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(54) **METHODE ET SYSTEME QUI PERMETTENT A UN JOUEUR  
DANS UN LIEU ELOIGNE DE PARTICIPER DE FACON  
INTERACTIVE A UNE PARTIE DE BLACK JACK EN LIGNE  
ET EN TEMPS REEL**

(54) **A METHOD AND SYSTEM ALLOWING A PLAYER AT A  
REMOTE LOCATION TO INTERACTIVELY PARTICIPATE  
IN A LIVE, ON-LINE BLACK JACK GAME**

(57) Method system and apparatus allowing a player at a remote location to interactively participate in a live, on-line Black Jack Game. The Black Jack Game is conducted in a Casino/House which is equipped with a Video Captioning Devices) (the "VCD") and an Interactive Remote Player Simulator(s) (IRPS). The VCD captures the visual image of the Black Jack Game Dealer and any player(s) physically present at the Casino/House. The IRPS captures the visual image of the face of each playing card dealt to the Remote Player. The image of the Black Jack Game Dealer, other players and the face of each playing card is communicated to the Remote Player in an on-line manner. The IRPS further provides a method of communicating the Remote Players specifications (i.e. placing bets, requesting/refusing card, etc.) to the Black Jack Game Dealer. The Casino/House module provides a means of player table allocation, chip purchase, accounting, etc.

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**ABSTRACT:**

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**DEFINITION:**

**Method system and apparatus allowing a player at a remote location to interactively participate in a live, on-line Black Jack Game. The Black Jack Game is conducted in a Casino/House which is equipped with a Video Captioning Device(s) (the "VCD") and an Interactive Remote Player Simulator(s) (IRPS). The VCD captures the visual image of the Black Jack Game Dealer and any player(s) physically present at the Casino/House. The IRPS captures the visual image of the face of each playing card dealt to the Remote Player. The image of the Black Jack Game Dealer, other players and the face of each playing card is communicated to the Remote Player in an on-line manner. The IRPS further provides a method of communicating the Remote Players specifications (i.e. placing bets, requesting/refusing card, etc.) to the Black Jack Game Dealer. The Casino/House module provides a means of player table allocation, chip purchase, accounting, etc.**

## CLAIMS:

What is claimed is:

1. A method, system and apparatus allowing a player that is not physically present in a Casino/House (the "Remote Player"), to participate in a real time, live, casino style black jack card game of chance (the "Black Jack Game"), whereby the Remote Player participates in the live, real time casino style Black Jack Game taking place in a Casino/House, and further wherein the Remote Player participates in the said Black Jack Game via an Interactive Black Jack Casino Network System (IBJCNS).
2. A method in accordance with **claim 1**, wherein the Black Jack Game is a card game of chance, whereby the Black Jack Game requires one deck, or multiple deck's of playing cards, wherein each deck of playing card's comprises 52 individual playing cards (the "Deck"), and further wherein each playing card in a Deck is embossed, imprinted and/or marked with an identifiable symbol and/or number. And wherein the rules of the Black Jack Game are those rules, or a version and/or variety of those rules commonly associated with the "Black Jack" card game of chance, or the "21" card game of chance, and/or another casino style card game of chance similar in nature to the "Black Jack" card game of chance, or the "21" card game of chance. And wherein the Black Jack Game is a card game of chance requiring the interactive participation of each player participating in each individual game and/or hand (the "Hand") of a Black Jack Game. And further wherein Black Jack Game player's purchase token(s) (both virtual and real) from the Casino/House, which token(s) purchased from the Casino/House are referred to as chips (the "Chip"), and a Chip(s) represents the amount of money required to purchase a Chip(s) from the House/Casino, which amount of money, and the currency of money in which a Chip(s) is valued is determined by the House/Casino. And where all Chips in a class of Chip's are worth the same value of each individual member of Chip of that class, and wherein their may be a variety of classes of Chips, and whereby each class of Chips is distinct, discernible and clearly identifiable as being a member of a particular class of Chips, and each member of the said class of Chip's are clearly discernible and identifiable as not being a Chip from any other class of Chip's. And wherein the Chips are used by the Black Jack Game players to wager and bet against the Casino/House in a Hand of a Black Jack Game, and wherein wagering and betting is conducted in accordance with the commonly accepted rules of the Black Jack Game, as well as those rules and regulations of the Casino/House in which the Black Jack Game occurs.
3. A method in accordance with **claim 1**, wherein a maximum of one Black Jack Game player for each Hand of a Black Jack Game must occupy a minimum of one Black Jack Player Position (BJPP) at a casino style Black Jack Game playing table (the "Black Jack Table").
4. A method wherein a BJPP may be allocated and assigned to a Remote Player rather than, and opposed to, allocating and assigning the BJPP to a Black Jack Game player physically present in the Casino/House (the "Live Player"). And further wherein the BJPP will be reserved for the Remote Player for the duration of the Remote Player's Black Jack Game game playing session, and the BJPP will not be available during the Black Jack Game session for a Live Player, or for any other Remote Player other then the remote Player presently occupying the said BJPP.
5. A method in accordance with **claim 1**, wherein the Remote Player is connected to, and may communicate with the Casino/House via an interactive, real time, on line facility.
6. A method in accordance with **claim 1** and **claim 5**, wherein the IBJCNS (Interactive Black Jack Casino Network System) comprises a means of communicating a plurality of live visual image(s), wherein the said visual image(s) will/may include visual image(s) displaying: the

Casino/House; Live players physically present at the Black Jack Table; the face of each playing card dealt to a Remote Player's BJPP, in addition to other visual images. The said visual image(s) are communicated on-line to a Remote Player, while a Remote Player's decision(s) and specification(s) are communicated and displayed at the Casino/House in a format that allows the Black Jack Game Dealer, Live Players, other Remote Players and spectators, to view and observe the said decision(s) and specification(s).

