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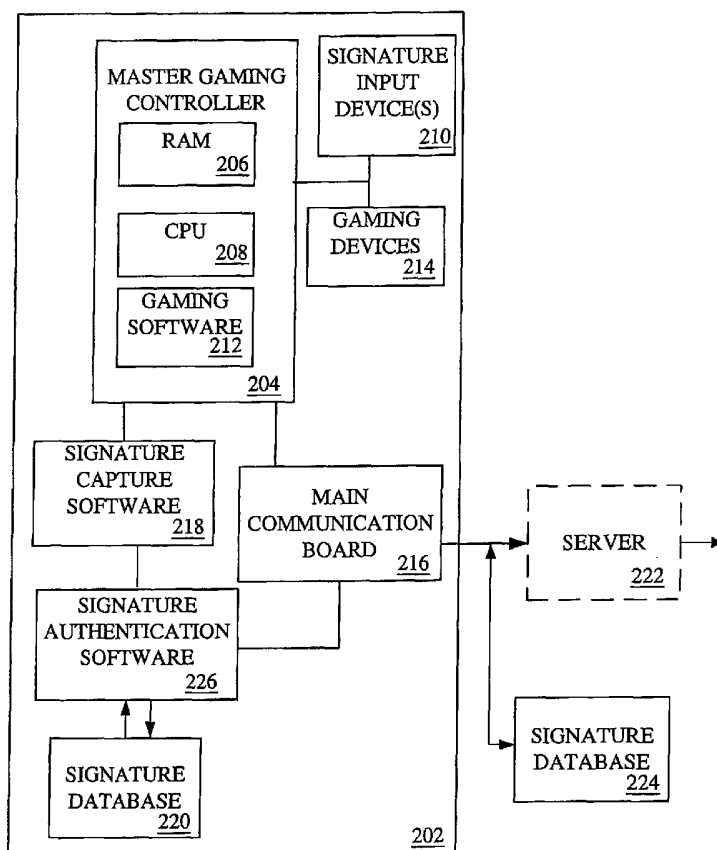
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[Continued on next page]

(54) Title: ELECTRONIC SIGNATURE CAPABILITY IN A GAMING MACHINE



(57) Abstract: A disclosed gaming machine provides electronic signature capability to enable signature transactions to be effected from the gaming machine. The gaming machine utilizes electronic signature capture and authentication software in conjunction with an electronic signature database to authenticate an electronic signature input on the gaming machine. The authentication software may be co-located with the electronic signature capture software on the gaming machine or may be remotely located from the electronic signature capture software. The electronic signature database may be co-located with either or both the electronic signature capture software and authentication software or may be remotely located from either or both.



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A. CLASSIFICATION OF SUBJECT MATTER

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

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

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

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

EPO-Internal, WPI Data

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
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X	EP 1 120 757 A (INTERNAT GAME TECHNOLOGY) 1 August 2001 (2001-08-01) column 3, line 55 -column 11, line 46 ---	1-60
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☒ Further documents are listed in the continuation of box C.

☒ Patent family members are listed in annex.

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Information on patent family members

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