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(54) SYSTEM AND METHOD FOR DETERMINING ODDS FOR WAGERING IN A FINANCIAL MARKET ENVIRONMENT

(75) Inventors: **Christopher John Davie**, London (GB); **Guy Iain Oliver Riches**, Leicestershire (GB)

Correspondence Address:
BAKER BOTTS L.L.P.
2001 ROSS AVENUE
SUITE 600
DALLAS, TX 75201-2980 (US)

(73) Assignee: **Cantor Index LLC**

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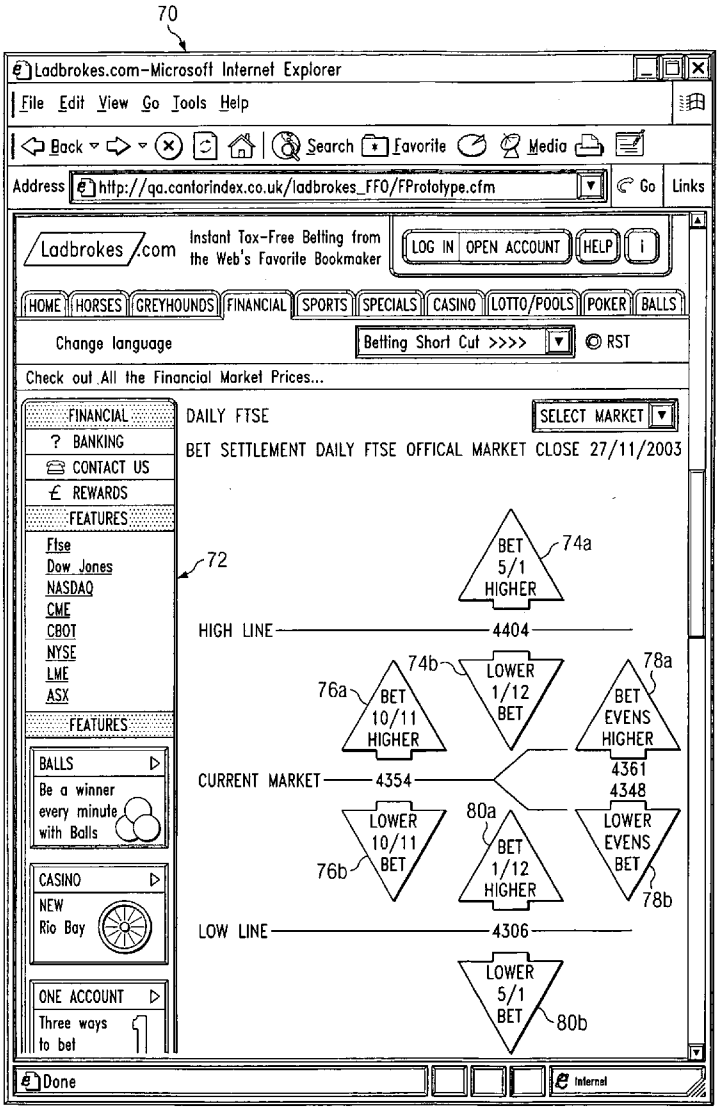
(57) **ABSTRACT**

A method for providing a wager in a financial market environment is provided that includes presenting an opportunity to make a wager that is based on a moving market line associated with a financial market. An end user is given an opportunity to bet on whether a financial market value will be above or below the moving market line at a designated time. The wager may be accepted from the end user. The wager may be monitored in order to determine whether the financial market value was above or below the moving market line at the designated time.



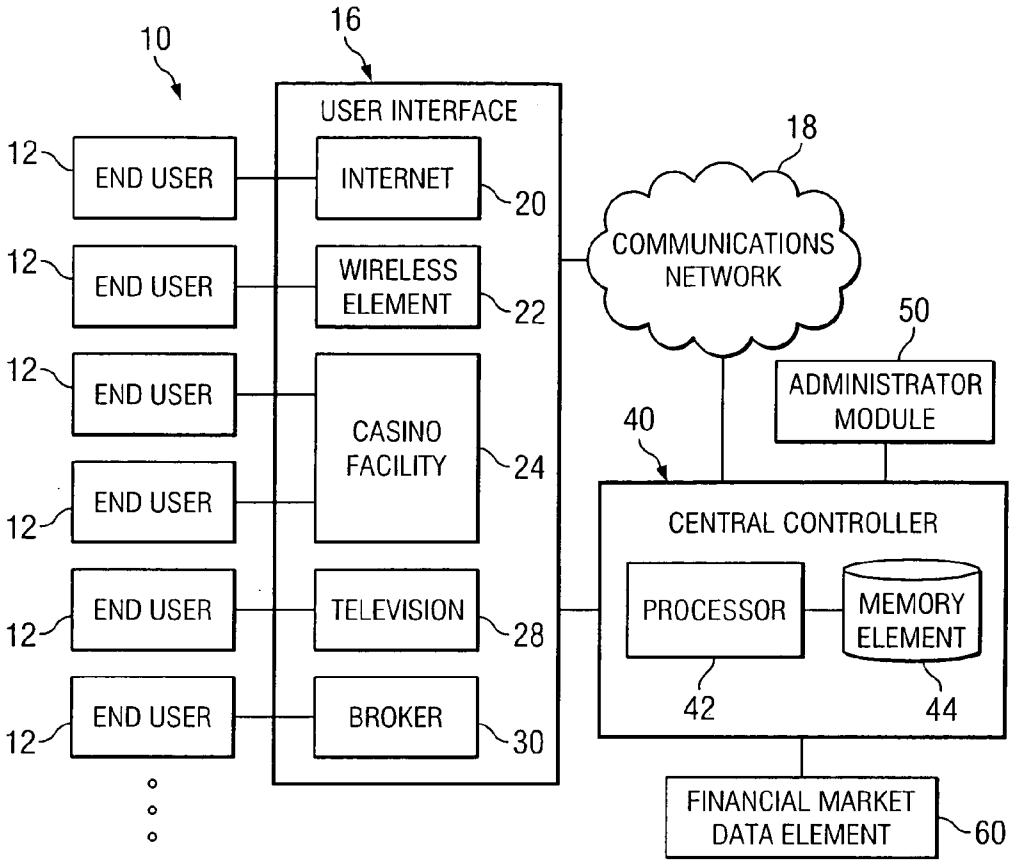

10
16
USER INTERFACE
12
END USER
INTERNET
20
18
COMMUNICATIONS NETWORK
WIRELESS ELEMENT
22
50
ADMINISTRATOR MODULE
CASINO FACILITY
24
40
CENTRAL CONTROLLER
PROCESSOR
MEMORY ELEMENT
42
44
TELEVISION
28
BROKER
30
FINANCIAL MARKET DATA ELEMENT
60

