market request 62, controller 40 may receive the following financial market indicators representing the value of the FTSE and the DJIA at the appropriate time intervals specified in the bet:

After ten seconds: FTSE – 4,460.10
DJIA – 10319.20
After twenty seconds: FTSE – 4,460.17
DJIA – 10319.26
After thirty seconds: FTSE – 4,460.05
DJIA – 10,319.07

Suppose further that the bet parameters 24 of the bet 22 specified the use of the last digit of each of these financial market indicators to determine input values 68 for each time interval of the bet 22. For the first time interval of ten seconds after the bet 22 is placed, controller 40 therefore determines a first input value 68 of "0" (e.g., the last digit of the financial market indicator associated with the FTSE), and a second input value 68 of "0" (e.g., the last digit of the financial market indicator associated with the DJIA). Controller 40 then determines that the intersection of "0" and "0" in the symbol matrix 210 corresponds to the symbol 106 of "BAR". Controller 40 therefore associates the symbol 106 of "BAR" with the the first reel 102 of the slot machine 200.

For the second time interval of twenty seconds after the bet 22 is placed, controller 20 determines a first input value 68 of "7" (e.g., the last digit of the financial market indicator associated with the FTSE), and a second input value 68 of "6" (e.g., the last digit of the financial market indicator associated with the DJIA). Controller 40 then determines that the intersection of "7" and "6" in the symbol matrix 210 corresponds to the symbol 106 of "£". Controller 40 therefore associates the symbol 106 of "£" with the second reel 102 of the slot machine 200.

For the third time interval of thirty seconds after the bet 22 is placed, controller 20 determines a first input value 68 of "5" (e.g., the last digit of the financial market indicator associated with the FTSE), and a second input value 68 of "7" (e.g., the last digit of the financial market indicator associated with the DJIA). Controller 40 then determines that the intersection of "5" and "7" in the symbol matrix 210 corresponds to the symbol 106 of a "Cherry." Controller 40 therefore associates the symbol 106 of a cherry with the third reel 102 of the slot machine 200.

Controller 40 therefore determines that the spin of the reels 102 of slot machine 200 associated with bet 22 resulted in a combination of "BAR," "£," and "Cherry" at the payline 104. Controller 40 applies rules 66 to determine bet results 26 based on this combination of symbols 106. That is, controller 40 applies rules 66 to determine whether this combination of symbols 106 results in a "win," a "loss," or a "tie". Controller 40 also applies rules 66 to determine a payout 72 based upon the resulting combination of symbols 106 and the amount of the bet 22. In this regard, rules 66 include the winning combinations of symbols 106, the payout odds associated therewith, and any other factors used to determine a bet result 26 and/or a payout 72. Controller 40 communicates bet

results 26 and any other data used to display the appropriate symbols 106 on the reels 102 of slot machine 200 (e.g, as symbols 106).

In other examples, the input values 68 may be determined based on other digits of the financial market indicators or by applying any suitable mathematical formula that uses one or more digits of one or more financial market indicators as operands. In still other examples, the symbols 106 for different reels 102 of the slot machine 200 may be derived from different financial market indicators. In particular, referring back to the example above, the symbol 106 for the second reel 102 of the slot machine 200 may be derived from the value of a digit of financial market indicators besides the FTSE and the DJIA. Moreover, the symbol 106 for the second reel 102 of the slot machine 200 may be derived from the value of a digit of one or the other of the FTSE and the DJIA in combination with the value of a digit of a financial market indicator besides the FTSE and the DJIA. In this regard, any suitable combinations of financial market indicators and/or digits associated therewith can be used to derive the symbols 106 of the different reels 102 of the slot machine 200.

In one embodiment, the symbols 106 of the symbol matrix 210 may change until the bet 22 is placed, at which time they become fixed. Alternatively, or in addition, the symbols 106 may change in between the various time intervals and become fixed at the expiration of each of the time intervals. For example, the symbols 106 may be constantly changing until the bet 22 is placed and the first time interval expires, such as ten seconds after the bet 22 is placed. At this point in time, the symbols 106 become fixed so that a particular symbol 106 may be determined for the first reel 102 of the slot machine 200. Once the symbol 106 for the first reel 102 is determined, the symbols 106 may continue to change until the expiration of the second time interval, such as twenty seconds after the bet 22 is placed. At this point in time, the symbols 106 become fixed once again so that a particular symbol 106 may be determined for the second reel 102 of the slot machine 200. Once the symbol 106 for the second reel 102 is determined, the symbols 106 may again continue to change until the expiration of the third time interval, such as thirty seconds after the bet 22 is placed. At this point in time, the symbols 106 become fixed once again so that a particular symbol 106 may be determined for the third reel 102 of the slot machine 200.

Controller 40 may also determine the outcome of a lottery type bet 22. In this example, suppose the bet parameters 24 predicted the composition of symbols 106 to be "2," "4," and "9" as illustrated in FIGURE 4. Based upon the financial market indicators described above, and the resulting symbols 106 that appear on the payline 104 (e.g., "BAR," "£," and "Cherry"), controller 40 would determine that none of the symbols 106 of the lottery type bet 22 match the symbols 106 appearing in the payline 104. Therefore, controller 40 would determine the lottery type bet 22 to be a "loss." In particular embodiments, the controller 40 could determine the result of the bet 22 (e.g., a "win," "loss," or "tie") and the payout 72 associated therewith based on the number and type of symbols 106 from the bet 22 that match the symbols 106 ultimately appearing in the payline 104 of the slot machine 200. The payout 72 could further be determined based on the amount of the bet 22 and/or the payout odds associated with such a bet 22 as specified by rules 66.

