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(54) **BUSINESS MODEL ALGORITHM,
APPARATUS AND METHOD FOR GAMING**

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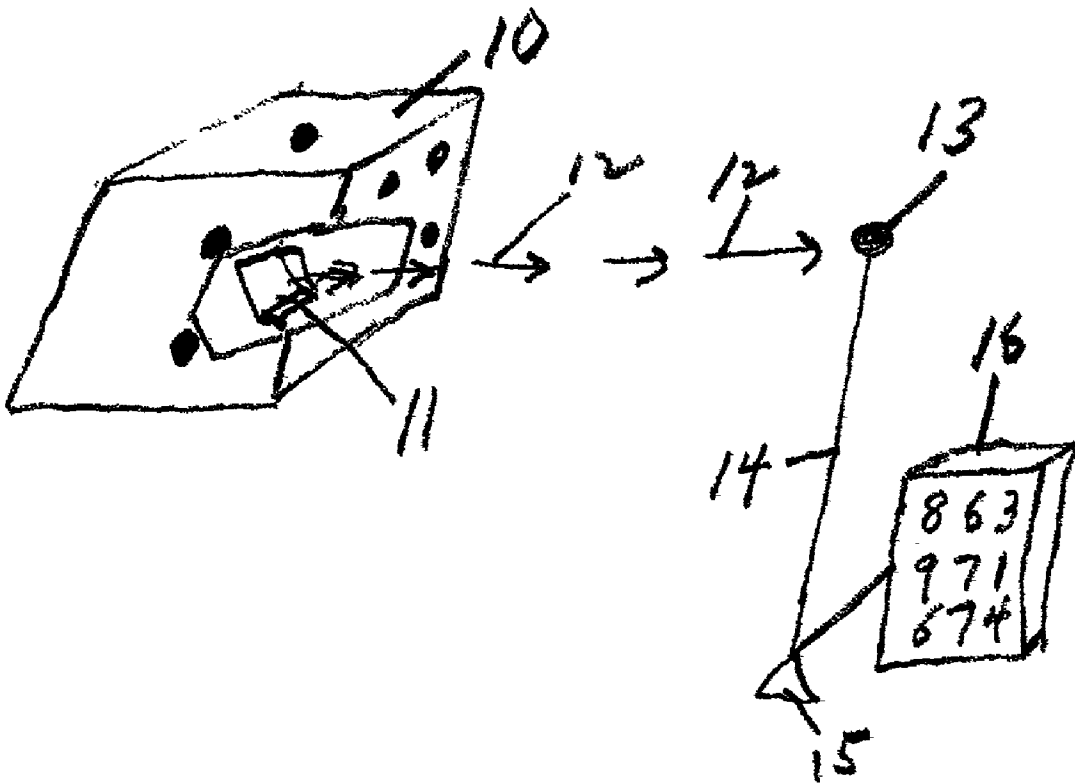
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(57) **ABSTRACT**

A business model algorithm for the gaming industry in which electronic, or other, identifiers are associated with gaming devices and machines such as roulette wheels, slot machines, craps tables, tokens, card games, balls, dice, cards, tokens and the like. The identifiers are detected remotely and the results of the uses are utilized for useful purposes.