FIG. 1

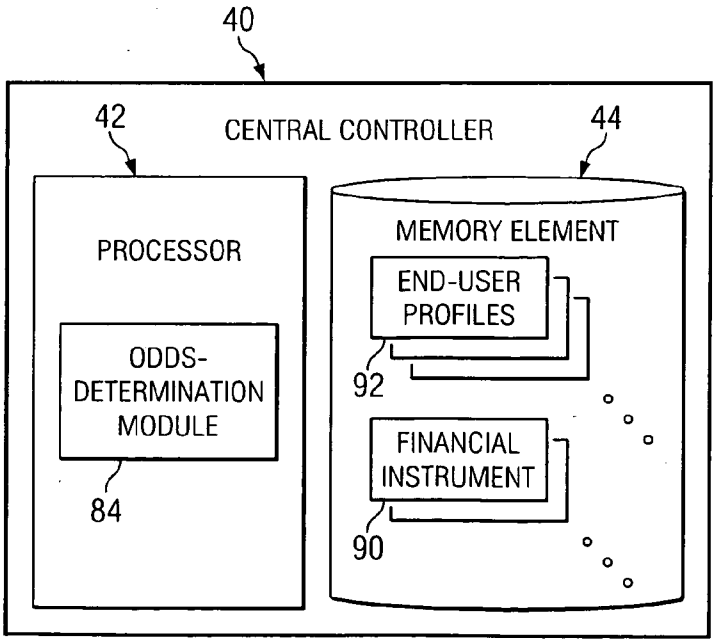
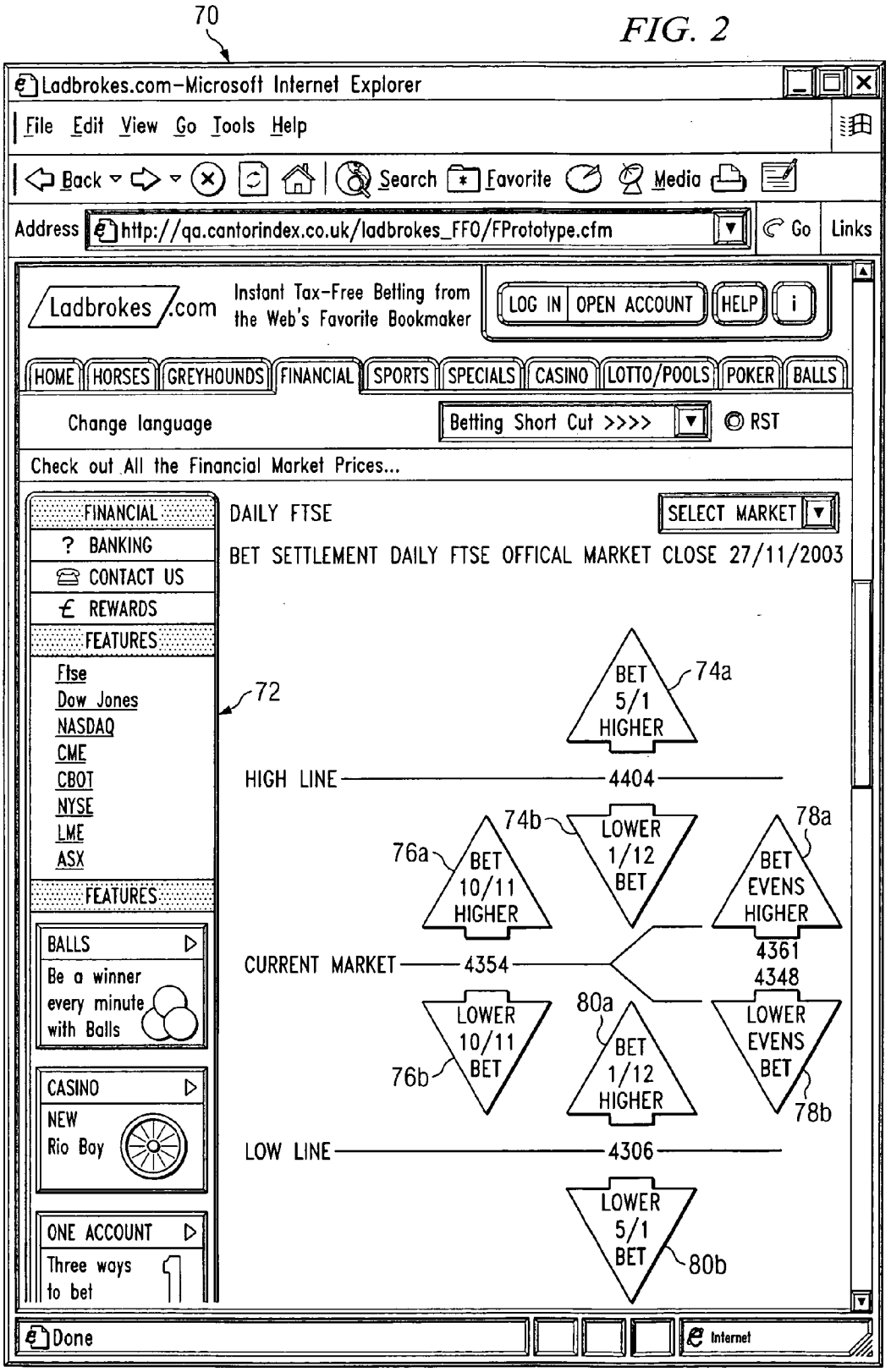

40
42
CENTRAL CONTROLLER
44
PROCESSOR
MEMORY ELEMENT
END-USER PROFILES
92
ODDS-DETERMINATION MODULE
84
FINANCIAL INSTRUMENT
90

FIG. 3

FIG. 2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File Edit View Go Tools Help
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Betting Short Cut >>>>
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LME
ASX
FEATURES
BALLS
Be a winner every minute with Balls
CASINO
NEW Rio Bay
ONE ACCOUNT
Three ways to bet
DAILY FTSE
SELECT MARKET
BET SETTLEMENT DAILY FTSE OFFICAL MARKET CLOSE 27/11/2003
72
BET 5/1 HIGHER
74a
HIGH LINE
4404
74b
LOWER 1/12 BET
76a
BET 10/11 HIGHER
78a
BET EVENS HIGHER
CURRENT MARKET
4354
4361
4348
LOWER 10/11 BET
76b
80a
BET 1/12 HIGHER
LOWER EVENS BET
78b
LOW LINE
4306
LOWER 5/1 BET
80b
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Internet

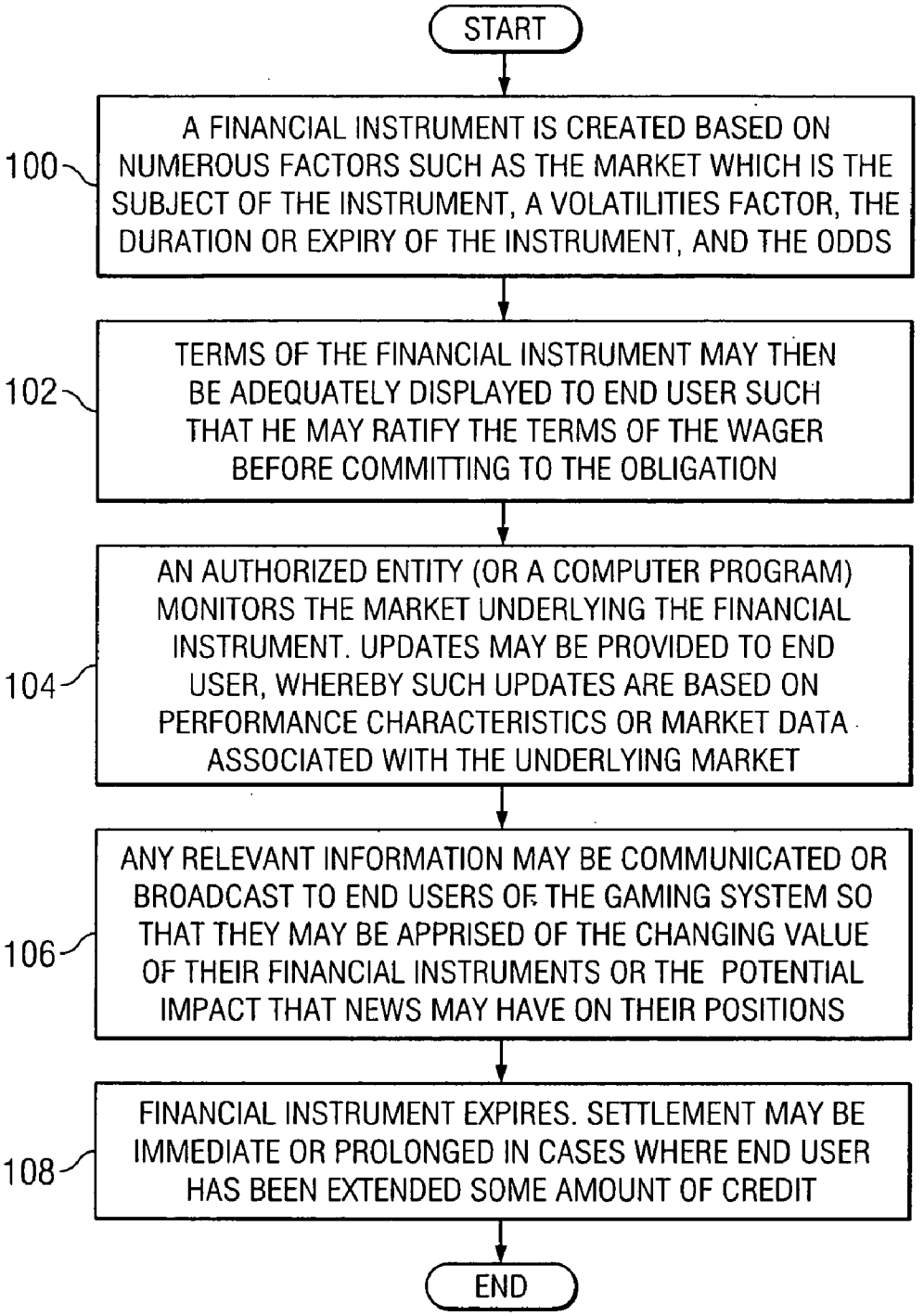
START
100
A FINANCIAL INSTRUMENT IS CREATED BASED ON NUMEROUS FACTORS SUCH AS THE MARKET WHICH IS THE SUBJECT OF THE INSTRUMENT, A VOLATILITIES FACTOR, THE DURATION OR EXPIRY OF THE INSTRUMENT, AND THE ODDS
102
TERMS OF THE FINANCIAL INSTRUMENT MAY THEN BE ADEQUATELY DISPLAYED TO END USER SUCH THAT HE MAY RATIFY THE TERMS OF THE WAGER BEFORE COMMITTING TO THE OBLIGATION
104
AN AUTHORIZED ENTITY (OR A COMPUTER PROGRAM) MONITORS THE MARKET UNDERLYING THE FINANCIAL INSTRUMENT. UPDATES MAY BE PROVIDED TO END USER, WHEREBY SUCH UPDATES ARE BASED ON PERFORMANCE CHARACTERISTICS OR MARKET DATA ASSOCIATED WITH THE UNDERLYING MARKET
106
ANY RELEVANT INFORMATION MAY BE COMMUNICATED OR BROADCAST TO END USERS OF THE GAMING SYSTEM SO THAT THEY MAY BE APPRISED OF THE CHANGING VALUE OF THEIR FINANCIAL INSTRUMENTS OR THE POTENTIAL IMPACT THAT NEWS MAY HAVE ON THEIR POSITIONS
108
FINANCIAL INSTRUMENT EXPIRES. SETTLEMENT MAY BE IMMEDIATE OR PROLONGED IN CASES WHERE END USER HAS BEEN EXTENDED SOME AMOUNT OF CREDIT
END