7. A method in accordance with **claim 2**, wherein the IBCNS (Interactive Black Jack Casino Network System) comprises:

- a) a table module (the "Table Module") wherein there exist a minimum of one Table Module for each Black Jack Table within a Casino/House offering Remote Player participation in a Black Jack Game, and further wherein the Table Module is capable of:
  - i) a means of electronically capturing a plurality of visual image(s), wherein the captured visual image(s) will/may include:
    - visual image(s) of the Casino/House,
    - visual image(s) of the Black Jack Table, wherein the said visual image(s), may/will include visual image(s) of the face and or number side of each playing card dealt facing upwards Dealt to the BJPP occupied by a Remote Player,
    - visual image(s) of the Black Jack Game Dealer;
    - visual image(s) of the face and/or number side of each of the playing card dealt face down by the Black Jack Game Dealer to the BJPP occupied by the Remote Player; and
    - a variety and selection of visual image(s), which variety and selection of visual image(s) may be determined by the Casino/House, and the said variety and selection of visual image(s) may include visual image(s) of live entertainment events (e.g. stage shows, animal shows, adult entertainment, etc.).
  - ii) a means of communicating a Remote Player's game direction(s) and specification(s) to a Black Jack Game Dealer;
  - iii) a means of reserving a BJPP for a Remote Player at a Black Jack Table; and
  - iv) a means of displaying for each Remote Player participating in a Hand at a Black Jack Table, the Remote Player's player information and data, wherein the said information and data is displayed and presented in a manner that permits and enables the Black Jack Game Dealer, other players and spectators to view and comprehend.
- b) a player module (the "Player Module") wherein the Player Module provides a user interface for a Remote Player, and wherein the said user interface allows and enables a Remote Player to view live visual image(s) of the Black Jack Game Dealer, in addition to visual image(s) of the Casino/House, and each playing card dealt to a Remote Player's BJPP at the Black Jack Table occupied by the said Remote Player. The Player Module further allows for a method of communicating a Remote Player's specification(s) and direction(s) to a plurality of party's including: the Casino/House; Black Jack Table; Black Jack Game Dealer; all other players and spectators present at the said Black Jack Table. The Player Module further allows and enables communication between a Remote

Player and the Casino/House, wherein the said communication can be for a variety of purpose(s) and function(s);

- c) a casino/house module (the "House Module"), wherein the House Module provides for a variety of functions including: Remote Player allocation to a BJPP at a Black Jack Table; account maintenance functions; account data storage functions; interactive money transfer transaction functions; chip purchase functions; arbitration service functions, security service functions, etc.; and
- d) a communication module (the "Communication Module") which Communication Module provides a method for communicating a plurality of visual image(s) and other data from the Casino/House to a plurality of Remote Player location(s); the Communication Module further provides a method for receiving, processing, communicating and electronically directing Remote Player game direction's and specification's received from a Remote Player location, wherein the said specification(s) and directions(s) are communicated to a plurality of Black Jack Table(s) which are occupied by a plurality of Remote Player(s). The Communication Module is further capable of ascertaining that data received from the Remote Player location has been transmitted and received in an accurate and real time manner.
- e) a Casino/House revenue module (the "House Revenue Module"), wherein the House Revenue Module is capable of generating and processing information and data that allows for the Casino/House to analyze and examine the financial performance of the Interactive Black Jack Casino Network System (IBJCNS);

8. A method in accordance with claim 2, wherein the Table Module comprises:

- a) a means of capturing and communicating a plurality of visual image(s) wherein the said captured visual image(s) may/will contain the visual image(s) of the Black Jack Game Dealer, and further all of the said captured visual image(s) are in a format that will be compatible with being communicated to a Remote Player location;
- b) a means of capturing a plurality of visual image(s), wherein the captured visual image(s) may/will contain the visual image(s) of the face and or number side of each playing card(s) dealt to a Remote Player's BJPP (the "Dealt Cards") by a Black Jack Game Dealer, and wherein the said Dealt Cards are dealt face and/or number side of the playing card(s) facing downwards, and further wherein the said visual image(s) of the said Dealt Card are captured in a format that may/will be compatible with, allows and enable the said visual image(s) to be communicated to a Remote Player location;
- c) a means of capturing a plurality of visual image(s), wherein the captured visual image(s) may/will contain the visual image(s) of the face and or number side of the playing cards dealt to a Remote Player's BJPP (the "Dealt Cards") by a Black Jack Game Dealer, and wherein the said Dealt Card(s) are dealt face and/or number side of the playing card(s) facing upwards, and further wherein the said visual image(s) of the said Dealt Card(s) is captured in a format that may/will be compatible with being communicated to a Remote Player location;
- d) a means of communicating with the House Module and a Remote Player location(s) for the purpose of communicating a Remote Player(s) bet specification (wager) for a proceeding and/or following Hand of a Black Jack Game, wherein a bet specification

- (wager) will be communicated to a Black Jack Table and a Black Jack Game Dealer, and wherein the bet specification (wager) is received by the Black Jack Game Dealer prior to the said Black Jack Game Dealer beginning the process and procedure of dealing a proceeding and/or following Hand of a Black Jack Game playing session;
- e) a means of communicating a Remote Player(s) game direction's and specification's (i.e.: request/refuse an additional playing card) to a Black Jack Table and a Black Jack Game Dealer;
  - f) a means of ensuring that all Remote Player(s) game directions and specifications (i.e. refuse/request an additional playing card) communicated from each Remote Player(s) participating in a Hand at a Black Jack Table have been communicated and received by the Casino/House, Black Jack Table and by the Black Jack Game Dealer prior to the Black Jack Game Dealer commencing a proceeding and/or following Hand of the Black Jack Game playing session;
  - g) a means if communication from a Remote Player is not received by the Table Module and the Black Jack Game Dealer prior to the expiry of a predetermined period of time, wherein a time-out default order is communicated to the Black Jack Game Dealer, and wherein the Black Jack Game Dealer is given direction to proceed with the process and procedure of dealing a Hand of a Black Jack Game playing session, and wherein the Remote Player is eliminated from the said Hand or a proceeding and/or following Hand of a Black Jack Game playing session;
  - h) a means of communicating and transmitting a plurality of visual image(s), which said visual image(s) may/will include live visual image(s) of a Black Jack Table and a Black Jack Game Dealer, and further wherein the visual image(s) will be communicated to a Remote Player location in an on-line real time manner, and the visual image(s) will be communicated in a format that is in accord and compatible with a format of communication that is acceptable and processable by a Remote Player's, Player Module;
  - i) a means of receiving, processing and communicating the Remote Player(s) game directions and specifications to: the Black Game Dealer; all Live Players; and any other Remote Player(s) participating in the Hand of the said Black Jack Game. And further wherein the said game directions and specifications are communicated in an on-line real time manner, and in a format that is in accord with a format that is acceptable and processable by the Remote Player's Player Module;
  - j) a means of ensuring that each Remote Player's game direction's and specification's (e.g.: place bet/refuse a game) participating in a Hand of a Black Jack Game have been received by the Table Module and the Black Jack Game Dealer prior to a Black Jack Game Dealer commencing a proceeding and/or following Hand of the said Black Jack Game playing session;
  - k) a means of visually displaying a Remote Player's chip balance continually, for the duration of a Remote Player's game session, wherein the Remote Player's chip balance may/will be visually displayed in a manner that allows the Black Jack Game Dealer, all Live players and spectators to observe and discern a Remote Player's Chip balance;
  - l) a means of ensuring that a Remote Player's BJPP at a Black Jack Table is reserved exclusively for the use of the said Remote Player for the duration of the Remote Player's,

Black Jack Game playing session. And wherein the BJPP (Black Jack Player Position) occupied by the said Remote Player cannot be occupied by a Live Player, and there is some method of communicating to any Live Player that may wish to occupy the BJPP occupied by the said Remote Player, during the Remote Player's Black Jack Game playing session that the BJPP is presently occupied. Further wherein the said BJPP communication system would inform all Live Player(s) that the said BJPP is presently occupied, (e.g. light illuminating letters attached to the side of a Black Jack Table directly in front of the BJPP occupied by the said Remote Player, which illuminated sign will/may read "Occupied"),