FIGURE 5 illustrates a flowchart 300 depicting one example method for wagering based on multiple financial market indicators. At step 302, controller 40 receives a bet 22 from a client 20. The bet 22 may specify particular bet parameters 24. Controller 40 communicates appropriate financial market requests 62 at step 304 and receives appropriate financial market information 64 at step 306. In other embodiments, controller 40 may simply capture the appropriate financial market information 64 without issuing any requests 62. In still other embodiments when financial market indicators are unavailable, controller 40 captures other event information 64 for use in later steps of the method.

Execution proceeds to step 308 where controller 40 determines the input values 68 based upon the financial market information 64 received at step 306. Controller 40 may determine any suitable number of input values 68 from any suitable number and combination of financial market indicators using any suitable techniques described in greater detail above with regard to FIGURE 4. At step 310, controller 40 maps input values 68 determined at step 308 to a symbol 106 using matrix 210. Controller 40 arranges the symbol 106 determined at step 310 onto a particular reel 102 at payline 104 at step 312.

If another time period associated with timer 230 is applicable, as determined at step 314, controller 40 repeats any suitable number and combination of steps 304-312 to

determine and arrange another symbol 106 on another reel 102 at the payline 104. In some embodiments, one or more of steps 304-308 are performed only once to determine the appropriate input values used to determine the symbols 106 used in steps 310-312. If another time period is not applicable, as determined at step 314, execution proceeds to step 316 where controller 40 determines the outcome and payout of the bet 22 on payline 104. If a lottery type bet 22 was also placed, execution proceeds to step 318 where controller 40 determines the outcome and payout of the lottery bet 22. The bet results are communicated to the client 20 at step 320 and execution terminates at step 322.

It should be understood that in alternative embodiments, the present invention contemplates using methods with additional steps, fewer steps, different steps, or steps in different sequential order so long as the steps remain appropriate for wagering based on financial market indicators.

Although embodiments of the invention and their advantages are described in detail, a person skilled in the art could make various alterations, additions, and omissions without departing from the spirit and scope of the present invention as defined by the appended claims.

WHAT IS CLAIMED IS:

1. A slot machine game system, comprising:

a client device operable to communicate a bet regarding a spin of the reels of a slot machine, wherein the client device is optionally at least a part of the slot machine; and

a controller communicably coupled to the client and operable to:

determine a first symbol for a first reel of the slot machine based at least in part upon a first value and a second value, wherein the first value is associated with a value of a digit of a first financial market indicator at a first point in time, and the second value is associated with the value of a digit of a second financial market indicator at the first point in time;

determine a second symbol for a second reel of the slot machine;

determine a third symbol for a third reel of the slot machine; and

determine an outcome of the bet based at least in part upon the first symbol, the second symbol, and the third symbol.

2. The system of Claim 1, wherein the controller determines the second symbol for the second reel of the slot machine based at least in part upon the value of a digit of the first financial market indicator at a second point in time and the value of a digit of the second financial market indicator at the second point in time.

3. The system of Claim 1, wherein the controller determines the second symbol for the second reel of the slot machine based at least in part upon the value of a digit of a third financial market indicator at a second point in time and the value of a digit of a fourth financial market indicator at the second point in time.

4. The system of Claim 1, wherein the controller determines the second symbol for the second reel of the slot machine based at least in part upon the value of a digit of the first financial market indicator at a second point in time and the value of a digit of a third financial market indicator at a second point in time.

5. The system of Claim 1, wherein the controller determines the first symbol based at least in part upon an association of the first value and the second value in a matrix comprising a plurality of symbols.

6. The system of Claim 1, wherein the client communicates a selection of the first financial market indicator and the second financial market indicator from a plurality of financial market indicators.

7. The system of Claim 1, wherein:

the client communicates a second bet identifying a predicted composition of symbols associated with the reels of the slot machine; and

the controller is operable to determine the outcome of the second bet based at least in part upon a comparison of the first symbol, the second symbol, and the third symbol determined by the controller and the predicted composition of symbols identified by the second bet.

8. The system of Claim 1, wherein the client comprises the slot machine.

9. The system of Claim 1, wherein the client comprises at least one of:

a computer;

a mobile phone;

a personal digital assistant;

a kiosk; and

a point of sale terminal.

10. The system of Claim 1, wherein the slot machine comprises a virtual slot machine displayed by the client.

11. The system of Claim 1, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon the value of the last digit of the plurality of digits.

12. The system of Claim 1, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon a formula using at least one of the plurality of digits.

13. The system of Claim 1, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon the value of at least one particular digit of the plurality of digits, the particular digit identified by the bet.

14. The system of Claim 1, wherein the first financial market indicator is associated with at least one of:

the Dow Jones Industrial Average;

the NASDAQ;

the Financial Times Stock Exchange; and

the S&P 500.

15. The system of Claim 1, wherein the first value is based upon the value of a digit of the first financial market indicator at a predetermined period of time after receiving the bet.