FIG. 4

SYSTEM AND METHOD FOR DETERMINING ODDS FOR WAGERING IN A FINANCIAL MARKET ENVIRONMENT

TECHNICAL FIELD OF THE INVENTION

[0001] This invention relates in general to gaming and, more particularly, to a system and a method for wagering in a financial market environment.

BACKGROUND OF THE INVENTION

[0002] The gaming industry has experienced a tremendous increase in popularity over the last few decades. Excitement is generally derived from the expectation of potential future winnings based on the movements of the underlying event of the wager. Concurrently, in the financial market a different group of participants engage in allocating money based on the likelihood of some future event. Such participants (or investors) may purchase commodities (e.g. common stock through a trading exchange) in hopes that their purchases will appreciate with time. When the investor elects to close or sell his position, a profit may be obtained in cases where the underlying asset has grown in value.

[0003] Investors are also given the opportunity in today's trading markets to purchase equities that track a particular type of stock, sector, or exchange. For example, an investor may take a position in a stock that tracks the performance of semiconductors, cyclicals, or small-cap stocks (e.g. the Russell 2000). In another example, investors are given the opportunity to purchase a stock that tracks the performance the NASDAQ exchange (e.g. stock ticker symbol 'QQQ'). Gains or losses in the NASDAQ are, therefore, reflected by the tracking stock.

[0004] Investors may use any number of theories in order to develop a hypothesis for taking a position in such stocks. For example, because the NASDAQ is heavily weighted toward technology, an investor who feels that the technology sector is due for a rally may opt to take a position in the tracking stock of the NASDAQ. Other investors may use a technical analysis (considering factors such as momentum, volume, and performance graphs) to determine whether or not such an investment would produce a profit. Still other investors may use interest rates, bond prices, or any other appropriate factor as a basis for making such determinations. Alternatively, some investors may simply allocate capital based on pure guesswork and hunches. Accordingly, such a forum offers the opportunity for great speculation amongst participants, as any number of factors and theories may be implemented in an attempt to predict the future performance of an underlying asset.

SUMMARY OF THE INVENTION

[0005] From the foregoing, it may be appreciated by those skilled in the art that a need has arisen for an improved gaming instrument that provides for enhanced flexibility and improved wagering opportunities for participating customers and clients. In accordance with an embodiment of the present invention, a system and a method for wagering in a financial market environment are provided that substantially eliminate or greatly reduce disadvantages and problems associated with conventional gaming or investment approaches and instruments.

[0006] According to an embodiment of the present invention, a method for wagering in a financial market environment is provided that includes presenting an opportunity to make a wager that is based on a moving market line associated with a financial market. An end user is given an opportunity to bet on whether a financial market value will be above or below the moving market line at a designated time. The wager may be accepted from the end user. The wager may be monitored in order to determine whether the financial market value was above or below the moving market line at the designated time.

[0007] According to another embodiment of the present invention, a method for determining odds for a wager in a financial market environment is provided that includes generating market line odds associated with a wager, the market line odds for the wager being based on, at least, a volatility factor, a time factor, and a market line associated with a financial market. The market line odds may be provided to an end user interested in participating in the wager. The end user is given an opportunity to bet on whether a financial market value will be above or below the market line at a designated time. The wager may be settled based on the market line odds after the designated time in order to resolve whether the end user is entitled to a credit or a debit.

[0008] In yet another embodiment of the present invention, a method of providing multiple wagering opportunities in a financial market environment is provided that includes offering a first and a second wager that are each based on a moving market line associated with a financial market. The first wager is associated with a rise in a financial market value such that it will be above the moving market line at a first designated time interval within a trading session associated with the financial market, the second wager being associated with a decline in the financial market value such that it will be below the moving market line at a second designated time interval within the trading session. A selected one or both of the wagers may be accepted from one or more end users. The wagers may be monitored in order to determine whether the financial market was above or below the moving market line.

[0009] In a more particular embodiment of the invention, a third and a fourth wager are offered that are each based on a high line that corresponds to an increase in the moving market line. The third wager is associated with a rise in the financial market value such that it will be above the high line at a third designated time interval within the trading session associated with the financial market value, the fourth wager being associated with the financial market value being below the high line at a fourth designated time interval within the trading session.

[0010] In addition, a fifth and a sixth wager may be offered that are each based on a low line that corresponds to a decrease in the moving market line. The fifth wager is associated with a decline in the financial market value such that it will be below the low line at a fifth designated time interval within the trading session, the sixth wager being associated with the financial market value being above the low line at a sixth designated time interval within the trading session.

[0011] Additionally, a seventh and an eighth wager may be offered that are each based on a spread line that corresponds to a derivation above and below the moving market line. The

seventh wager is associated with the financial market value being below the spread line at a seventh designated time interval within the trading session, the eighth wager being associated with the financial market value being above the spread line at an eighth designated time interval within the trading session.

[0012] Certain embodiments of the present invention may provide a number of technical advantages. For example, according to one embodiment of the present invention, a gaming instrument is provided that allows potential investors or bettors to participate in betting on the movement of financial markets. The existence of a dynamic instrument, which offers a moving line variable for the placed bet, provides an opportunity for investors and gamers to bet on a number of potential fluctuations in an underlying market. Accordingly, clients may bet that the market will close above or below the moving line value and also enjoy additional betting opportunities where they may bet that the market will close above or below predetermined levels that are (for example) circa 1% above and below the actual market value.

[0013] In addition, the value of a financial transaction may now be wagered according to odds that are dynamically determined based on the underlying market levels and any additional data that may be relevant or useful in making such a determination. Included in the current wagering architecture is a spread around the current market value (i.e. the moving middle market value line). The spread may offer odds that are better than those relating to the non-spread market lines and, further, could be provided with even money odds. Such a wagering system may be implemented in cooperation with any number of securities and exchanges that experience any degree of movement.

[0014] Yet another advantage of an embodiment of the present invention is an augmentation in betting opportunities as a result of the use of multiple intraday expiries. This characteristic offers an even greater selection for a potential participant in the gaming system. Certain bets may include a daily expiry or be provided with weekly and quarterly expiries. Other bets could extend to minute-by-minute expiries. On this basis, customers, investors, and clients could have the opportunity to bet on multiple occasions throughout the course of the trading day. Thus, in its least ambitious state, the financial markets now become a foundation for regular intraday betting activity in the same way that horseracing and other sportsbook events present multiple daily betting opportunities (e.g. a bet expiry every half hour throughout the day) for an end user.

[0015] Certain embodiments of the present invention may enjoy some, all, or none of these advantages. Other technical advantages may be readily apparent to one skilled in the art from the following figures, description, and claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0016] To provide a more complete understanding of the present invention and features and advantages thereof, reference is made to the following description, taken in conjunction with the accompanying figures, wherein like reference numerals represent like parts, in which:

[0017] **FIG. 1** is a simplified block diagram of a gaming system for wagering in a financial market environment in accordance with an embodiment of the present invention;

[0018] **FIG. 2** is a simplified schematic diagram of an example screen page that may be included in the gaming system;

[0019] **FIG. 3** is a simplified block diagram of a central controller that may be included within the gaming system; and

[0020] **FIG. 4** is a flowchart illustrating a series of example steps associated with a method for wagering in a financial market environment.