- m) a means of capturing a plurality of live visual image(s), wherein the captured visual image(s) will/may include live visual image(s) of the Casino/House and Black Jack Table from approximately the same view and angle that the Remote Player would view the Casino/House and Black Jack Table if the Remote Player were not at a remote location, but the Remote Player were instead a Live Player physically present in the Casino/House and occupying the said BJPP. And further wherein the captured visual image(s) may/will be manipulated by a Remote Player, and further wherein the Remote Player may/will be capable of manipulating and controlling elements of the captured visual image(s), which elements may/will include the angle, the focus and the magnification of the visual image(s) capturing device/apparatus;
- n) a means of displaying a Remote Player(s) game name or moniker (the "Moniker"), which Moniker is a unique sequence of letters and or numbers chosen by a Remote Player at the commencement of a Black Jack Game playing session, or alternatively at the time the Remote Player initially establishes a Casino/House playing account, and further the Moniker is visually displayed in a manner that allows and enables a Black Jack Game Dealer, Live Player(s), other Remote Player(s) and spectators present at the Black Jack Table occupied by the said Remote Player, to distinguish and identify the Moniker attached to each BJPP occupied by a Remote Player;
- o) a means of visually displaying a Remote Player(s) game directions and specifications in a manner that allows and enables the Black Jack Game Dealer, Live Player's, other Remote Player's and spectators present at the Black Jack Table occupied by the said Remote Player can distinguish and identify each Remote Player's game directions and specifications;
- p) a means of displaying at the completion of each Hand of a Black Jack Game the Remote Player's, Hand performance results (i.e. won / push / lost), wherein the Remote Player's Hand performance result(s) are visually displayed in a manner that the Black Jack Game Dealer, Live Players, other Remote Player's and spectators present at the Black Jack Table occupied by the said Remote Player may/will be capable of distinguishing and identifying each Remote Player's Hand performance result(s);
- q) a means of communicating to all other Remote Player's occupying a BJPP at the same Black Jack Table as a Remote Player, the said Remote Player's Black Jack Game data and information, wherein the Remote Player Black Jack Game data and information communicated to all other Remote Player(s) occupying a BJPP at the Black Jack Table occupied by the said Remote Player will/may include:
  - I) a said Remote Player's game directions and specifications;
  - ii) a said Remote Player's game Moniker;

- iii) a said Remote Player's Chip balance;
- iii) a said Remote Player's Hand performance results ; and
- iv) any other information and/or data determined by the Casino/House to be necessary and/or useful .

- r) a means of displaying the face and/or number side of each playing card dealt face down by a Black Jack Game Dealer to the BJPP assigned to a Remote Player, wherein the said Dealt Card(s) is dealt in a manner that allows the BJPP assigned to the said Remote Player to capture the live visual image(s) of the said Dealt Card(s).

9. A method in accordance with claim 2, wherein the Player Module is integrated with a Computer and/or Advanced Television and/or Interactive Multimedia Platform, and the Player Module comprises:

- a) a means of receiving and displaying a plurality of visual image(s) in a real time, on-line manner, and wherein the displayed plurality of visual image(s) may/will include:
  - i) visual image(s) of the Casino/House;
  - ii) visual image(s) of the Black Jack Game Dealer;
  - iii) visual image(s) of the Black Jack Table and other Live players and spectators present at the Black Jack Table occupied by the said Remote Player;
  - iv) a plurality of visual image(s), wherein the said plurality of visual images are selected by a Remote Player from a selection of visual image(s), and which said selection of visual images may/will be offered and made available by the Casino/House, and wherein the visual image(s) may be unrelated to the Black Jack Game and the Black Jack Table at which a Remote Player was, or is conducting a Black Jack Game playing session, and wherein the said additional visual image(s) may/will include visual images of entertainment, buildings, animals, amusements; and
  - v) any of a variety a plurality of visual images, which plurality of visual image(s) may/will be determined by the House/Casino, and wherein the Casino House determines that the said visual image(s) may/will enhance the Black Jack Game playing session for a Remote Player.
- b) a means of reproducing a plurality of audio sound data, wherein the said audio sound data may/will be communicated in a real time, on-line manner; and wherein the communicated audio sound data may/will include:
  - i) audio sound data of the Casino/House;
  - ii) audio sound data of the Black Jack Game Dealer;
  - iii) audio sound data of the Black Jack Table and other players;
  - iv) a plurality of audio sound data, which plurality of audio sound data are chosen by the Remote Player from a selection of audio data offered by the Casino/House, and which audio sound data may be unrelated to the Black Jack Game and the Black Jack Table at which the Remote Player was, or is, conducting a Black Jack Game playing session, and wherein the said audio sound data may/will include the audio sound(s) of entertainment, animals, music, etc.; and
  - v) any of a variety of audio sound data determined by the Casino/House to enhance the Black Jack Game playing session for a Remote Player.

- c) a means of receiving and displaying on a separate window of the Player Module video display facility, the visual image(s) of the face and/or number side of the playing cards which playing cards have been dealt face down by a Black Jack Game Dealer to the IRPS (Interactive Remote Player Simulator) assigned by the said Remote Player, and wherein the said visual image(s) are displayed to a Remote Player in a real time, on-line manner;
- d) a means of receiving and displaying on a separate window of a Player Module video display facility, the visual image(s) of the face and/or number side of the playing cards which playing cards have been dealt face upwards by the Black Jack Game Dealer to the said Remote Player's BJPP, and wherein the said visual image(s) are displayed to a Remote Player in a real time on-line manner;
- e) a means by which a Remote Player may direct and specify a bet specification (wager) prior to the commencement of a proceeding and/or following Hand of a Black Jack Game playing session;
- f) a means by which a Remote Player may direct and specify complete a bet specification (wager) during a commenced Hand of a Black Jack Game playing session, wherein the bet specification (wager) is allowed pursuant to the rules of the Black Jack Game;
- g) a means of displaying a Remote Player's playing statistics to the said Remote Player;
- h) a means of displaying a Remote Player's Chip Balance to the said Remote Player;
- i) a means of transmitting a Remote Player's bet specifications (wager) to the Casino/House, the Black Jack Table and the Black Jack Game Dealer, at which the Remote Player occupies a BJPP, and wherein the said communication will take place in an on-line, real time manner;
- j) a means of communication between a Remote Player and the House Module for the purpose of:
  - i) a means of performing player account maintenance functions;
  - ii) a means of processing an interactive money transfer to/from a player account;
  - iii) a means of processing a request for a BJPP at a Black Jack Table; and
  - iv) a means of chip purchase and chip redemption function(s);
  - v) a means of processing a request for arbitration and settlement services, wherein a dispute(s) arises between a Remote Player and a Black Jack Game Dealer; and the Casino/House, and
  - vi) a means of performing any function and/or service requested by the Remote Player which function and/or service is offered by the Casino/House.
- k) a means by which a Remote Player may configure, arrange and organize according to the Remote Player's own specification(s) and direction(s) the said Remote Player graphic user interface, whereby the IBJCS system data and information as displayed on the Player Module video display facility may be configured and formatted according to the Remote Players direction(s);
- l) a means of opening and establishing a Remote Player player account;
- m) a means of altering Remote Player player account data and information; and

n) a means of closing a Remote Player player account.