16. The system of Claim 15, wherein the bet identifies the predetermined period of time.

17. The system of Claim 5, wherein the plurality of symbols in the matrix are changing until the expiration of a time interval when the plurality of symbols become fixed.

18. The system of Claim 1, wherein the controller determines a payout for the bet based at least in part upon the outcome of the bet.

19. The system of Claim 18, wherein the bet is associated with a bet amount and the payout is further based upon the bet amount.

20. The system of Claim 1, wherein the first reel, the second reel, and the third reel are arranged in any order in the slot machine.

21. The system of Claim 1, wherein the first financial market indicator is unavailable and, in response, the controller is operable to determine the first value based upon non-random numerical data.

22. The system of Claim 21, wherein the non-random numerical data is associated with at least one of:

the weather in a particular location;

the U.S. national debt;

the power consumption of a particular city;

television ratings;

the power output generated by a particular facility; and

the results of a particular sporting event.

23. The system of Claim 1, wherein at least one of the symbols comprises a bonus symbol and, in response, the controller determines an enhanced payout for the bet.

24. The system of Claim 1, wherein the first value is based upon the value of a digit of the first financial market indicator at the time when the bet was placed.

25. A method of operating a slot machine game system, comprising:

receiving a bet regarding a spin of the reels of a slot machine;

determining a first symbol for a first reel of the slot machine based at least in part upon a first value and a second value, wherein the first value is associated with a value of a digit of a first financial market indicator at a first point in time, and the second value is associated with the value of a digit of a second financial market indicator at the first point in time;

determining a second symbol for a second reel of the slot machine;

determining a third symbol for a third reel of the slot machine; and

determining an outcome of the bet based at least in part upon the first symbol, the second symbol, and the third symbol.

26 The method of Claim 25, wherein determining the second symbol for the second reel of the slot machine is based at least in part upon the value of a digit of the first financial market indicator at a second point in time and the value of a digit of the second financial market indicator at the second point in time.

27. The method of Claim 25, wherein determining the second symbol for the second reel of the slot machine is based at least in part upon the value of a digit of a third financial market indicator at a second point in time and the value of a digit of a fourth financial market indicator at the second point in time.

28. The method of Claim 25, wherein determining the second symbol for the second reel of the slot machine is based at least in part upon the value of a digit of the first financial market indicator at a second point in time and the value of a digit of a third financial market indicator at a second point in time.

29. The method of Claim 25, wherein determining the first symbol is based at least in part upon an association of the first value and the second value in a matrix comprising a plurality of symbols.

30. The method of Claim 25, wherein the bet comprises a selection of the first financial market indicator and the second financial market indicator from a plurality of financial market indicators.

31. The method of Claim 25, further comprising:

receiving a second bet identifying a predicted composition of symbols associated with the reels of the slot machine; and

determining the outcome of the second bet based at least in part upon a comparison of the first symbol, the second symbol, and the third symbol with the predicted composition of symbols identified by the second bet.

32. The method of Claim 25, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon the value of the last digit of the plurality of digits.

33. The method of Claim 25, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon a formula using at least one of the plurality of digits.

34. The method of Claim 25, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon the value of at least one particular digit of the plurality of digits, the particular digit identified by the bet.

35. The method of Claim 25, wherein the first financial market indicator is associated with at least one of:

the Dow Jones Industrial Average;

the NASDAQ;

the Financial Times Stock Exchange; and

the S&P 500.

36. The method of Claim 25, wherein the first value is based upon the value of a digit of the first financial market indicator at a predetermined period of time after receiving the bet.

37. The method of Claim 36, wherein the bet identifies the predetermined period of time.

38. The method of Claim 29, wherein the plurality of symbols in the matrix are changing until the expiration of a time interval when the plurality of symbols become fixed.

39. The method of Claim 25, further comprising determining a payout for the bet based at least in part upon the outcome of the bet.

40. The method of Claim 39, wherein the bet is associated with a bet amount and the payout is further based upon the bet amount.

41. The method of Claim 25, wherein the first reel, the second reel, and the third reel are arranged in any order in the slot machine.

42. The method of Claim 25, wherein the first financial market indicator is unavailable and, in response, the method further comprising determining the first value based upon non-random numerical data.

43. The method of Claim 42, wherein the non-random numerical data is associated with at least one of:

the weather in a particular location;

the U.S. national debt;

the power consumption of a particular city;

television ratings;

the power output generated by a particular facility; and

the results of a particular sporting event.

44. The method of Claim 25, wherein at least one of the symbols comprises a bonus symbol and, in response, the method further comprising determining an enhanced payout for the bet.

45. The method of Claim 25, wherein the first value is based upon the value of a digit of the first financial market indicator at the time when the bet was placed.

46. A slot machine game system, comprising:

a first means for communicating a bet regarding a spin of the reels of a slot machine; and

a second means for determining a first symbol for a first reel of the slot machine based at least in part upon a first value and a second value, wherein the first value is associated with a value of a digit of a first financial market indicator at a first point in time, and the second value is associated with the value of a digit of a second financial market indicator at the first point in time.

47. The system of Claim 46, wherein the second means further:

determines a second symbol for a second reel of the slot machine;

determines a third symbol for a third reel of the slot machine; and

determines an outcome of the bet based at least in part upon the first symbol, the second symbol, and the third symbol.