DETAILED DESCRIPTION

[0021] **FIG. 1** is a simplified block diagram of a gaming system **10** that offers an opportunity for wagers to be placed in a financial market environment. Gaming system **10** comprises multiple end users **12**, a user interface **16**, a communications network **18**, and a central controller **40**. Gaming system **10** may also include an administrator module **50** and a financial market data element **60**. User interface **16** may include a number of elements that offer connectivity for one or more end users **12** to other elements within gaming system **10**. These elements may include an Internet **20**, a wireless element **22**, a casino facility **24**, a television (or display) **28**, and a broker **30**. Central controller **40** may include a processor **42** and a memory element **44**.

[0022] In accordance with the teachings of the present invention, gaming system **10** provides increased flexibility and improved opportunities for diversification in wagering in a number of financial markets. Gaming system **10** offers financial odds for moving line markets and, further, is capable of providing bets that include multiple intraday expiries. Gaming system **10** further offers a pricing engine that is operable to determine: 1) a set of moving fixed odds around static market lines; 2) a correct moving market line in relation to static odds; and 3) an ability to receive betting information in order to display liability management in relation to the financial fixed odds betting activity.

[0023] Some financial products may display odds around a static line that will be unchanged throughout the trading day. In contrast to such architectures, gaming system **10** offers a wagering platform that is capable of offering bets associated with a dynamic market, where the market line is a reflection of the current market levels. The market line may move constantly throughout a given trading day and reflect underlying market shifts and movements.

[0024] A given end user **12** may bet that a selected market (e.g. the FTSE) will close at a value that is above or below the moving line value. End users **12** may also enjoy additional betting opportunities based on the theory that the market will close above or below levels that are (for example) approximately 1% above or below the actual market value. Thus, gaming system **10** may include a spread around the current market value (i.e. the moving middle market value line), whereby the spread includes odds that are better (from the perspective of the bettor) than those relating to the non-spread market line. Such odds may be effectively even, as opposed to (for example) 10/11 type odds.

[0025] Daily expiries, as well as other intraday and longer-term expiries, may also be accommodated by gaming system **10**. Bets may be placed in any suitable financial market, such as the FTSE, the German DAX, the French CAC, the

NASDAQ, the American Exchange (AMEX), the New York Stock Exchange, the Nikkei, the bond or treasury markets, and the Hang Seng Index, for example. Thus, gaming system **10** may facilitate frequent bet expiries in relation to any number of suitable financial instruments. Bets could also extend to minute-by-minute or thirty-second expiries. On this basis, end users **12** can have the opportunity to bet on multiple events/scenarios throughout the trading day. Accordingly, a targeted financial market can represent a foundation for regular intraday betting activity.

[**0026**] Other example applications may include provisions for a bet expiry every five minutes throughout market hours (and readily extended to accommodate defined future time frames). In an example scenario, where it is assumed that an expiry is present every five minutes, then wagering opportunities could be defined for the FTSE market (in GMT times) as follows: (Opening Bell) 10.00 am, 10.05 am, 10.10 am, 10.15 am, etc. and continuing to 17.05, 17.10, 17.15, 17.20 (Closing Bell).

[**0027**] Clients seeking to place bets could do so and specify an expiry that they have elected. This will probably be the imminent forthcoming expiry, but later ones can also be easily accommodated. Hence, a client in a betting shop or in an on-line environment has a betting opportunity every minute throughout the day. Settlement could subsequently follow the bet expiry in any suitable manner (e.g. immediately without delay after the expiration).

[**0028**] A further capability provided by gaming system **10** is the provision for a non-time specified expiry. In such a scenario, a bet expires at a defined delay from the moment the bet was struck. This would allow end user **12** to place a bet at any time throughout the day knowing that the bet, which was placed, will expire (for instance) five minutes after the bet was placed (e.g. a bet placed at 12.07 and 35 seconds: bet settled at 12.12 and 35 seconds). Thus, bets would not necessarily expire for all participants at nominated intervals, but instead expire on a defined post (i.e. delayed) basis.

[**0029**] Another capability that flows from the arrangement of gaming system **10** is that sophisticated participants would be able to continually adjust their overall risk participation or exposure: for instance, by betting one way in an individual transaction and taking the opposite position with respect to the outcomes of a plurality of other events. For example, a participant might first wager that the NASDAQ will appreciate in price, but also take a short position in the Russell 2000. Such a blended risk-participation strategy allows participants to effectively balance or hedge their wagers and their betting portfolio in a manner similar to an investor hedging an investment portfolio by offsetting trading in the underlying securities.

[**0030**] End users **12** are clients, customers, prospective investors, or entities wishing to place a wager. End users **12** may also seek to access or to initiate a communication with user interface **16** that may be delivered via communications network **18**. End users **12** may review data (such as performance characteristics) associated with a particular market in order to take a position (place a wager) in any given financial target. Alternatively, end users **12** may represent any device or object that seeks to initiate a communication on behalf of another entity or element, such as a program, a database, or any other component, device, element, or object capable of initiating a voice or a data exchange within gaming system **10**. Data, as used herein in this document, refers to any type of numeric, voice, or script data, or any other suitable information in any appropriate format that may be communicated from one point to another.

[**0031**] End user **12** may participate in a wager, which represents the legal instrument that may be used to bind end user **12** to a stipulated agreement. A wager may take any appropriate form such as a written document, an e-mail, a facsimile message, a computer display, an entry in an account, or a verbal agreement between two parties. Such a wager is flexible in its terms, representations, and stipulations. In general, any information or data that may be germane or of interest to a betting participant or a hosting entity may be included in a wager, provided that the included terms are mutually agreeable to the two (or more) parties bound by the wager.

[**0032**] User interface **16** is an architecture that facilitates wagering on a selected financial market. User interface **16** is operable to receive and to process requests associated with transactions relating to a wager. User interface **16** provides a portal for end users **12** to access other elements of gaming system **10**. User interface **16** may be a computer, a server, a management center, a single workstation, or a headquartering office for any person, business, or entity that seeks to manage or facilitate wagering activity. Accordingly, user interface **16** may include any suitable hardware, software, personnel, devices, components, elements, or objects that may be utilized or implemented to achieve such operations and functions in a gaming environment.

[**0033**] In one example embodiment used for purposes of teaching only, user interface **16** comprises any one or more of a selection of elements that includes Internet **20**, wireless element **22**, casino facility **24**, television **28** (e.g., cable, satellite, closed-circuit, etc.), and broker **30**. Any suitable number and combination of interfaces may be implemented in gaming system **10** according to usage, traffic, architecture, and other considerations.

[**0034**] Alternatively, user interface **16** (and the examples thereof) may be replaced with any other suitable interface or object that facilitates communications between end user **12** and any other element within gaming system **10**, such as: a cellular telephone, an electronic notebook, a personal digital assistant (PDA), or any other suitable device (wireless or otherwise), component, or element capable of accessing one or more elements within gaming system **10**. The end user interface may also comprise any suitable interface for a human user such as a display, a microphone, a keyboard, or any other appropriate terminal equipment according to particular configurations and arrangements. In addition, the end user interface may be a unique element designed specifically for communications involving a wager. Such an element may be fabricated or produced specifically for financial applications involving end user **12**.

[**0035**] User interface **16** may be owned and operated by any suitable entity having the ability and/or authority to operate in the gaming industry. A direct connection may be present between user interface **16** and any other financial exchange, whereby information associated with the exchange is delivered to end user **12** and may be reviewed before executing the transaction. Thus, user interface **16** may deliver real-time financial data to end user **12** in order

to provide pertinent financial information to be used to make decisions as to whether to purchase or to sell a wager. This financial information may be retrieved from financial market data element **60** or any other suitable element, such as the direct connection described above. Financial market data element **60** may relay data, such as pricing information, market lines, maturity data, financial graphs and charts, historical quotes, or moving averages, for example, to end users **12**. Other pertinent financial data may also be readily delivered and based on particular needs. In order to deliver information that is accurate and timely, financial market data element **60** may be coupled directly to a corresponding exchange communications link that carries such financial data. Alternatively, financial market data element **60** may gather such critical information from any appropriate location (e.g. a news wire or a server operable to deliver real-time information to investors) such that the desired data is delivered to end user **12**.