10. A method in accordance with **claim 2**, wherein the House Module comprises:

- a) a means of generating and storing player account data and information;
- b) a means of performing account maintenance functions and procedures, wherein the account maintenance functions and procedures may/will comprise:
  - i) a means of opening a player account for a new Remote Player;
  - ii) a means of closing a player account for an existing Remote Player;
  - iii) a means of inputting, verifying and/or altering a Remote Player's player account data and information;
  - iv) a means of setting and/or verifying a Remote Player's account credit line;
  - v) a means of assigning a unique account code and a unique Personal Identification Code (PIN) to a Remote Player at the time a Remote Player opens a player account, and
  - vi) a means of opening a transient account, which transient account is valid and existing for the duration of one Black Jack Game playing session.
- c) a means of performing account balance maintenance function(s) and procedure(s), wherein the account balance maintenance function(s) and procedure(s) may/will comprise:
  - i) a means of processing an interactive fund transfer transaction, wherein the said funds into a Remote Player's player account;
  - ii) a means of processing a payment specification and verifications for a fund transfer transaction;
  - iii) a means of processing an interactive withdrawal transaction, wherein the said funds are withdrawn from a Remote Player's player account; and
  - iv) a means of processing a Remote Player player account credit line maintenance transaction.
- d) a means of performing Chip transfer function(s) and procedure(s) wherein the remote Chip transfer function(s) and procedure(s) may/will comprise:
  - i) a means of conducting a Chip(s) purchase transaction wherein the funds used to purchase the said Chip(s) are allocated and transferred from a Remote Player's player account;
  - ii) a means of conducting a Chip(s) purchase transaction wherein the funds used to purchase the Chip(s) are allocated and transferred from a source other than a Remote Player's player account;
  - iii) a means of conducting a Chip redemption transaction wherein the funds received from the redeemed Chip(s) are allocated and transferred to a Remote Player's player account; and
  - iv) a means of conducting a Chip redemption transaction wherein the funds received from the redeemed Chip(s) are allocated and transferred to a source other than a Remote Player's player account.

- e) a means of assigning a Remote Player to a BJPP at a Black Jack Table, wherein the process of assigning a Remote Player to a BJPP comprises:
- i) a means of assigning a BJPP to a Remote Player when a BJPP is immediately available;
  - ii) a means of constructing and maintaining a waiting list for a plurality of Remote Player(s) when all BJPP(s) at all Black Jack Table(s) within the Casino/House are fully occupied and/or reserved;
  - iii) a means of constructing and maintaining a plurality of waiting list's for a plurality of Remote Player's when all BJPP's at all Black Jack Table(s) within the Casino/House are fully occupied and wherein each of the plurality of waiting lists may have different qualifications for a Remote Player to be assigned to the said waiting list, and each waiting list may also have a different method or methods for processing how, when and under what set of conditions a Remote Player will be removed from the waiting list and assigned to a BJPP, once a BJPP becomes available;
  - iv) a means of assigning a Remote Player to any one of a plurality of waiting list(s);
  - v) a means of assigning a Remote Player to a BJPP when the Remote Player(s) meets the specification(s) and qualification(s) to be assigned to that BJPP;
  - vi) a means of removing a Remote Player from a waiting list once the Remote Player has been assigned to a BJPP, or when/and if the Remote Player has voluntarily terminated the waiting list session;
  - vii) a means of registering a Remote Player game name or moniker (the "Moniker") to a Remote Player for the duration of a playing session;
  - viii) a means of reserving a BJPP for a Remote Player for a requested time in the future; and
  - ix) a means of confirming and fulfilling a reservation of a BJPP by a Remote Player for Black Jack Game playing session to take place in the future.
- f) a means of providing and conducting arbitration services between a Remote Player and a Black Jack Game Dealer and the Casino/House, wherein the arbitration services of the Casino/House may/will comprise:
- i) a means of accessing and reviewing a time stamped transaction log of a Remote Players game direction(s) and specification(s) wherein the said direction(s) and specification(s) which previously occurred during a Black Jack Game playing session;
  - ii) a means of accessing and reviewing a time stamped log of communication, wherein the said communication originates with the Casino/House and is communicated to a Remote Player location;
  - iii) a means of accessing a time stamped log of network problems disruptions, wherein the said network problems and disruptions may/will have occurred during a Remote Player's game playing session;
  - iv) a means of communicating with an arbitrator wherein the said communication comprises a Black Jack Game Dealer's assessment of the arbitrated event transaction in addition to a Remote Player's assessment of the arbitrated event. The said assessments of the arbitrated event along with the said transaction log(s) are communicated to the said arbitrator for the purpose of completing an arbitration; and
  - v) a means of communicating an arbitrator's decision to a Black Jack Game Dealer and a Remote Player, and further wherein a method and process of calculation and

settlement of a Remote Player player account, wherein the said calculation and settlement will be in accordance with the arbitrators decision of the arbitration event.

11. A method, in accordance with **claim 2**, wherein the Communication Module comprises
  - a) a means of multiplexing the output for a Remote Player, whereby ensuring that data intended for a specific Remote Player is communicated to that said Remote Player at the said Remote Player's, Remote Player location;
  - b) a means of multiplexing the input from a plurality of Remote Player's whereby ensuring that data from a specific Remote Player at the said Remote Player's, Remote Player location, is communicated to the Casino/House, Black Jack Table and BJPP assigned to that said Remote Player;
  - c) a means of ensuring system transmission integrity, wherein the method comprises:
    - i) a means of maintaining and storing a time stamped transaction log of a Remote Player(s) directions and specifications, which said directions and specifications were previously communicated to the Casino/House form the Remote Player location;
    - ii) a means of maintaining and storing a time stamped log of communication from the Casino/House to the Remote Player(s); and
    - iii) a means of maintaining a time stamped log of system problems; (i.e. interrupted power supply, equipment failure, communication failure, network overload etc.), which system problems may result in a breakdown of communication between a Remote Player and the Casino/House and a Black Jack Game Dealer.
  
12. A method and apparatus in accordance with **claim 2**, wherein an IBCNS (Interactive Black Jack Casino Network System) comprising:
  - a) a Casino/House Interactive Black Jack System Apparatus (CIBJSA);
  - b) a Remote Player Black Jack System Apparatus (RPBJSA); and
  - c) a network arrangement providing a real time on-line communication method between a CIBJSA and a plurality of RPBJSA.
  