48. The system of Claim 46, wherein the second symbol for the second reel of the slot machine is based at least in part upon the value of a digit of the first financial market indicator at a second point in time and the value of a digit of the second financial market indicator at the second point in time.

49. The system of Claim 46, wherein the second symbol for the second reel of the slot machine is based at least in part upon the value of a digit of a third financial market indicator at a second point in time and the value of a digit of a fourth financial market indicator at the second point in time.

50. The system of Claim 46, wherein the second symbol for the second reel of the slot machine is based at least in part upon the value of a digit of the first financial market indicator at a second point in time and the value of a digit of a third financial market indicator at a second point in time.

51. The system of Claim 46, wherein the first symbol is based at least in part upon an association of the first value and the second value in a matrix comprising a plurality of symbols.

52. The system of Claim 46, wherein the bet comprises a selection of the first financial market indicator and the second financial market indicator from a plurality of financial market indicators.

53. The system of Claim 46, wherein:

the first means further communicates a second bet identifying a predicted composition of symbols associated with the reels of the slot machine; and

the second means further determines the outcome of the second bet based at least in part upon a comparison of the first symbol, the second symbol, and the third symbol with the predicted composition of symbols identified by the second bet.

54. The system of Claim 46, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon the value of the last digit of the plurality of digits.

55. The system of Claim 46, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon a formula using at least one of the plurality of digits.

56. The system of Claim 46, wherein the first financial market indicator comprises a plurality of numerical digits, and the first value is based at least in part upon the value of at least one particular digit of the plurality of digits, the particular digit identified by the bet.

57. The system of Claim 46, wherein the first financial market indicator is associated with at least one of:

the Dow Jones Industrial Average;

the NASDAQ;

the Financial Times Stock Exchange; and

the S&P 500.

58. The system of Claim 46, wherein the first value is based upon the value of a digit of the first financial market indicator at a predetermined period of time after receiving the bet.

59. The system of Claim 58, wherein the bet identifies the predetermined period of time.

60. The system of Claim 51, wherein the plurality of symbols in the matrix are changing until the expiration of a time interval when the plurality of symbols become fixed.

61. The system of Claim 46, wherein the second means further determines a payout for the bet based at least in part upon the outcome of the bet.

62. The system of Claim 61, wherein the bet is associated with a bet amount and the payout is further based upon the bet amount.

63. The system of Claim 46, wherein the first reel, the second reel, and the third reel are arranged in any order in the slot machine.

64. The system of Claim 46, wherein the first financial market indicator is unavailable and, in response, the second means determines the first value based upon non-random numerical data.

65. The system of Claim 64, wherein the non-random numerical data is associated with at least one of:

the weather in a particular location;

the U.S. national debt;

the power consumption of a particular city;

television ratings;

the power output generated by a particular facility; and

the results of a particular sporting event.

66. The system of Claim 46, wherein at least one of the symbols comprises a bonus symbol and, in response, the second means determines an enhanced payout for the bet.

67. The system of Claim 46, wherein the first value is based upon the value of a digit of the first financial market indicator at the time when the bet was placed.