[**0036**] User interface **16** may also include one or more self-service betting machines. In some embodiments, self-service betting machines allow end users **12** to insert payment into a machine (such as cash or by using a voucher or a credit/debit card), place one or more bets, and receive a printout (such as a ticket, for example) confirming that the bet was placed. Printouts for winning bets may be inserted back into the self-service betting machine to receive a payment or a voucher (which may be used to receive a payout from a teller). In other embodiments, self-service betting machines allow end users **12** to use a credit card, a debit card, or a smart card to place bets. The credit or debit card may have an associated account, which may be a betting account provided and/or managed by a betting account provider using, for example, a centralized computer system. The account may also be stored in an end-user profile, such as that which is described below with reference to **FIG. 3**. The smart card may itself store information regarding a betting account and various bets. In some embodiments, after the expiration of the bet, end user **12** may insert or swipe his or her credit, debit, or smart card in the self-service betting machines in order to update the balance on the card.

[**0037**] User interfaces **16** may also include various non-physical interfaces, such as one or more telephone operators and one or more websites. End users **12** may access or communicate with such non-physical interfaces in any appropriate manner. Telephone operators may communicate betting information to, and take bets from, end users **12**. Similarly, websites may communicate betting information to end users **12** and allow end users **12** to place bets. One or more of such websites may be hosted by one or more servers associated with an owner or operator of gaming system **10**. The Internet betting provider may provide Internet account wagering by providing online betting accounts to one or more end users **12**. Using an online betting account, a client may interface with one or more websites associated with the Internet betting provider in order to fund the account, view betting information regarding betting events (e.g. odds), and place bets. Such online betting accounts may include one or more various types of accounts, such as deposit accounts, credit accounts, margin accounts, stop-loss accounts, and hybrid accounts, for example. Such accounts may be stored in an end-user profile (as illustrated in **FIG. 3**).

[**0038**] Communications network **18** is a communicative platform operable to exchange data or information between end user **12** and user interface **16**. Communications network **18** represents an Internet architecture in a particular embodiment of the present invention, which provides end user **12** with the ability to electronically execute or initiate transactions associated with a wager. Alternatively, communications network **18** could be a plain old telephone system (POTS), which end user **12** could use to perform the same operations or functions. Such transactions may be assisted by broker **30** associated with user interface **16** or manually keyed into a telephone or other suitable electronic equipment in order to request that a transaction be executed. In other embodiments, communications network **18** could be any packet data network (PDN) offering a communications interface or exchange between any two nodes in gaming system **10**. Communications network **18** may alternatively be any local area network (LAN), metropolitan area network (MAN), wide area network (WAN), wireless local arena network (WLAN) virtual private network (VPN), intranet, or any other appropriate architecture or system that facilitates communications in a network or telephonic environment.

[**0039**] Central controller **40** includes processor **42** and memory element **44** in accordance with one example embodiment of the present invention. Central controller **40** is operable to receive requests from end user **12** and to process those requests such that financial transactions involving a wager are executed. The resultant wager that is generated may be suitably stored in memory element **44** after being properly managed and secured by processor **42**. Processor **42** may also assist in processing any financial terms or conditions (e.g. desired expiration, type of exchange, odds parameters, etc.) requested by end user **12**. In cases where central controller **40** is unable to match the requested financial parameters or tendered wager terms provided by end user **12** with that which is available in the market place, central controller **40** may contact end user **12** and notify end user **12** of the circumstances surrounding the inability to fulfill such a wager.

[**0040**] Processor **42** may comprise any suitable processor that executes a betting system application or other computer instructions that facilitate wagering. Processor **42** may be a CPU or a microprocessor and include any suitable number of processors working together. Processor **42** is generally operable to execute various algorithms, computations, or calculations to determine current bet data (such as bet amounts), betting odds and/or potential payout data. Processor **42** may determine such current bet data based on data received from memory element **44** and/or financial market data element **60**. In addition, processor **42** may update such current bet data based on new information being received from financial market data element **60**. In some embodiments, processor **42** may update current bet data in real-time, substantially in real-time, or at preset intervals (such as every thirty-five seconds, for example). In addition, processor **42** may perform the operations described herein to establish wagering odds. In other embodiments, odds are determined external to gaming system **10** and simply fed to central controller **40** from an external link.

[**0041**] Memory element **44** may comprise one or more memory devices that facilitate wagering (or that store information relating thereto), such as one or more random access

memories (RAMs), read-only memories (ROMs), dynamic random access memories (DRAMs), fast cycle RAMs (FCRAMs), static RAM (SRAMs), field-programmable gate arrays (FPGAs), erasable programmable read-only memories (EPROMs), electrically erasable programmable read-only memories (EEPROMs), microcontrollers, or microprocessors. Memory element **44** is also generally operable to store data that may be used by processor **42** in determining odds and/or payouts.

[**0042**] It should be noted that the internal structure of central controller **40** is malleable and can be readily changed, modified, rearranged, or reconfigured in order to achieve its intended operations. Accordingly, central controller **40** may be equipped with any suitable component, device, application specific integrated circuit (ASIC), hardware, software, processor, algorithm, ROM element, RAM element, EPROM, EEPROM, or any other suitable object that is operable to facilitate the operations of central controller **40**. Considerable flexibility is provided by the structure of central controller **40** in the context of gaming system **10**.

[**0043**] In an alternative embodiment, user interface **16**, communications network **18**, and/or central controller **40** may be replaced entirely or partially with a person, providing a human interface between end user **12** and a wager involving a financial market. In such an embodiment, an agent of user interface **16** (or any other suitable person or representative) may be contacted by end user **12** (e.g. via the telephone, a network, other suitable electronic equipment, or directly by word of mouth). The agent or representative may receive a request from end user **12** to execute some transaction involving a wager. The agent or representative may then proxy or broker the request to an appropriate entity for execution of the wager. The agent or representative may then record the transaction once it has been consummated and subsequently contact end user **12** to confirm that the transaction has been executed. A receipt (of any suitable type) may then be issued to end user **12** indicating the terms of a wager. Additional details relating to the internal structure of central controller **40** are provided below with reference to **FIG. 3**.

[**0044**] Administrator module **50** is an element that cooperates with central controller **40** in order to ensure a fair and proper execution of wagering transactions initiated by end user **12**. Administrator module **50** is an optional component of gaming system **10**. Administrator module **50** may be used in certain embodiments to control any operation of central controller **40**. For example, administrator module **50** may be used to manually set betting odds, to approve margin requests, or to halt specific wagering activities. In selected instances, administrator module **50** may call for additional margins throughout the day without waiting for a routine end-of-day settlement. In still other scenarios, administrator module **50** may be used for more simplistic monitoring functions.

[**0045**] **FIG. 2** is a simplified schematic diagram of an example screen page **70** in accordance with an embodiment of the present invention. Screen page **70** illustrates an opportunity for end user **12** to bet on whether selected markets will expire above or below defined market levels. The associated expirations can be variable. In an example scenario used for purposes of teaching and example, the expiry is daily at the market closing bell.

[**0046**] In the example of **FIG. 2**, eight betting opportunities are offered, whereby the web page represents bets that relate to one specific financial instrument. The eight available bets are based on the opportunity to bet that the specified market will close above or below four separately defined levels. A list **72** allows end user **12** to access any given exchange in order to place a potential bet associated with a given market line.

[**0047**] In an example embodiment, screen page **70** includes a high line, the current market line, and a low line for the FTSE. The high line is a constantly moving market level: about 1% of the market value above the current market level in this example. Note that in more volatile markets (or based on particular needs) such high and low lines may be ± any suitable percentage level of the middle market line. The high line in this example is at 4404. The higher and lower betting opportunities represent constant fixed odds prices. The higher odds will be odds against the current levels (a short position) and the lower odds will be odds for/supporting current levels (a long position or 'odds-on'). Thus, in an example arrangement, a set of bets **74***a* and **74***b* reflect the short and long positions for the high line. Bet **74***a* includes odds of 5/1, while bet **74***b* includes odds of 1/12.

[**0048**] The current market line is moving constantly, as a reflection of the actual market level. This is in relation to the higher or lower betting opportunities, which remain at static fixed odds prices (approximately 10/11 in this example). The current market line is 4354 and includes a set of bets **76***a* and **76***b*, which represent higher and lower positions that are both accompanied by 10/11 odds. Additionally, another set of bets **78***a* and **78***b* are provided at derivations of the current market line. These two bets are offered at levels of 4361 and 4348 respectively. Thus, a second current market level (in this case where customers can bet at even money) is provided and offers an opportunity to bet on whether the market will expire above or below a market spread. In this example, a thirteen point spread straddles the current market middle line and offers yet another betting opportunity for end user **12**.