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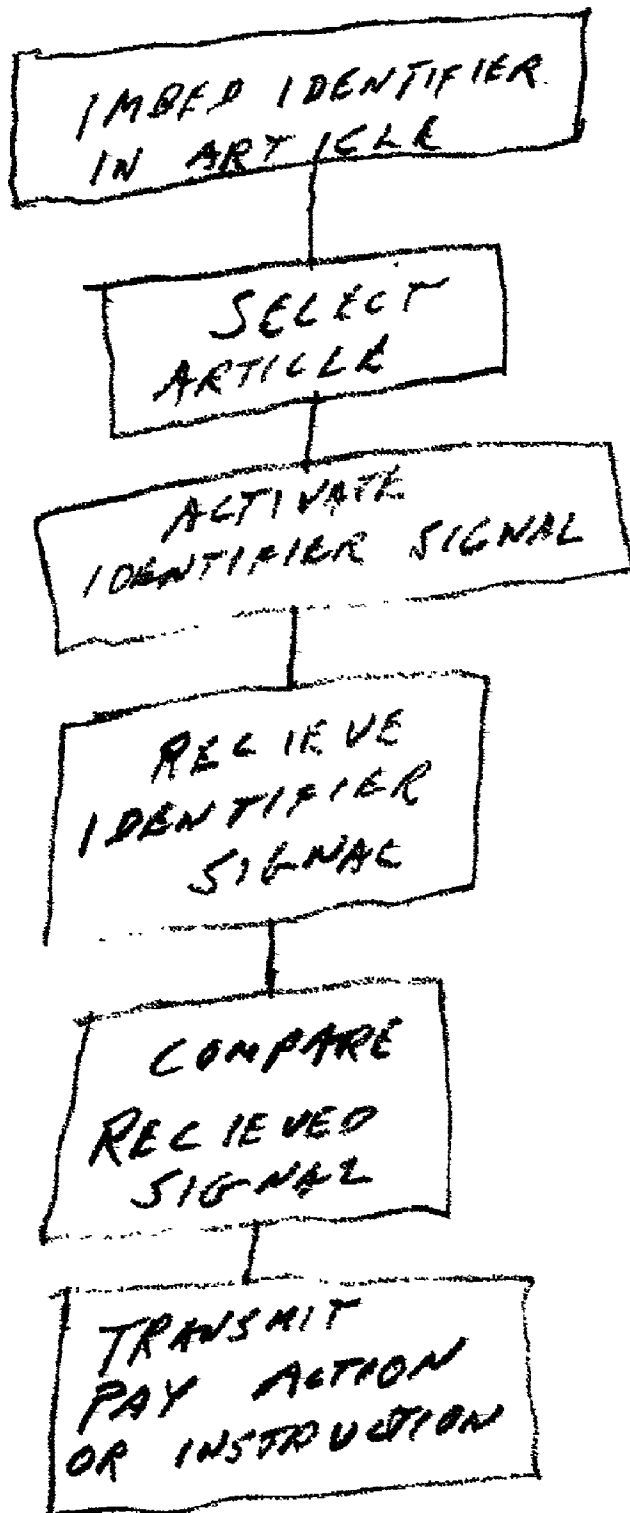