13. An apparatus in accordance with **claim 12**, wherein a CIBJSA (Casino/House Interactive Black Jack System Apparatus) comprises:
  - a) a data storage facility capable of:
    - i) a means of storing long term account and financial data;
    - ii) a means of storing transient account and financial data;
    - iii) a means of storing transient remote game data;
    - iv) a means of storing transaction log data; and
    - v) a means of storing player reservation and waiting list data.
  - b) a plurality of Black Jack Table Module System Apparatus (BJTMSA), wherein each BJTMSA is integrated with a CIBJSA, and further wherein the BJTMSA is capable of:

- i) a means of receiving and processing Remote Player game transaction data, wherein the said game transaction data is communicated from a Remote Player location via the CIBJSA; and
  - ii) a means of inputting, processing, generating and communicating the Black Jack Game game transaction data to a Remote Player location via the CIBJSA.
- c) a House Module System Apparatus (HMSA) wherein the HMSA is integrated with a CIBJSA, and further wherein the HMSA is capable of:
- i) a means of performing Casino/House Remote Player table allocation function(s);
  - ii) a means of performing Remote Player reservation and waiting list function(s);
  - iii) a means of performing Casino/House player account management function(s);
  - iv) a means of performing Casino/House Remote Player arbitration service function(s); and
  - v) a means of performing any function(s) required to operate the IBCNS system at its fullest and greatest potential.
- d) a processor integrated with the CIBJSA, wherein the processor is capable of:
- i) a means of receiving and multiplexing data originating at a BJTMSA(s) location(s) and communicating the said data to a plurality of Remote Player location(s);
  - ii) a means of receiving and multiplexing data from a Remote Player location(s) and communicating the said data to the assigned BJTMSA(s) location(s);
  - iii) a means of receiving and multiplexing HMSA (House Module System Apparatus) data and communicating the said data to a plurality of Remote Player location(s);
  - iv) a means of multiplexing communication between the HMSA (House Module System Apparatus) and a Remote Player;
  - v) a means of communicating via a world wide network arrangement for the purpose of communicating data (transmitting and/or receiving) in a real time, on-line manner; and
  - vi) a means of ensuring data transmission integrity, wherein the processor is capable of ascertaining that data is transmitted to the appropriate location in a real time on-line manner.

14. An apparatus in accordance with **claim 13**, wherein the apparatus is a Black Jack Table Module System Apparatus (BJTMSA), and further wherein the BJTMSA comprises:

- a) a Black Jack Table Video Capturing Facility (BJTVCF), whereby the BJTVCF is capable of:
  - i) a means of capturing the visual image(s) of a Black Jack Table and a Black Jack Game Dealer and any Live Players at the same Black Jack Table occupied by the said Remote Player;
  - ii) a means of capturing the visual image(s) of the Black Jack Table and Casino/House from approximately the same position and angle that the Remote Player would view if the Remote Player were not at a remote location but were instead a Live Player physically present in the Casino/House; and
  - iii) a means of communicating captured visual image(s) via a world wide network arrangement.

- b) a Black Jack Table Remote Player Display Facility (the "BJTRPDF") wherein the BJTRPDF is capable of:
- i) a means of displaying the Remote Player(s) game direction(s) and specification(s) to each Live Player(s) occupying a BJPP at the Black Jack Table occupied by the said Remote Player;
  - ii) a means of displaying a Remote Player's Moniker to each Black Jack Game Dealer, Live Player and spectator present at the Black Jack Table occupied by the said Remote Player;
  - iii) a means of displaying the face and or number side of each Remote Player(s) Dealt Card(s) to the Black Jack Game Dealer, Live Player and any spectators present at the Black Jack Table occupied by the said Remote Player; and
  - iv) a means of displaying the Remote Player(s) Hand performance results (wins/loss) to each Black Jack Game Dealer, Live Player and spectator present at the Black Jack Table occupied by the said Remote Player.
- c) a plurality of Black Jack Table Virtual Player Simulator(s) (BJTVPS) wherein each BJTVPS is capable of conducting communication between a Remote Player and a Black Jack Game Dealer.

15. An apparatus in accordance with **claim 14**, wherein the apparatus is a BJTVPS (Black Jack Table Virtual Player Simulator), and further wherein the BJTVPS comprises:

- a) a means of capturing the live visual image(s) of the face and or number side of each of the playing cards dealt face down by the Black Jack Game Dealer to the BJPP occupied by the Remote Player;
- b) a means of ensuring that a Dealt Card(s) is processed in a manner that allows the Card Image Captioning Facility (CICF); assigned to the BJPP occupied by the said Remote Player to capture the visual image(s) of the Dealt Card(s);
- c) a means of determining that the Dealt Card(s) are processed by a CICF, and further that the said captured visual image(s) are communicated to a Remote Player location in a real time on-line manner;
- d) a means of communicating Remote Player game direction(s) and specification(s), wherein the method of communicating the Remote Players game directions specifications may/will include:
  - i) a video display facility capable of receiving and displaying communication from the Remote Player location;
  - ii) an audio sound reproduction facility, wherein the said facility is capable of reproducing audio sound data received from a Remote Player location; and
  - iii) a means of displaying and reproducing both audio and video data received from a Remote Player location.
- e) a means of maintaining and displaying a Remote Player(s) Chip balance,

- f) a means of communicating a Remote Player(s) Hand participation direction(s) and bet specification(s) (wager) for a proceeding and/or following Hand of a Black Jack Game, wherein the said method of communication may/will include:
- i) a video display facility capable of receiving and displaying communication from the Remote Player location;
  - ii) an audio sound reproduction facility, wherein the said facility is capable of reproducing audio sound data received from the Remote Player location; and
  - iii) a means of displaying and reproducing both audio and video data received from the Remote Player location.
- g) a means of communicating to a prospective Live Player that a BJPP at a Black Jack Table is occupied by a Remote Player and cannot be occupied by any other player.

16. An apparatus in accordance with **claim 13**, wherein the Casino/House Remote Account Maintenance System (CRAMS) further comprises a plurality of Remote Account Maintenance Facilities (RAMF) wherein a RAMF(s) is integrated with a CRAMS and a RAMF comprises:

- a) a means of accessing and processing player account data;
- b) a means of displaying player account data;
- c) a means of receiving and processing input from a RAMF operator;
- d) a means of interactively communicating with a Remote Player and/or a potential Remote Player;
- e) a RAMF graphic user interface (the "GUI"), wherein the GUI allows the RAMF operator to interface with the CRAMS and or a Remote Player;
- f) a means of performing account maintenance procedure(s) and function(s), wherein the account maintenance procedure(s) and function(s) may/will comprise:
  - i) a means of opening a player accounts for a new Remote Players;
  - ii) a means of closing a p[layer account for an existing Remote Player;
  - iii) a means of inputting, and/or altering a Remote Player's player account information;
  - iv) a means of assigning a unique account code and a unique Personal Identification Code (PIN) for the purpose of account access protection for a Remote Player player account; and
  - v) a means of establishing a transient account, wherein the transient account is valid and existing for the duration of a maximum of one Black Jack Game playing session.
- g) a means of performing account balance maintenance procedures and functions wherein the account balance maintenance procedures and functions may/will comprise:
  - i) a means of allowing and processing an interactive fund transfer transaction wherein the funds are transferred from a remote source into a Remote Player's player account;