[**0049**] Screen page **70** also includes a low line. This represents a constantly moving market level that will be circa 1% (in this example) of the market value below the current market. The higher and lower betting opportunities reflect constant fixed odds prices in this example. The higher odds will be (long) odds-on and the lower odds will be (short) odds-against. Thus, a set of bets **80***a* and **80***b* are again provided, reflecting the higher and lower bets respectively. Additionally, the odds are 1/12 and 5/1 respectively for bets **80***a* and **80***b*. Other expiries may also be accommodated and inclusive of intraday markets, weekend markets, and monthly and/or quarterly expirations.

[**0050**] The high line and low line, in addition to reflecting market movements, will move over time. The spread between the high line and the market line will grow more narrow (or closer) as the expiry draws near. This is also true for the bet evens higher wager and the lower evens bet (bets **78***a* and **78***b*). Thus, such lines are floating: not only in the sense of market movements, but also as time progresses they will move and narrow. For example, with five minutes left to go for a wager, these lines will be quite narrow. Thus, the high line generally comes down (while odds remain relatively consistent) and the low line generally goes up during

the course of the trading day. Note also that over time, as markets close, certain bets may be eliminated because of practical constraints. Markets generally move in whole number increments. Therefore, spreads that are too narrow will eliminate certain bets (e.g. bets **74***b* and **80***a*), as the markets draw to a close. This offers some constraint on such a scenario, whereby (for example) the high line and the low line cannot be any closer than five or ten ticks apart.

[**0051**] The 1/12 and 5/1 odds bets (bets **74***b* and **80***a* and **74***a* and **80***b*) reflect odds calculations that are determined based on their corresponding lines (i.e. 4404 and 4306). Thus, in an example wager, consider the case where end user **12** bets $100 that the FTSE will close above the high line (provided as 4404). This bet provides 5/1 odds (identified as bet **74***a*). At the end of the trading day in this example, assume the FTSE closes at 4425. This is a winning bet. Settlement would then ensue where end user **12** would collect $500 from the winning bet plus his original stake, which would yield $600 total. Using the same parameters, consider a second end user **12** that opts to wager on the lower bet. The lower bet offers 1/12 odds (identified as bet **74***b*). When the market closed above such a prediction (a losing bet), end user **12** would lose the $100 that he bet. If, on the other hand, the FTSE closed at 4390 in this scenario, end user **12** would be rewarded with $100/12 (the odds offered) plus his original stake. This would yield a return of approximately $108.33 for the winning bet.

[**0052**] As described above, the price that is being offered to end user **12**, reflecting where the middle of the market is, can be provided by a communications feed. This feed could reflect daily market conditions and effectively encompass news flow and other financial parameters that could potential affect the market. Other embodiments, described more fully below, offer an owner or operator of gaming system **10** considerable flexibility in setting market lines and odds.

[**0053**] **FIG. 3** is a simplified block diagram of an example internal structure of central controller **40**, which may be included within gaming system **10**. Central controller **40** comprises processor **42** coupled to memory element **44**. Processor **42** may execute a number of applications to perform various features and functions for creating and settling a plurality financial instruments **90**. Memory element **44** may store such applications, various incarnations of financial instruments **90**, and/or any other relevant information associated with financial instruments **90**. In a particular embodiment of the present invention, processor **42** includes an odds determination module **84** that is operable to establish a number of odds (explained more fully below) for end user **12** in the context of a number of wagering opportunities.

[**0054**] Financial instruments **90** are derived from a wager that is made with respect to the outcome of one or more events associated with a financial market. Financial events and parameters form the basis for financial instruments **90**, which reflect wagers in selected markets. The events might involve the movement or the value of a financial market index, security, or other instrument during or at the end of a predetermined period of time, as described above. Such instruments may include all relevant financial data and obligation terms associated therewith.

[**0055**] In operation of an example embodiment, the movement of a financial market may be graphically represented on an electronic screen using symbols such as, for example, color-coded (e.g., red, green, or yellow) arrows. Each symbol could indicate whether the value of the associated financial market indicator was: 1) down during the last predetermined period of time or after the last relevant transaction or transactions (e.g., red down arrow); 2) up during the last predetermined period of time or after the last relevant transaction or transactions (e.g., green up arrow); or 3) unchanged during the last predetermined period of time or after the last relevant transaction or transactions (e.g., yellow horizontal arrow). Any suitable number and combination of symbols could represent a suitable portion of the history of, or the movement in, the value of the financial market.

[**0056**] Memory element **44** of central controller **40** may store information regarding the various types of different wagers that may be placed (and their outcomes) in gaming system **10**. Memory element **44** may also store various financial instruments **90** and a plurality of end-user profiles **92**. Memory element **44** may additionally store information associated with a financial instrument number (FIN), a description of the market(s) that are the subject of the particular wager, a designated duration/expiry, and odds established for the particular wager. These fields (and others) may be defined in numerous ways within the scope of the present invention. For example, the term 'expiry' may refer to a particular closing or settlement time and/or date for financial instrument **90** to close, or it may be based on the events themselves that may be completed at some arbitrary or specific date in the future (e.g. at the closing bell).

[**0057**] Additionally, each end-user profile **92** may include any relevant information associated with end user **12**, his wagering activity, or his finances. For example, items such as account numbers, transactional history, balances, commissions, available funds, and potential debits/credits may be reflected in a profile. End-user profiles **92** may be pin-accessed by end user **12** or accessed solely by an entity or administrator authorized to do so.

[**0058**] Odds determination module **84** of processor **42** determines the odds provided to end user **12** for a particular wager. In one embodiment, the three factors considered in setting odds are the underlying market level, volatilities, and time. Volatility represents a measure of uncertainty exhibited by the market over a given time period. Markets generally follow log-normal distribution, which reflects an abstraction or theory that allows a person to reasonably approximate market movements. In this sense, the mathematics used to calculate odds could be similar to that of options pricing. In other scenarios, odds calculations may be based on exposure for an owner/operator of gaming system **10**. Note that a number of control parameters are provided to an administer of gaming system **10**. For example, the volatility factor may be manipulated in response to breaking news that would most likely affect market levels. This judgement may be made by an administrator and reflect his own judgment and/or expertise in market theories. In other scenarios, such news items would automatically be priced into the financial market.

[**0059**] In an alternative embodiment, odds determination module **84** determines odds for a particular wager based on the following formula: odds=(prize value/risk value)*factor. Therefore, odds could be variable based (at least in part) on the prize value and the risk value. In still other embodiments,

odds determination module **84** may use or consider any number of influential factors to vary odds that are offered to end users **12**. Any number of news items, statistical data, or events, may affect or influence a given market. These factors may be taken into consideration by an administrator in setting odds. Such factors may include market news or commentary, job data, interest rate information, commodity prices, consumer spending, consumer confidence, unemployment information, economic growth, capital spending, gross domestic product (GDP) data, bond prices, or any other piece of information or data that may have an influential effect on a given market line. For example, a decrease in interest rates generally spawns an increase in the Dow Jones Industrial Average (DJIA) for that trading day odds determination module **84** may calculate odds in a systematic manner (as described herein) and then factor in this information such that the odds are generally shifted to accommodate for the probability of gains in that day's market performance. In other embodiments, such information is built into the market line in a manner that is suitable to an administrator and, therefore, such manipulations are unnecessary.

[**0060**] In an example scenario, consider that the S&P **500** rarely performs poorly in an election year in the United States. Only twice in the history of the U.S. stock markets has the S&P **500** provided a negative return for investors during an election year. Thus, during an election year, control parameters may be implemented to reflect the proposition that, over the course of the year, the S&P **500** is most likely to rise. Similarly, markets tend to decline in times of war or during patterns of interest rate increases. In the event of a major war or in the event that such a pattern (of systematic interest rate increases) is identified, an administrator could again manipulate the odds (as he sees fit) to reflect this probable downward trend.