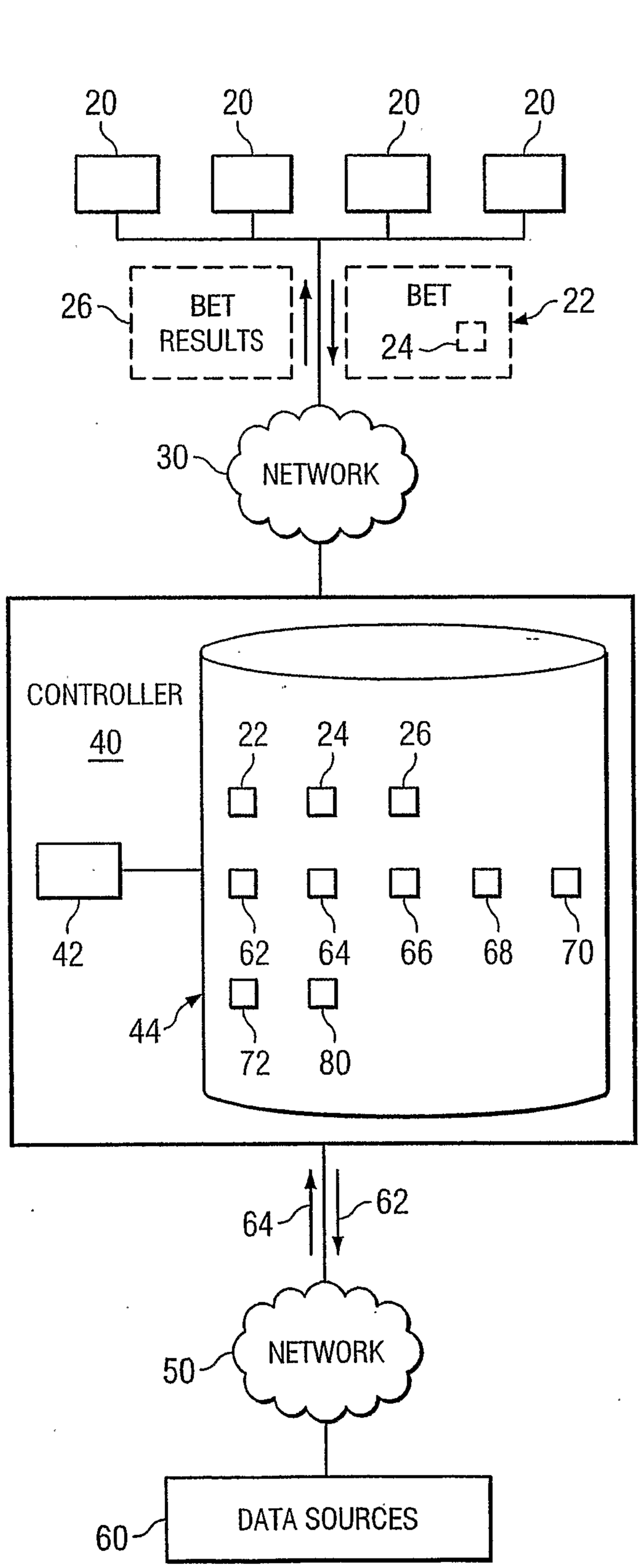

10
20
20
20
20
26
BET RESULTS
BET
22
24
30
NETWORK
CONTROLLER
40
22
24
26
42
62
64
66
68
70
44
72
80
64
62
50
NETWORK
60
DATA SOURCES