- ii) a means of allowing and processing payment for a deposit into a Remote Player player account; and
  - iii) a means of allowing and processing the withdrawal of funds from a Remote Player(s) player account.
- h) a means of performing remote Chip transfer procedures and functions wherein the remote Chip transfer procedure(s) and function(s) may/will comprise:
- i) a means of processing a Chip purchase transaction, wherein the said transaction utilizes funds from a Remote Player's player account;
  - ii) a means of processing a Chip purchase transaction, wherein the said transaction utilizes funds transferred from a source(s) other than a Remote Player's player account;
  - iii) a means of processing a Chip redemption transaction wherein the redeemed funds are transferred into a Remote Player's player account;
  - iv) a means of processing a Chip redemption transaction wherein the redeemed funds are transferred to a destination other than a Remote Player's player account; and
  - v) a means of processing and enabling a Remote Player on-line player account examination and inquiry transaction.

17. A method and apparatus of **claim 16**, wherein some, or all of the functions performed by CRAMS are automated to the extent that a Remote Player does not require the assistance and/or input from a RAMF operator.

18. A method and apparatus of **claim 16**, wherein a RAMF further comprises a video and/or audio sound capturing facility whereby the said facility is capable of capturing and communicating the video and/or audio sound data of the RAMF operator to a Remote Player location.

19. A method and apparatus of **claim 16** wherein a RAMF facility comprises a video and/or audio sound reproducing facility, wherein the said facility is capable of communicating and reproducing the said video images and/or audio sound data of the Remote Player to the RAMF operator.

20. An apparatus, in accordance with **claim 13** wherein the Casino/House Remote Player Arbitration System (CRPAS) further comprises a plurality of Remote Player Arbitration Facilities (RPAF) and wherein each RPAF is integrated with the CRPAS and each CRPAF further comprises:

- a) a means of accessing and processing the transmission log data;
- b) a means of displaying a Remote Player player account(s) data;
- c) a means of receiving and processing input from a RPAF operator;
- d) a means of interacting with a Remote Player;
- e) a means of interacting with a Black Jack Game Dealer; and
- f) a GUI for the said RPAF operator (arbitrator) allowing interactive and/or deferred processing of a claim settlement procedure, wherein the claim settlement procedure may/will comprise a means of viewing the participating party's arguments and information

of the arbitrated event including: a dealer's arguments; a remote player's arguments; transaction log data; and

- g) a GUI capable of enabling the RPAF arbitrator to communicate the arbitrators decision to all party's involved and/or participating in an arbitration transaction.

21. A method and apparatus of **claim 20**, wherein some, or all of the functions and procedures performed by CRPAS are automated to the extent that a Remote Player does not require the assistance and/or input from a RPAF operator.

22. A method and apparatus of **claim 20**, wherein a RPAF further comprises a video and/or audio sound capturing facility whereby the said facility is capable of capturing and communicating the video image(s) and/or audio sound data of the RPAF operator to a Remote Player.

23. A method and apparatus of **claim 20** wherein a RPAF comprises a video and/or audio sound reproducing facility, and wherein the said facility is capable of reproducing the video image(s) and/or audio sound data of the Remote Player to a RPAF operator.

24. An apparatus in accordance with **claim 13** wherein the Casino/House Remote Table Allocation and Reservation System (CTARS) comprises:

- a) a means of assigning a Remote Player to a BJPP when a BJPP meeting the Remote Player table allocation specifications is immediately available;
- b) a means of assigning a Remote Player to a BJPP, if a Remote Player was previously reserved, and the reserved BJPP is immediately available;
- c) a means of maintaining a waiting list of Remote Players if no BJPP meeting the Remote Player(s) table allocation specification(s) are immediately available;
- d) a means of assigning a Remote Player(s) to a waiting list if no BJPP meeting the Remote Player(s) table allocation specification(s) are immediately available;
- e) a means of assigning a BJPP to a Remote Player, and assigning a Remote Player to an available BJPP, as soon as a BJPP meeting the Remote Player(s) table allocation specification(s) is immediately available;
- f) a means of removing a Remote Player form a waiting list once the Remote Player has been assigned to a BJPP;
- g) a means of reserving a BJPP for a Remote Player for a requested time in the future;
- h) a means of confirming a Remote Player's BJPP reservation; and
- i) a means of allowing a Remote Player to view and survey each Black Jack Table and each BJPP at each Black Jack Table for the purpose of determining the BJPP at which the Remote Player selects and determines to conduct the Remote Player game playing session.

25. A method and apparatus of **claim 24**, wherein some, or all of the functions performed by CTARS are automated to the extent that a Remote Player does not require the assistance and/or input from a CTARS operator.

26. A method and apparatus of **claim 24**, wherein a CTARS further comprises a video and/or audio sound capturing facility, and wherein the said facility is capable of capturing and communicating the video image and/or audio sound data of the CTARS operator to the Remote Player.

27. A method and apparatus of **claim 24**, wherein a CTARS comprises a video and/or audio sound reproducing facility, and wherein the said facility is capable of reproducing the video and/or audio sound data of the Remote Player to the CTARS operator.

28. An apparatus in accordance with **claim 12**, being a Remote Player Interactive Black Jack System Apparatus (RPIBJSA) wherein the RPIBJSA further comprises:

- a) a Remote Player audio/video display facility capable of reproducing the sound data and visual image(s) received from the CIBJSA (Casino/House Interactive Black Jack System Apparatus);
- b) a storage devise capable of both RAM and long term storage of audio, video and digital data;
- c) a processor integrated with the RPIBJSA wherein the processor is capable of :
  - i) a means of communication with the CIBJSA (Casino/House Interactive Black Jack System Apparatus);
  - ii) a means of processing and/or storing data received from the CIBJSA;
  - iii) a means of performing communication function(s) and procedure(s) via a Graphic User Interface (the "GUI"); and
  - iv) a means of processing Remote Player game data received via a graphic user interface, and further wherein a means of communicating the said data to the CIBJSA via a network arrangement.

29. A method and apparatus of **claim 28** wherein the Graphic User Interface for the Remote Player Interactive Black Jack System Apparatus (RPIBJSA) comprises:

- a) a means of displaying, concurrently, in separate windows of the RPAVDF (Remote Player Audio/Video Display Facility):
  - i) visual images of the Casino/House, Black Jack Table and other players participating in the Black Jack Game playing session at the said Black Jack Table;
  - ii) visual image(s) of the Casino/House and Back Jack Game Dealer;
  - iii) visual image(s) allowing a Remote Player to view other Remote Player participating in the same Hand at the Black Hack Table occupied by the said Remote Player;
  - iv) visual image(s) of the face and or number side of a Remote Player(s) Dealt Cards;
  - v) a Remote Player's current Chip balance; and
  - vi) any other information and/or data necessary in order to make the RPIBJSA system operate at its greatest and fullest potential.