[**0061**] In still other scenarios, the odds associated with a market may be established based on the current market line in conjunction with the proportion of money bet on that market versus the total amount of money accumulated in the relevant betting pool. Because each set of odds corresponds to a percentage, each participant is also associated with a percentage. In order to form a group of participants for a bet without takeout, gaming system **10** can select participants from the field of participants whose percentages total an amount that corresponds to the odds. The percentage corresponding to the odds is also referred to as a target percentage. For example, for an even money bet (i.e., target percentage of 50%), if the lead participant of a group of participants has **5-2** odds and, therefore, is associated with a percentage of 28%, gaming system **10** may form the group of participants by selecting other participants whose percentages total 22%, such as a participant having **7-2** odds (22%); participants having **4-1** odds (20%) and **50-1** odds (2%); or participants having **7-1** odds (12%) and **9-1** odds (10%). In another example, for a bet having odds of **2-1** (i.e., target percentage of 33%), if the lead participant of a group of participants has **6-1** odds and, therefore, is associated with a percentage of 14%, gaming system **10** may form the group of participants by selecting other participants whose percentages total 19%, such as participants having **9-1** odds (10%) and **10-1** odds (9%); participants having **5-1** odds (16%) and **30-1** odds (3%); or a single other participant having **9-2** odds (18%) or **4-1** odds (20%).

[**0062**] As the number of participants in an event and the odds for particular participants in an event vary, it may be difficult to assemble a group of participants with a total percentage of exactly the target percentage. Therefore, an administrator of gaming system **10** may attempt to form a group of participants having a total percentage as close to the target percentage as possible. In a particular embodiment, gaming system **10** (e.g. via odds determination module **84**) may establish a percentage threshold to be used to determine whether odds bets may be offered for a particular event. For example, gaming system **10** may establish a threshold that is three percentage points above or below the target percentage. In this example, gaming system **10** offers an odds bet if the total percentage for the group of participants is within three percentage points above or below the target percentage. Where no odds bet is established in this scenario, gaming system **10** may convert an odds bet into a straight odds bet for the lead participant. Gaming system **10** may attempt to form the group of participants using any suitable number and combination of participants in the field of end users **12**.

[**0063**] Note that in still other scenarios, the market line may be static or fixed over a given time period, whereby the odds may be varied in order to tempt an end user or to solicit additional betting. For example, if the FTSE shoots up 300 points to a level of 5000 in morning trading, the odds can be varied significantly (e.g. 50/1 or 100/1) in order to entice people to bet that the FTSE will close below the original market line. This is an unlikely occurrence. Other unlikely occurrences (involving the appreciation or depreciation of corresponding markets) may be readily appreciated and are, thus, clearly within the scope of the teachings of gaming system **10**.

[**0064**] In the example provided above, the original market line (when the FTSE opened) was 4700. Thus, if the FTSE were at a level of 5000, odds would have to be attractive enough to persuade a potential bettor to engage in a wagering opportunity involving a significant decline in the FTSE. Thus, long odds prices can be generated in order to lure punters (i.e. bettors) to bet. Market odds could be refreshed several times per day in order to provide new betting opportunities.

[**0065**] Odds determination module **84** may be employed in order to determine odds for this configuration. Additionally, administrator module **50** may also participate in such a process in order to establish appropriate odds or to refresh the gaming environment to offer new betting opportunities. In other scenarios, any suitable element within gaming system **10** may be implemented to achieve a static market line arrangement, inclusive of the ability to vary odds that are used to entice bettors.

[**0066**] **FIG. 4** is a simplified flowchart illustrating a series of example steps associated with a method for wagering in a financial market environment. The method may begin at step **100** where financial instrument **90** is created based on numerous factors, such as the market line that is the subject of the instrument, a volatility factor, the duration or expiry of the instrument, and the corresponding odds. At step **102**, the terms of financial instrument **90** may then be adequately displayed to end user **12** such that he may ratify the proposed wager before committing to the obligation.

[**0067**] At step **104**, an authorized entity (or a computer program) may monitor the financial market value underlying

financial instrument **90**. Updates may be provided to end user **12**, whereby such updates are based on real-time market data associated with those underlying financial markets. A given end user **12** may have a number of bets active at any given time. For example, end user **12** may be betting on an overall rise in the NASDAQ market (having a daily expiry), as well as a reduction (short position) in the German DAX (having a five-minute expiry).

[**0068**] At step **106**, any relevant information may be broadcast to end users **12** of gaming system so that they may be apprised of the changing value of their financial instruments **90** or of news that may impact their positions. For example, market level data, employment numbers, and/or GDP statistics may be provided to end users **12**. Other information provided may simply update the projected value of financial instrument **90** based on current market conditions. An administrator of gaming system **10** may ignore this information or use it to offer new betting opportunities for potential gamers. These opportunities may be readily displayed to end users **12** such that they may participate in even more wagering opportunities through gaming system **10**.

[**0069**] At step **108**, financial instrument **90** expires at a designated time interval. Settlement may be immediate (e.g. via a debit or credit to an end-user account) or prolonged in cases where end user **12** has been extended some amount of credit. In other cases (where the relationship between end user **12** and an administrator is more reliable), payments could be simply mailed or communicated electronically by an authoritative entity, or by end user **12** where a loss was incurred. Settlement may be achieved in any number of ways and based on particular needs.

[**0070**] Note that the example flowchart of **FIG. 4** has been offered for purposes of teaching only. Accordingly, some of these steps may be changed, rearranged, deleted, or replaced with other steps where appropriate. Such modifications may be based on particular wagering needs or specific betting and gaming architectures and configurations. Such derivations are within the teachings of the present invention.

[**0071**] As described above, the elements and operations listed in **FIGS. 1 through 4** may be achieved with use of gaming system **10** in any number of contexts and applications. Accordingly, communications capabilities, data processing elements, suitable infrastructure, adequate personnel and management, and any other appropriate software, hardware, or data storage objects may be included within gaming system **10** to effectuate the tasks and operations of activities associated with placing a wager. Accordingly, the preceding FIGURES provide only some examples of suitable processing and communications platforms from which a wager may be offered.

[**0072**] Although the present invention has been described in detail with reference to particular embodiments in **FIGS. 1 through 4**, it should be understood that various other changes, substitutions, and alterations may be made hereto without departing from the sphere and scope of the present invention. For example, end user **12** may be given the opportunity to bet on a rise or decline in price of a single security that is a publicly traded company. Thus, end user **12** could bet on whether the share price of Cisco, Systems (NASDAQ: CSCO) would rise or fall during a given time interval. Moreover, such a wagering opportunity could be accompanied by the eight bets as set forth previously with reference to **FIG. 2**. In still other scenarios, a suitable financial vehicle could be associated with commodities (e.g. gold, silver, wheat, corn, etc.), futures contracts, bonds, money markets, or any other suitable asset that is subject to some fluctuation and, thereby, speculation by end user **12**.

[**0073**] Numerous other changes, substitutions, variations, alterations, and modifications may be ascertained to one skilled in the art and it is intended that the present invention encompass all such changes, substitutions, variations, alterations, and modifications as falling within the spirit and scope of the appended claims. In order to assist the United States Patent and Trademark Office (USPTO) and additionally any readers of any patent issued on this application in interpreting the claims appended hereto, Applicant wishes to note that the Applicant: (a) does not intend any of the appended claims to invoke paragraph six (6) of 35 U.S.C. section 112 as it exists on the date of filing hereof unless the words "means for" are specifically used in the particular claims; and (b) does not intend by any statement in the specification to limit his invention in any way that is not otherwise reflected in the appended claims.

What is claimed is:

1. A method for offering odds for a wager in a financial market environment, comprising:

generating market line odds associated with a wager, the market line odds for the wager being based on, at least, a volatility factor, a time factor, and a market line associated with a financial market;

providing the market line odds to an end user interested in participating in the wager, wherein the end user is given an opportunity to bet on whether a financial market value will be above or below the market line at a designated time; and

settling the wager based on the market line odds after the designated time in order to resolve whether the end user is entitled to a credit or a debit based on a level of the market line at the designated time.

2. The method of claim 1, further comprising:

determining the market line odds for the wager dynamically based the market line, the market line being capable of movement in any direction.

3. The method of claim 1, further comprising:

generating a first and a second set of high line odds for a high line that corresponds to an increase in the market line; and

providing a high line wager to the end user, the high line wager being accompanied by the first and second sets of high line odds that correspond to whether the financial market value will reach below or above the high line during a specified time period.

4. The method of claim 1, further comprising:

generating a first and a second set of low line odds for a low line that corresponds to a decrease in the market line; and

presenting an opportunity to make a low line wager, the low line wager being accompanied by the first and second sets of low line odds that correspond to whether the financial market value will reach below or above the low line during a specified time period.

5. The method of claim 1, wherein the low line moves closer to the market line over time while the market line odds and the low line odds remain substantially constant.