FIG. 1

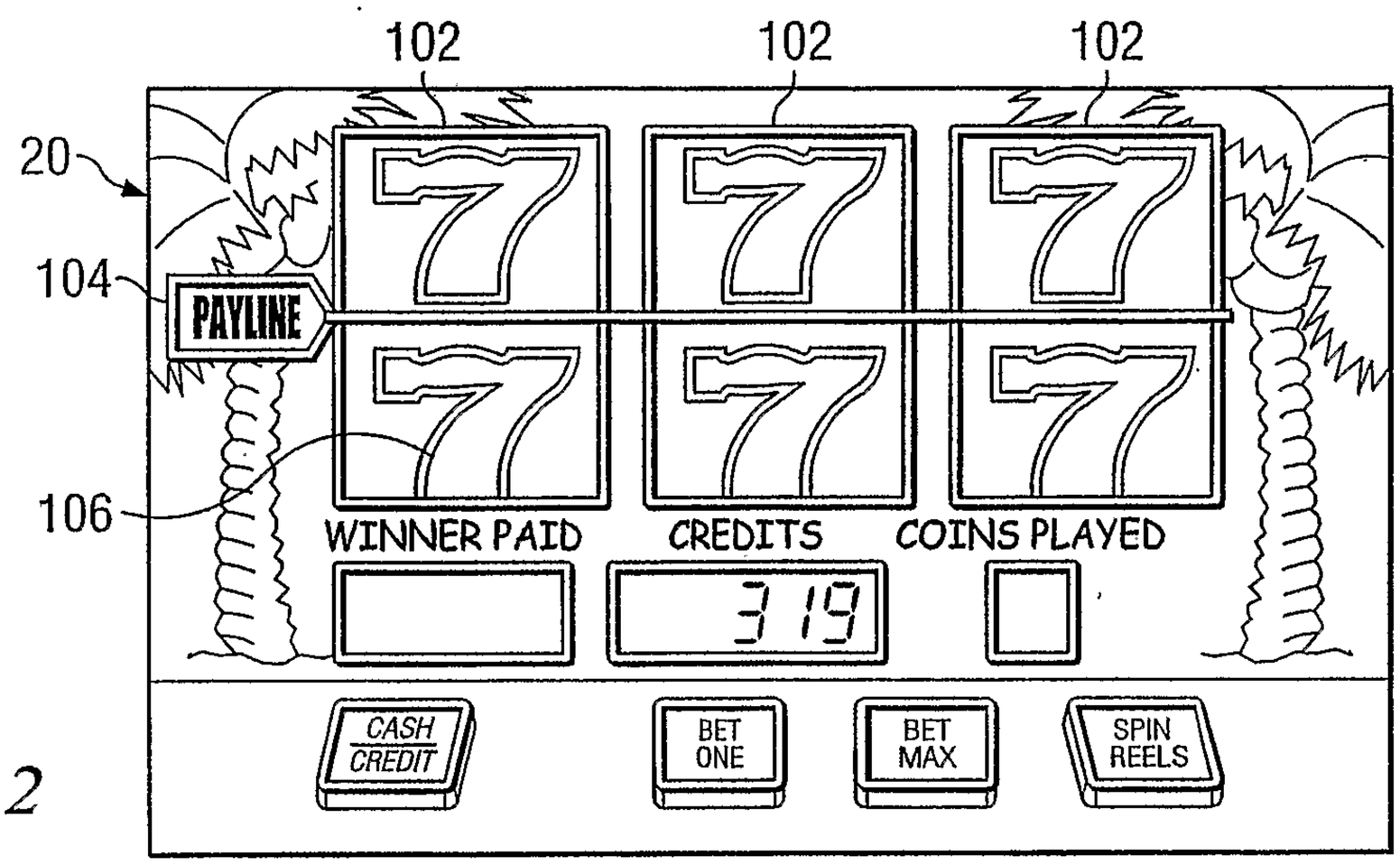

102
102
102
20
104
PAYLINE
106
WINNER PAID
CREDITS
COINS PLAYED
319
CASH CREDIT