- b) a means of capturing the Remote Player's game direction(s) and specification(s);
- c) a means of capturing the Remote Player's Hand direction(s) and specification(s); and
- d) a means of interactively communicating with the House Module via a separate window of a GUI.

30. A method and apparatus of **claim 28** and **claim 29**, wherein the RPIBJSAs further comprises:

- a) a graphic user interface capable of performing communication between a RPIBJSAs and a CIBJSAs, wherein the communication may/will occur in a separate window of the video display facility;
- b) a means of performing account maintenance transaction procedures, wherein the account maintenance transaction procedures may/will comprise:
  - i) a means of opening a player account for a new Remote Player(s);
  - ii) a means of closing a player account for an existing Remote Player(s);
  - iii) a means of inputting and altering a Remote Player(s) player account information;
  - iv) a means of processing a unique account code and a unique Personal Identification Code (PIN) for the purpose of account access protection; and
  - v) a means of opening a transient account whereby the transient account is valid and existing for the maximum of one Black Jack Game playing session.
- c) a means of performing account balance maintenance function(s) and procedure(s) wherein the account balance maintenance procedure(s) and function(s) may/will comprise:
  - i) a means of conducting a Chip Balance transaction procedure wherein each Remote Player player account is revised and updated following each Hand within a Black Jack Game playing session participated in by the said Remote Player, and further wherein the Remote Player, player account will following the said transaction reflect the Remote Player's Hand results following the preceding Hand of the Black Jack Game playing session;
  - ii) a means of processing an interactive fund transfer into a Remote Player's player account;
  - iii) a means of processing a payment of funds into a Remote Players player account;
  - iv) a means of processing an interactive withdrawal of funds from a Remote Player's player account;
  - v) a means of processing Remote Player(s) player account credit line maintenance; and
  - vi) a means of processing a Remote Player player account transaction inquiry.
- d) a means of performing a Chip transfer procedure wherein the remote Chip transfer function(s) and procedure(s) may/will comprise:
  - i) a means of processing a Chip(s) purchase transaction, wherein the said Chip(s) are purchased with funds transferred from the Remote Player's player account;
  - ii) a means of processing a Chip(s) purchase transaction, wherein the said Chip(s) are purchased with funds from a source other than the Remote Player's player account;

- iii) a means of processing a Chip(s) redemption transaction, wherein the said funds are redeemed into a Remote Player's player account;
- iv) a means of processing a Chip(s) redemption transaction, wherein the said funds from the redeemed Chip(s) are redeemed to a destination other than the Remote Player's player account; and
- v) a means of processing Remote Player player account balance update and inquiry transaction.

31. A method and apparatus of **claim 28** wherein the Graphic User Interface for the Remote Player Interactive Black Jack System Apparatus (RPIBJS) may/will comprise:

- a) a means and process of assigning a Remote Player to a BJPP at a Black Jack Table, wherein the process of assigning a Remote Player to a BJPP comprises:
  - i) a means of reserving a BJPP for a Remote Player currently assigned to another BJPP within the Casino/House, and wherein the Remote Player decides to be assigned to a different BJPP than the BJPP to which he/she is currently conducting a Black Jack Game playing session, and wherein the Remote Player will be assigned to the said new BJPP when/and if a BJPP meeting the Remote Player's table allocation specification(s) becomes available within the Casino/House;
  - ii) a means wherein the Remote Player may request a BJPP, and be assigned to a position on a BJPP waiting list when no BJPP meeting the Remote Player(s) table allocation specifications is currently available;
  - iii) a means of inputting and storing a Remote Player's table allocation specification(s), wherein the said table allocation specifications may be utilized during for the procedure of assigning a BJPP to a Remote Player, and wherein the said Remote Player's table allocation specification(s) may/will include:
    - a means of requesting a specific Black Jack Table at which a Remote Player prefers to conduct the Black Jack Game playing session;
    - a means of requesting a specific BJPP at a specific Black Jack Table at which a Remote Player prefers to conduct a Black Jack Game playing session;
    - a means by which a Remote Player can select to be assigned to a specific BJPP, or a specific Black Jack Table based upon a Black Jack Game Dealer or another player located at that selected Black Jack Table, and
    - a means allowing a Remote Player to view all BJPP's and all Black Jack Table's currently available for conducting a Black Jack Game playing session.
    - a means by which a Remote Player who has never previously provided any selection criteria may/will be assigned to the first available BJPP.
  - iv) a means of processing a Remote Player table allocation specification(s) transaction, wherein the said transaction is transacted for the purpose of locating a BJPP and a Black Jack Table at which a Remote Player may/will conduct a

Black Jack Game playing session. And further wherein the processing of the Remote Player's table allocation specification(s) will/may include the following:

- a means of locating a previously stored Remote Player(s) table allocation specifications which will/may include the preference of a specific Black Jack Table at which a Remote Player prefers to conduct the Black Jack Game playing session and/or the BJPP position at a Black Jack Table at which a Remote Player prefers to conduct a Black Jack Game playing session and/or a specific Black Jack Game Dealer at whose table the Remote Player would like to conduct a Black Jack Game playing session,
  - a means of applying table allocation specification(s) for one/or more Remote Player(s), wherein the Remote Player table allocation specification(s) can be processed against rules and selection criteria established by the Casino/House in order to determine a list of table allocation selection criteria for a Remote Player, and wherein a remote Player(s) table allocation selection criteria may/will include:
    - a means of selecting a BJPP which meets all of the Remote Player's BJPP table allocation specification(s) criteria;
    - a means of presenting a Remote Player with a catalogue and/or list of all currently available BJPP's;
    - a means whereby a Remote Player may select and assign themselves to a BJPP from a catalogue and/or list of BJPP's;
    - a means of presenting a Remote Player with the possibility of waiting for a BJPP to become available that more closely meets a Remote Player(s) table allocation specification criteria, wherein the Remote Player is also presented with an approximate calculation of how long the Remote Player would be required to wait on a waiting list prior to being assigned to a BJPP; and
    - a means of presenting a Remote Player with a range of table allocation selection criteria.
  - a means of prioritizing table allocation selection criteria, whereby a level of importance and significance may be attached to each table allocation selection criteria, and the said level of importance and significance may be used in processing a Remote Player table allocation procedure.
- v) a method of receiving and processing a request by a Remote Player currently occupying a BJPP and conducting a Black Jack Game playing session, wherein the Remote Player may request to change and/or transfer BJPP's and Black Jack Table's, and the Remote Player(s) BJPP transfer request may be processed in priority to/or conjunction with / or subsequent to / processing a request by another Remote Player waiting to begin a Black Jack Game playing session and who has not yet been assigned a BJPP;
- vi) a method allowing a Remote Player who has issued a BJPP transfer request to remain at the BJPP from which the BJPP transfer request was issued, and

whereby the Remote Player may remain conducting a Black Jack Game playing session while, and until a BJPP meeting the Remote Player(s) table allocation specifications becomes available;

- vii) a method allowing a Remote Player who has issued a BJPP transfer request to terminate the Black Jack Game playing session at the BJPP at which the table transfer request was issued and be assigned to a waiting list until a BJPP meeting the Remote Player(s) specifications becomes available;
- viii) a method of assigning a BJPP to a Remote Player (when a Remote Player has issued a BJPP transfer request) as soon as a BJPP meeting the Remote Player(s) specifications become available, whereby the said Remote Player is removed from the waiting list of BJPP(s);
- ix) a method of inputting a Remote Player(s) Moniker to a Remote Player(s) for the duration of a Black Jack Game playing session;
- x) a method for the Remote Player completing a BJPP reservation procedure for a playing session time in the future; and
- xi) a method of confirming and fulfilling the BJPP reservation procedure and function.