6. The method of claim 1, further comprising:

generating a first and a second set of spread line odds for a spread line that corresponds to a deviation above and below the market line; and

presenting an opportunity to make a spread line wager, the spread line wager being accompanied by the first and second sets of spread line odds that correspond to whether the financial market value will reach below or above the spread line during a specified time period.

7. The method of claim 6, wherein the spread line odds are weighted more favorably toward the end user in comparison to the market line odds offered to the end user.

8. The method of claim 1, further comprising:

evaluating data associated with the financial market; and

modifying the market line odds in order to generate new odds for the end user that take into account the data, wherein the data is capable of affecting a change in the financial market value.

9. The method of claim 8, wherein the data relates to a selected one of a group of elements consisting of:

(a) labor statistics;

(b) interest rate information;

(c) employment data;

(d) bond pricing;

(e) gross domestic product (GDP) data;

(f) consumer confidence;

(g) consumer spending;

(h) debt; and

(i) trade deficit data.

10. The method of claim 1, wherein the market line odds generated may also be based, in part, on a prize value associated with the wager and a risk value associated with the wager.

11. The method of claim 1, further comprising:

generating static market line odds associated with a static market line wager, the static market line wager being based on a static market line associated with the financial market value, wherein the end user is given an opportunity to bet on whether the financial market value will be above or below the static market line, and wherein the static market line odds for the wager are determined based on movement in the financial market value.

12. A system for offering odds for a wager in a financial market environment, comprising:

a central controller operable to offer an opportunity to make a wager that is based on a moving market line associated with a financial market, wherein the central controller includes:

a processor that is operable to generate market line odds associated with a wager, the market line odds for the wager being based on, at least, a volatility factor, a time factor, and a market line associated with the financial market, wherein the market line odds may be provided to an end user, the end user being given an opportunity to bet on whether a financial market value will be above or below the market line at a designated time; and

a memory element operable to store the wager as a financial instrument that includes one or more terms associated with the wager, wherein the terms include a selected one or more of a price associated with the wager, the market line odds associated with the wager, and an expiration of the wager, and wherein the central controller is further operable to accept the wager from the end user and to monitor the wager until the designated time in order to determine whether the financial market value was above or below the moving market line.

13. The system of claim 12, wherein the processor is further operable to settle the wager based on the market line odds after the designated time in order to resolve whether the end user is entitled to a credit or a debit based on a level of the market line at the designated time.

14. The system of claim 13, wherein the processor includes an odds determination module operable to determine the market line odds for the wager dynamically based the market line, the market line being capable of movement in any direction.

15. The system of claim 14, wherein the odds determination module is further operable to:

generate a first and a second set of high line odds for a high line that corresponds to an increase in the market line; and

present an opportunity to make a high line wager, the high line wager being accompanied by the first and second sets of high line odds that correspond to whether the financial market value will reach below or above the high line during a specified time period.

16. The system of claim 14, wherein the odds determination module is further operable to:

generate a first and a second set of low line odds for a low line that corresponds to a decrease in the market line; and

present an opportunity to make a low line wager, the low line wager being accompanied by the first and second sets of low line odds that correspond to whether the financial market value will reach below or above the low line during a specified time period.

17. The system of claim 14, wherein the odds determination module is further operable to:

generate a first and a second set of spread line odds for a spread line that corresponds to a deviation above and below the market line; and

present an opportunity to make a spread line wager, the spread line wager being accompanied by the first and second sets of spread line odds that correspond to whether the financial market value will reach below or above the spread line during a specified time period.

18. The system of claim 12, further comprising:

a financial market data element that is operable to provide data associated with the financial market, wherein the market line odds may be modified in order to generate

new odds for the end user that take into account the data, and wherein the data is capable of affecting a change in the financial market value.

19. The system of claim 12, further comprising:

an administrator module operable to communicate with the central controller and to approve one or more wagers placed on margin by one or more end users.

20. Software for offering odds for a wager in a financial market environment, the software being embodied in a computer readable medium and comprising computer code such that when executed is operable to:

generate market line odds associated with a wager, the market line odds for the wager being based on, at least, a volatility factor, a time factor, and a market line associated with a financial market;

provide the market line odds to an end user interested in participating in the wager, wherein the end user is given an opportunity to bet on whether a financial market value will be above or below the market line at a designated time; and

settle the wager based on the market line odds after the designated time in order to resolve whether the end user is entitled to a credit or a debit based on a level of the market line at the designated time.

21. The medium of claim 20, wherein the code is further operable to:

determine the market line odds for the wager dynamically based the market line, the market line being capable of movement in any direction.

22. The medium of claim 20, wherein the code is further operable to:

generate a first and a second set of high line odds for a high line that corresponds to an increase in the market line; and

present an opportunity to make a high line wager, the high line wager being accompanied by the first and second sets of high line odds that correspond to whether the financial market value will reach below or above the high line during a specified time period.

23. The medium of claim 20, wherein the code is further operable to:

generate a first and a second set of low line odds for a low line that corresponds to a decrease in the market line; and

present an opportunity to make a low line wager, the low line wager being accompanied by the first and second sets of low line odds that correspond to whether the financial market value will reach below or above the low line during a specified time period.

24. The medium of claim 23, wherein the low line moves closer to the market line over time while the market line odds and the low line odds remain substantially constant.

25. The medium of claim 20, wherein the code is further operable to:

generate a first and a second set of spread line odds for a spread line that corresponds to a deviation above and below the market line; and

present an opportunity to make a spread line wager, the spread line wager being accompanied by the first and second sets of spread line odds that correspond to whether the financial market value will reach below or above the spread line during a specified time period.

26. The medium of claim 25, wherein the spread line odds are weighted more favorably toward the end user in comparison to the market line odds offered to the end user.

27. The medium of claim 20, wherein the market line odds generated may also be based, in part, on a prize value associated with the wager and a risk value associated with the wager.

28. A system for offering odds for a wager in a financial market environment, comprising:

means for generating market line odds associated with a wager, the market line odds for the wager being based on, at least, a volatility factor, a time factor, and a market line associated with a financial market;

means for providing the market line odds to an end user interested in participating in the wager, wherein the end user is given an opportunity to bet on whether a financial market value will be above or below the market line at a designated time; and

means for settling the wager based on the market line odds after the designated time in order to resolve whether the end user is entitled to a credit or a debit based on a level of the market line at the designated time.

29. The system of claim 28, further comprising:

means for determining the market line odds for the wager dynamically based the market line, the market line being capable of movement in any direction.

30. The system of claim 28, further comprising:

means for generating a first and a second set of high line odds for a high line that corresponds to an increase in the market line; and

means for presenting an opportunity to make a high line wager, the high line wager being accompanied by the first and second sets of high line odds that correspond to whether the financial market value will reach below or above the high line during a specified time period.

31. The system of claim 28, further comprising:

means for generating a first and a second set of low line odds for a low line that corresponds to a decrease in the market line; and

means for presenting an opportunity to make a low line wager, the low line wager being accompanied by the first and second sets of low line odds that correspond to whether the financial market value will reach below or above the low line during a specified time period.

32. The system of claim 31, wherein the low line moves closer to the market line over time while the market line odds and the low line odds remain substantially constant.

33. The system of claim 28, further comprising:

means for generating a first and a second set of spread line odds for a spread line that corresponds to a deviation above and below the market line; and

means for presenting an opportunity to make a spread line wager to the end user, the spread line wager being accompanied by the first and second sets of spread line

odds that correspond to whether the financial market value will reach below or above the spread line during a specified time period.

34. The system of claim 33, wherein the spread line odds are weighted more favorably toward the end user in comparison to the market line odds offered to the end user.

35. A method for offering odds for a wager in a financial market environment, comprising:

generating static market line odds associated with a wager, the wager being based on a static market line associated with a financial market, wherein an end user is given an opportunity to bet on whether a financial market value will be above or below the static market line at a designated time, and wherein the static market line odds for the wager are determined based on movement in the financial market value;

accepting the wager from the end user; and

monitoring the wager in order to determine whether the financial market value was above or below the static market line at the designated time.

36. The method of claim 35, further comprising:

establishing one or more additional static lines; and providing additional odds for the one or more additional static lines based on movement of the financial market value such that one or more additional betting opportunities are provided to the end user.

37. The method of claim 35, further comprising:

offering the wager in a financial instrument that includes one or more terms associated with the wager, wherein the terms include a selected one or more of a price associated with the wager, the static market line odds associated with the wager, and an expiration of the wager.

38. The method of claim 35, further comprising:

settling the wager based on the static market line odds after the designated time in order to resolve whether the end user is entitled to a credit or a debit.

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