BET ONE
BET MAX
SPIN REELS

FIG. 2

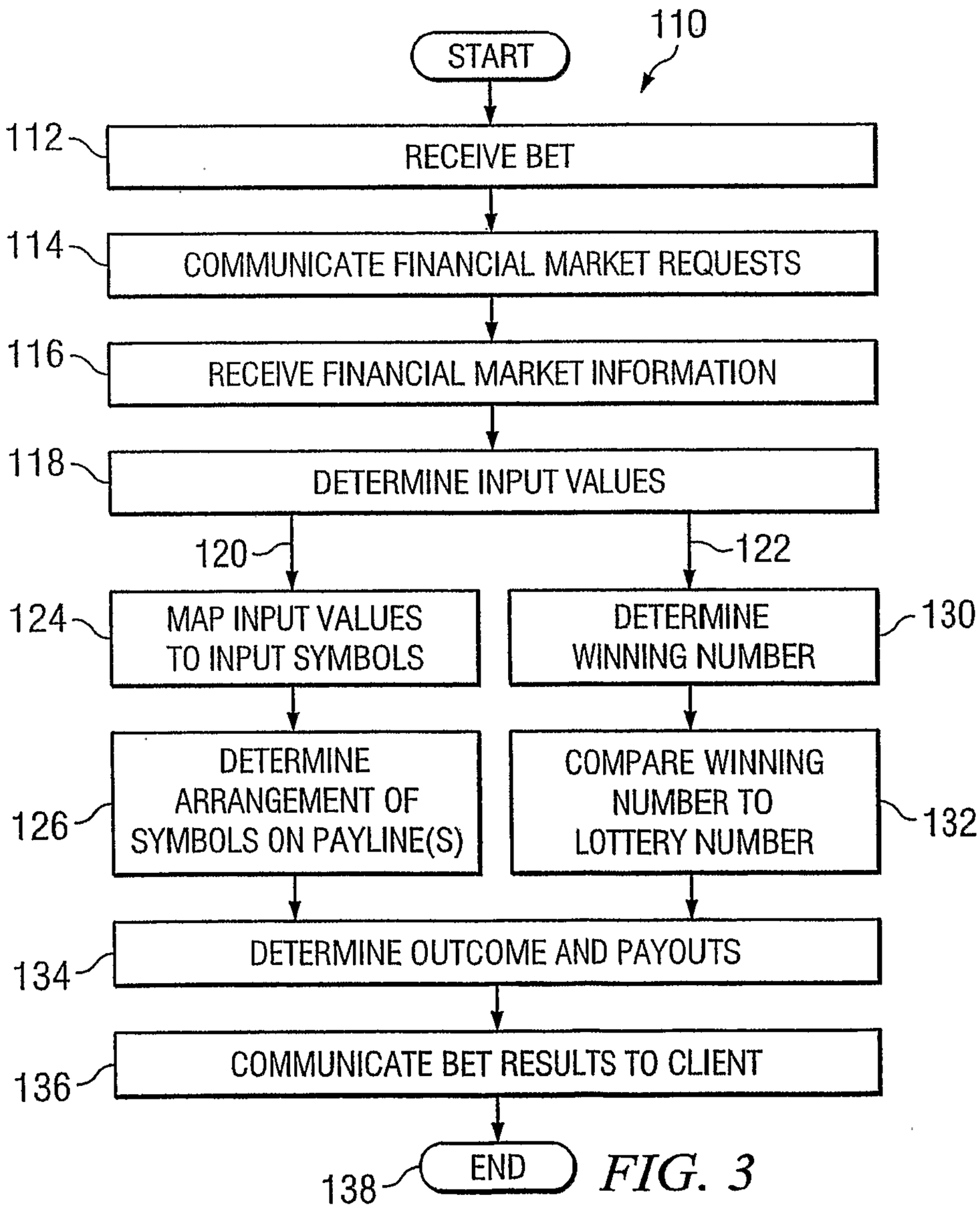
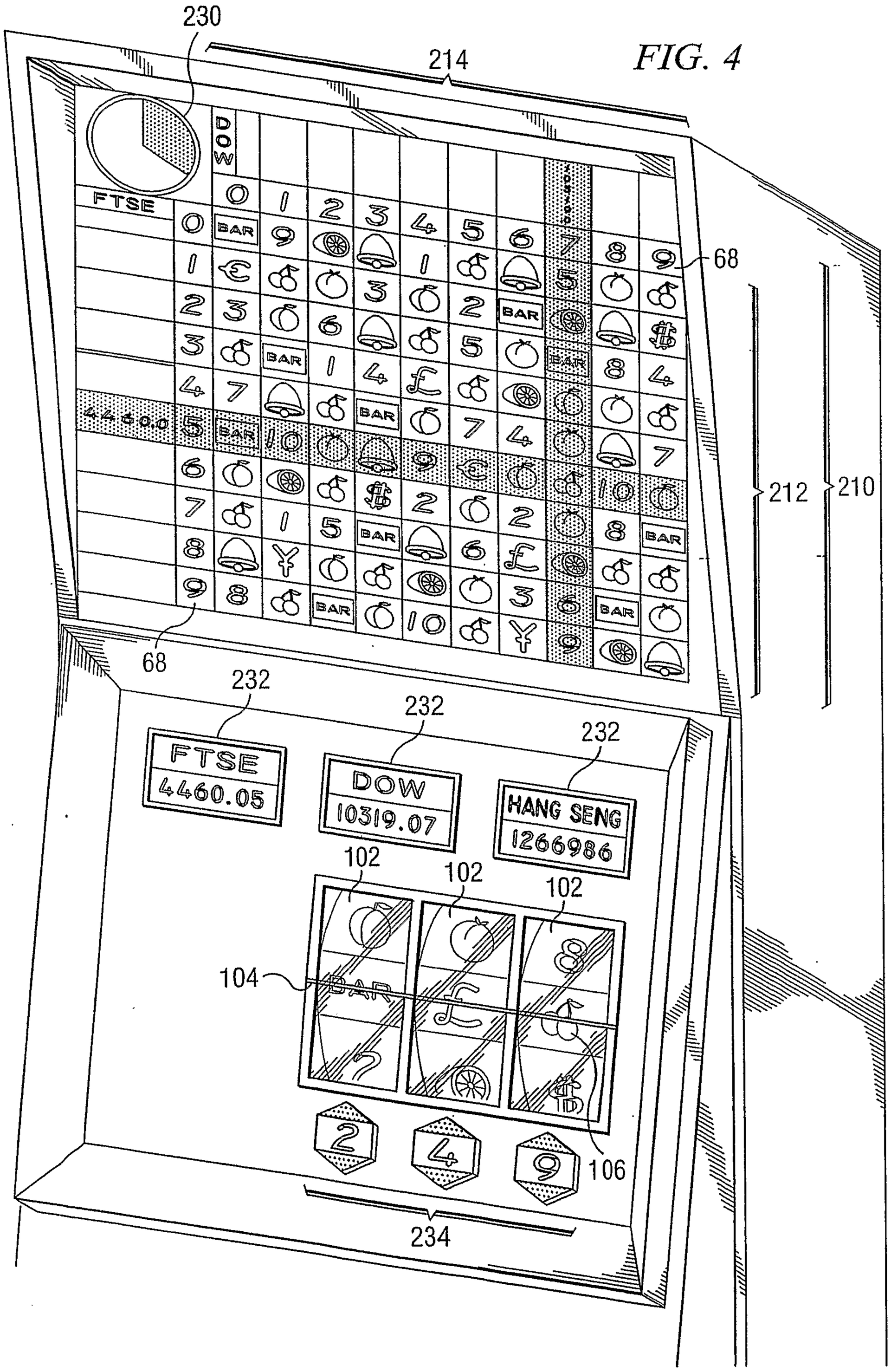