32. A method and apparatus of **claim 28** and **claim 29** wherein the arbitration procedure for a Remote Player Interactive Black Jack System Apparatus (RPIBJSAs) further comprises:

- a) a means of allowing and conducting arbitration services between a Remote Player a Black Jack Game Dealer and the Casino/House, wherein the arbitration services may will comprise:
  - i) a means of initiating an arbitration claim;
  - ii) a means allowing a Remote Player to communicate to all parties involved in an arbitration claim the Remote Player(s) interpretation of the arbitration event; and
  - iii) a means of communicating to a Remote Player the arbitrators decision on the arbitration claim.

33. A method system and apparatus in accordance with **claim 1**, wherein the RPIBJSAs can operate in a plurality of predetermined language(s), and further wherein those predetermined language(s) will/may include:

- i) English;
- ii) French;
- iii) German;
- iv) Chinese;
- v) Japanese;
- vi) Spanish;
- vii) Italian; and
- viii) any language or method of communication the Casino/House determines and/ore chooses.

34. A method in accordance with **claim 8**, wherein the House Module may/will be further capable of generating, storing, maintaining and processing a digital identity, and wherein a Remote Player may/will be capable of selecting a digital identity from a database of said digital identities, and wherein the said database is maintained by the House Module, and wherein the digital identity(s) will be in the format of an electronically produced digital image (the "Digital Character") and wherein the Digital Character may/will be in a format and in a style wherein the Digital Character

has, and maintains cartoon like characteristics (e.g. a dog image, from a dogs playing poker art piece), or alternatively the said Digital Character may/will not be in cartoon like style and format, instead the said character will be in a style and format representing and simulating a life like and human image (e.g. Humphrey Bogart, Abraham Lincoln ) and/or alternatively the House Module may/will provide a means by which a Remote Player may/will be capable of designing and/or altering a Digital Character, wherein the said designed Digital Character will be of a quality and meeting the preferences of a Remote Player, and further wherein the selected and/or designed and/or altered Digital Character will be used and utilized by a Remote Player and by the Casino/House for the purpose of visually representing the said Remote Player during a Black Jack Game Session. and further wherein the House Module may/will be capable of storing a Digital Character selected, created and/or altered by a Remote Player, and/or the House Module may/will be further capable of storing a Remote Player's preferences utilized for selecting, creating and/or altering a Digital Character wherein the said preference(s) may/will be utilized for recreating a Digital Character, and wherein the chosen Digital Character, or a Digital Character recreated by a Remote players preferences may/will be utilized in a subsequent Black Jack Game Session.

35. A method in accordance with claim 9 and claim 34, wherein a Player Module may/will be further capable of providing a graphic user interface capable of allowing a Remote Player a means by which to select a Digital Character, and wherein the said selected Digital Character will be selected from a database of Digital Characters, and further wherein the may/will decide not to select a Digital Character from the database of Character and instead the Remote Player Module will provide a means by which a Remote Player may/will be capable of designing, constructing and or altering a Digital Character, and wherein the said selected and/or designed Digital Character will represent the said Remote Player during a Black Jack Game Session and wherein the said Remote Player may/will be capable of controlling and manipulating the actions and/or movements of the said Digital Character during a Black Jack Game Session.

36. A method in accordance with claim 34 and claim 35 wherein the Player Module may/will be capable of communicating with the House Module and the Black Jack Table Module during a Remote Player Black Jack game session, wherein the purpose of the said communication will permit and enable the Remote Player at a Remote Player location to control and/or manipulating a Digital Character assigned to the BJPP occupied by the said Remote Player.

37. A method in accordance with claim 8, claim 34, claim 35 and claim 36 wherein a Black Jack Table Module is capable of processing and displaying a Digital Character for each BJPP occupied by a Remote Player, and wherein the Digital Character will be visually displayed in manner that permits the Black Jack Game Dealer, any Live Player's and other Remote Players occupying a BJPP at the said Black Jack Table, and spectators. And further wherein the Digital Character will be visually displayed in manner that may/will permit and enable a Remote Player at a Remote Location occupying the BJPP assigned to the said digital character to manipulate and control the said digital characters.

38. A method in accordance with claim 7, wherein the House Revenue Module is capable of generating and processing system data and information, wherein the said information and data is generated and made available to the Casino/House, and wherein the Casino/House may utilize the said data and information for a plurality of purposes, and further wherein the House Revenue Module will/may generate, process and make available the following information and data:

- a) a means of generating and processing, for any duration of time and/or period of time, information and data that allows for the Casino/House to analyze and examine the performance of the Interactive Black Jack Casino Network System (IBJCNS), specifically

relating to the number Remote Player's participating in Black Jack Game playing sessions;

- b) a means of generating and processing, for any duration of time and/or period of time, information and data that allows for the Casino/House to analyze and examine the performance of the Interactive Black Jack Casino Network System (IBJCNS), specifically relating to the amount of money bet and wagered by Remote Player's.
- c) a means of generating and processing, for any duration of time and/or period of time, information and data that allows for the Casino/House to analyze and examine the performance of the Interactive Black Jack Casino Network System (IBJCNS), specifically relating to the amount of won by Remote Player's participating in Black Jack Game playing sessions.
- d) a means of generating and processing, for any duration of time and/or period of time, information and data that allows for the Casino/House to analyze and examine the performance of the Interactive Black Jack Casino Network System (IBJCNS), specifically relating to the amount won by the Casino /House from Remote Player's participating in Black Jack Game playing sessions.
- e) a means of generating and processing, for any duration of time and/or period of time, information and data that allows for the Casino/House to analyze and examine the performance of the Interactive Black Jack Casino Network System (IBJCNS), specifically relating to the amount of money bet and wagered by Remote Player's.
- f) a means of generating and processing any data and information required by the Casino/House wherein the information and data that may be generated by the House Revenue Module and wherein the said information and data is required by the Casino/House for the purpose of determining the performance of the Interactive Black Jack Casino Network System (IBJCNS),