FIG. 1

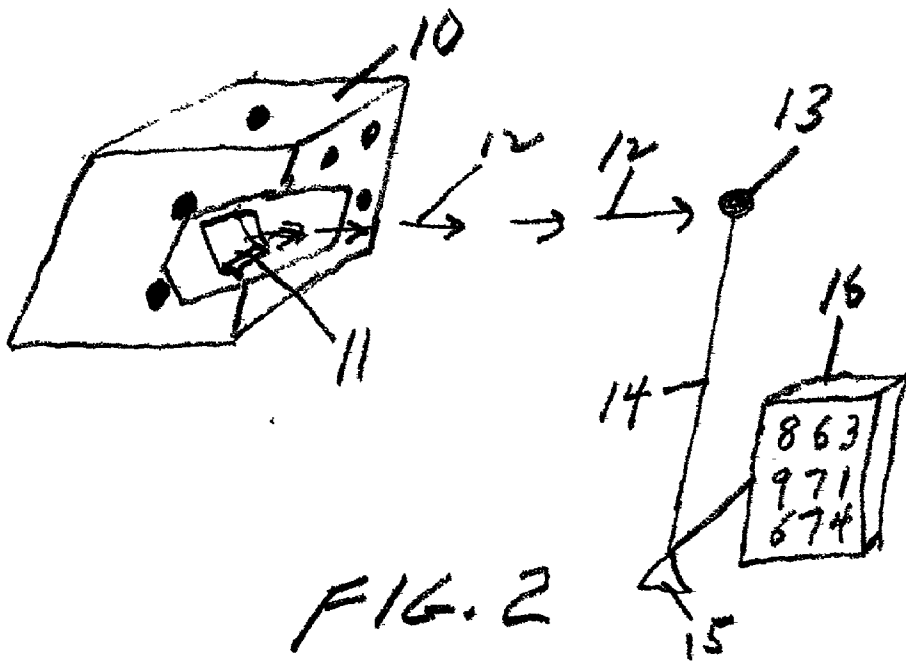


FIG. 2



FIG. 3



FIG. 4

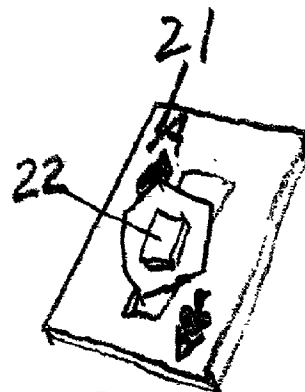


FIG. 5

**BUSINESS MODEL ALGORITHM, APPARATUS
AND METHOD FOR GAMING****CROSS REFERENCE TO RELATED PATENT
APPLICATIONS**

[0001] There are no patent applications filed by me related to the within application. The within application may be considered as being related to my U.S. Pat. No. 5,799,940.

BACKGROUND OF THE INVENTION

[0002] I. Field of the Invention

[0003] This invention is in the general field of random or other selection of numbers, or other items in connection with games and gaming devices;

[0004] The invention is more particularly in the field of identification and selection of indicia, values, and the like as applied to the gaming industry;

[0005] The invention is even more particularly directed to a new and unique method and apparatus for selecting, and displaying elements related to gaming devices and games for a variety of purposes including, but not limited to: security; information; determination of outcomes; payments; results of games; accounting; identification of participants, and the like;

[0006] The invention is most particularly directed to a method and apparatus for identifying, displaying, comparing, and the like of the foregoing listed items and other items before, during, and after the play of a game or a segment of a game.

[0007] II. Description of the Prior Art

[0008] There is much prior art in gaming devices, the identification of elements, game pieces, tokens, and the like. Such devices and methods have generally been defined by identification of elements of play by mechanical, electronic, or electromechanical devices which provide a local indication of play, the elements of play, volume or value of play and the like.

[0009] I have been engaged in gaming and gaming related devices and the like for many years. I have observed various methods and advances in the accumulation of statistics and like connected with gaming. I am familiar with the art, with the commercially available systems, the very large number patents and other literature in these fields.

[0010] There have been limited efforts to use semi-conductors and the like to identify games pieces, monetary tokens, and the like. The closest art to the present invention is my U.S. Pat. No. 5,799,940 in which I have disclosed methods and apparatus for a limited use of semi-conductors or the like for identification and display of certain actions in connection with a limited number of games and the like.

[0011] I am also familiar with the use of electronic items and the like for purposes of indicating the value of gaming tokens and the like. Such use is shown in U.S. Pat. No. 6,059,659. Such a use is only for limited use relating to values as set forth in that patent. However, this use, and even my invention as so disclosed in U.S. Pat. No. 5,799,940 do not anticipate nor suggest the present comprehensive business model algorithm, apparatus, and methods.

[0012] Based upon the foregoing and my complete familiarity with the past and current advances in the gaming industry I am satisfied that there is no significant prior art as to my present inventions.

SUMMARY OF THE INVENTION

[0013] In the gaming industry there are many games, lotteries, and other situations in which a certain quantity of numbers or other items are selected from a larger or even infinite quantity for determination of prizes, statistical work, and other purposes. Common methods of selecting such items include: mixing the items in a tumbling air chamber, dropping a ball on a spinning wheel with periodic selection of individual items by having them drop into a location, or utilizing some other method of selecting the individual items. Additionally, many games involve placing individual bets of varying amounts.

[0014] The calculation of amounts won and lost, pay-outs required, tracking of plays, and the like is quite complex. In my afore referenced patent I addressed a particular situation in the random selection of balls or the like and their identification by means of semi-conductors or the like carried by balls or the like

[0015] Because of the value of my afore mentioned system and patent I have now developed a comprehensive program and business model algorithm for a much wider, unique, novel, and useful system of use of semiconductors and reading devices for many aspects of gaming business.

[0016] I have now expanded my concepts for the use of semiconductors, electronic chips, and the like to address a large number of gaming business tasks in a novel, unique, and useful manner. The overall final result is what I consider to be a superior business model algorithm for gaming establishments and the like.