110
START
112
RECEIVE BET
114
COMMUNICATE FINANCIAL MARKET REQUESTS
116
RECEIVE FINANCIAL MARKET INFORMATION
118
DETERMINE INPUT VALUES
120
122
124
MAP INPUT VALUES TO INPUT SYMBOLS
DETERMINE WINNING NUMBER
130
126
DETERMINE ARRANGEMENT OF SYMBOLS ON PAYLINE(S)
COMPARE WINNING NUMBER TO LOTTERY NUMBER
132
134
DETERMINE OUTCOME AND PAYOUTS
136
COMMUNICATE BET RESULTS TO CLIENT
138
END

FIG. 3

FIG. 4


230
214
DOW
FTSE
4460.05
DOW
10319.07
HANG SENG
12669.86
68
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212
210
232
232
232
102
102
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106
234

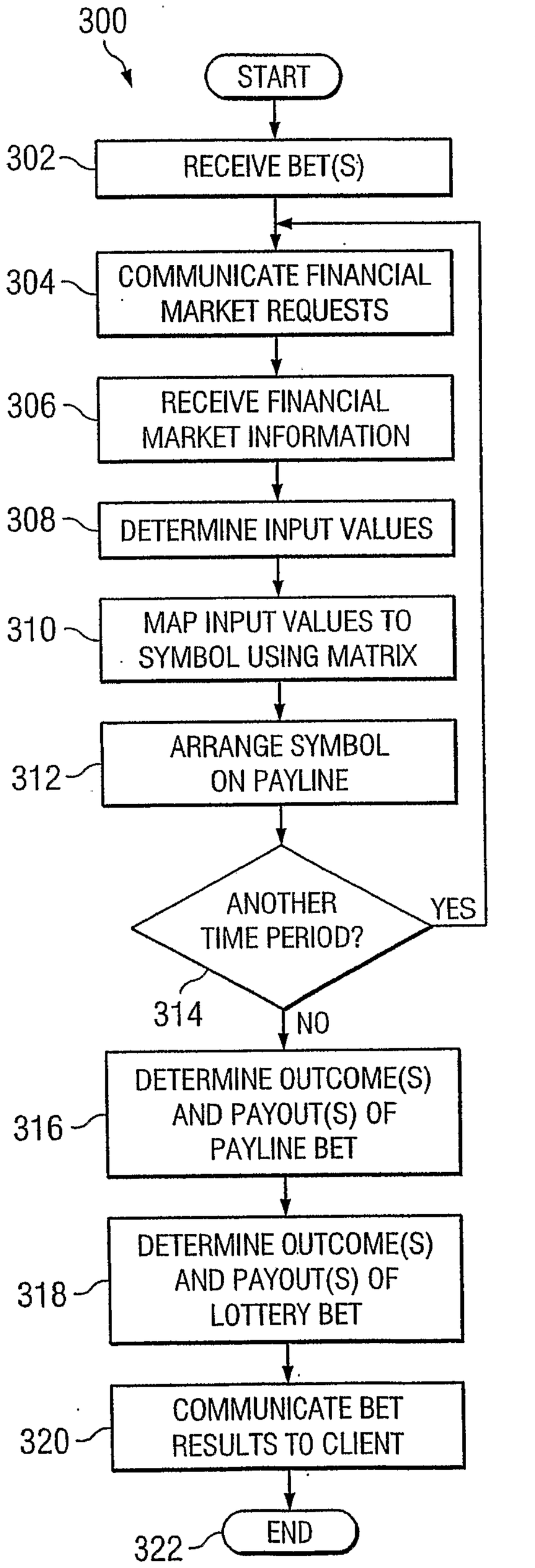
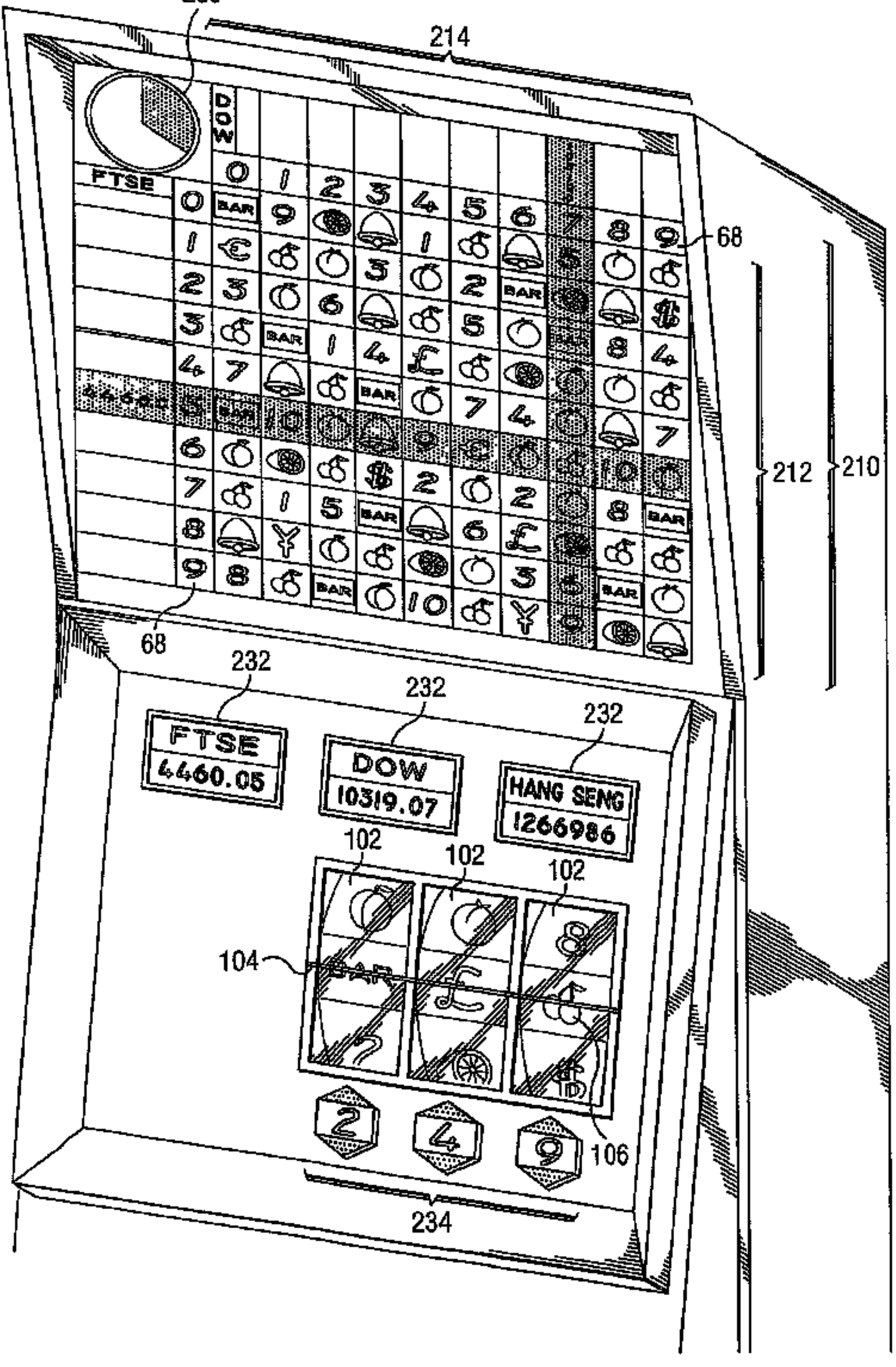

300
START
302
RECEIVE BET(S)
304
COMMUNICATE FINANCIAL MARKET REQUESTS
306
RECEIVE FINANCIAL MARKET INFORMATION
308
DETERMINE INPUT VALUES
310
MAP INPUT VALUES TO SYMBOL USING MATRIX
312
ARRANGE SYMBOL ON PAYLINE
ANOTHER TIME PERIOD?
YES
314
NO
316
DETERMINE OUTCOME(S) AND PAYOUT(S) OF PAYLINE BET
318
DETERMINE OUTCOME(S) AND PAYOUT(S) OF LOTTERY BET
320
COMMUNICATE BET RESULTS TO CLIENT
322
END

FIG. 5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