[0017] I have conceived and developed a system whereby substantially all aspects of gaming and substantially all play of gaming machines and the results of play can be viewed or displayed, reviewed, and securely protected at any and all times.

[0018] I have accomplished this by unique use of identifiers, semiconductors, electronic chips, or the like associated with gaming machines, gaming tokens, cashiers, other gaming personnel and participants and the like which semiconductors, chips and the like are continuously or intermittently electronically monitored through various satellite stations or the like to assure accurate and honest games and results.

[0019] One of the unique aspects of my invention is the use of individual player identification imbedded in a token which identifies the individual player. This is accomplished in a very simple, but unique, novel and useful manner when a player obtains tokens from a cashier, or even from a token dispensing machine. The techniques are well known to those skilled in the art (for example much as electronic room keys are encoded). In this manner playing tokens are identified to an individual user aiding in the resolution of disputes when more than one token may be on a particular number such as in dice games, roulette, and the like.

[0020] The use of my new algorithms can be utilized to eliminate payout disputes, particularly on some slot machine disputes. For example, on the front page of the Reno, Nev.

Gazette-Journal for Friday, Feb. 8, 2002 there is an article concerning a dispute on two one million dollar plus jackpots. It apparently involved a two step system in which a win was recorded which had a potential of the large jackpot, however what was not apparently clear was that the win was for a chance to press a special button for a spin for an amount which could be of several distinct amounts one of which might be the giant one million plus. With my new algorithm the entire play would have been independently electronically monitored and recorded thus eliminating any misunderstanding or dispute.

[0021] It is an object of this invention to provide a reliable and universal selection, display, and verification algorithm, method and apparatus for gaming activities;

[0022] It is a further object of this invention to provide such a method, apparatus and algorithm wherein there is no possibility of any deviation of results of a gaming activity from actual chance occurrences;

[0023] It is a further object of this invention to provide such an algorithm method and apparatus where the results of a gaming activity may be communicated electronically, visually, orally, coded, or otherwise in multiple locations;

[0024] Another object of this invention is to provide an algorithm method and apparatus to insure accuracy of gaming activity results;

[0025] Another object of this invention is to provide an algorithm method and apparatus to aid in resolution of disputes as to gaming activities.

[0026] The foregoing and other objects and advantages of this invention will become apparent to those skilled in the art upon reading the description of a preferred embodiment which follows in conjunction with a review of the appended drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0027] FIG. 1 is a block diagram illustrating steps of this algorithm;

[0028] FIG. 2 is a schematic representation of one form of this algorithm relating to dice games;

[0029] FIG. 3 is a schematic representation of a game playing token enabled to be used in this algorithm;

[0030] FIG. 4 is a schematic representation of a game playing ball enabled to be used in this algorithm; and

[0031] FIG. 5 is a schematic representation of a playing card enabled to be used in this algorithm.

DESCRIPTION OF A PREFERRED EMBODIMENT

[0032] An inventory of elements in the drawings bearing reference numerals is:

numeral	element
10	dice
11	chip
12	emission from chip
13	receptor

-continued

numeral	element
14	antenna
15	antenna mount
16	display
17	token
13	chip
19	ball
20	chip
21	playing card
22	chip

[0033] Throughout this entire patent application I may have used, and I will use the word "chip". When I use "chip" I mean that to indicate a semi-conductor, transmitter, identifier or the like. In general it will be preferred to be an electronic device, but under some circumstances this may be something different. For example the identifier (chip) could be a thermal, radiologic, or other remote identifier system.

[0034] FIG. 1 is a block diagram illustrating steps involved embodiment of this algorithm. The fundamental algorithm can have many deviations and alternate features as will be known to those skilled in the art. As illustrated in FIG. 1, the steps to totally practice this algorithm for gaming uses are as follows:

[0035] Step 1: An electronic identifier is embedded in, or otherwise associated with, a gaming article (this may be a gaming machine, a roulette ball, a slot machine reel, a simulation, a gaming token, dice, playing card, electronic or digital representation, or any other item used in gaming);

[0036] Step 2: The article is selected, targeted, or otherwise identified as being utilized in a gaming activity;

[0037] Step 3: The identifier in the article selected in step 2 transmits a signal;

[0038] Step 4: The signal is received by a receiver, identified, and processed;

[0039] Step 5: The processed signal may be displayed and compared with the actual physical result existing at the gaming activity;

[0040] Step 6: The processed signal may be used to initiate further action such as a pay-out, initiation of new activity, or the like.

[0041] FIG. 2 shows a customary dice 10 partially cut away to reveal a chip or the like 11 imbedded in the dice. The arrows 12 indicate a signal emanating from the chip and being received by receptor 13 or the like and/or antenna or the like 14. The signal may be further processed by processor 13 and the results may be displayed on a display device 16. In the situation of FIG. 2 the results of rolls of dice on a craps table may be displayed. As illustrated this might indicate that the last nine rolls resulted in 8-6-3-9-7-1-6-7-4.

[0042] FIG. 3 shows a chip 18 embedded in a one dollar token 17.

[0043] FIG. 4 shows chip 20 within ball 19.

[0044] FIG. 5 shows chip 22 in playing card 21.

[0045] My basic operation and algorithm includes primarily the steps as previously described. I have not gone into detail concerning the identification, detection, and other devices and mechanisms. These are well known and understood by those skilled in the art.

[0046] By way of illustration of some of the very useful new results and solutions for the gaming industry as a result of my present algorithm, apparatus, and method one can consider the possibilities of roulette. In the usual play of roulette there can be very complex plays where players may place a number of tokens on the roulette table in such way that the coins overlap a corner of several adjoining numbers. Thus the pay-out becomes complex and susceptible of error, especially if there are (and there are) large numbers of players placing tokens on large numbers of adjoining numbers. Additionally, utilizing existing technology which is well known to those skilled in the art, the roulette wheel, and the entire table if desired, may be projected onto a large screen where it can be watched by all players with ease (something which is very difficult at a normal crowded roulette table).

[0047] Similar problems can exist with other games. Previously I mentioned the problem of slot machine results which are fairly frequently disputed. With my algorithm in place, any dispute can be resolved immediately. For example in the craps table example of FIG. 2 if a dispute should occur about the proper pay-out on a previously called number (which can and does happen at a crowded craps table with fast moving play) the proper call for any number of previous plays can be immediately displayed, and the bet placed with any particular token can be recalled.

[0048] While I have not illustrated it, a display and record of results from any game or from all games may be received examined, utilized, displayed, announced and the like at any number of locations. Also, guests in a casino/resort or the like can participate in any game from most any location, including guest rooms. A guest could participate in roulette from his/her room by using tokens with imbedded chips where the entire roulette table could be displayed on a video screen or the like in the room. The chip identifier or the like in a token could be placed on the appropriate numbers on the

screen and that placement would be combined with bets at the table or other remote locations. The technology here (such as touch screen video and the like) is well known to those skilled in the art and will be understood by those so skilled.

[0049] While the embodiments of this invention shown and described are fully capable of achieving the objects and advantages desired, it is to be understood that such embodiments are shown for purposes of illustration only and not for purposes of limitation.

[0050] In the claims which follow if I should fail to claim a patentable feature of this invention such failure to claim will be due to inadvertence or mistake and is not to be taken to be a dedication or abandonment of such feature. In such event upon discovering such failure I shall take appropriate action to cure the failure.

I claim:

1. The business model algorithm for gaming comprising: associating an individual identifier with a gaming article; selecting the gaming article; remotely detecting the identifier of the article selected; utilizing the article in a gaming activity; detecting the result of the use of the article in the gaming activity; and utilizing the result of the use of the article in the gaming activity for a useful purpose.

2. The algorithm of claim 1 wherein the useful purpose is to verify the result of the actual gaming activity.

3. The algorithm of claim 1 wherein the useful purpose is to display the result of the actual gaming activity.

4. The algorithm of claim 1 wherein the useful purpose is to enable an individual to participate in the gaming activity from a location remote from the location of the actual gaming activity.

5. The business model algorithm for gaming comprising: associating an individual identifier with a gaming token; utilizing the token in representing a player in a gaming activity; remotely detecting the identifier of the gaming token; detecting the result of the use of the token in the gaming activity; and utilizing the result of the use of the article in the gaming activity for a useful purpose.

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