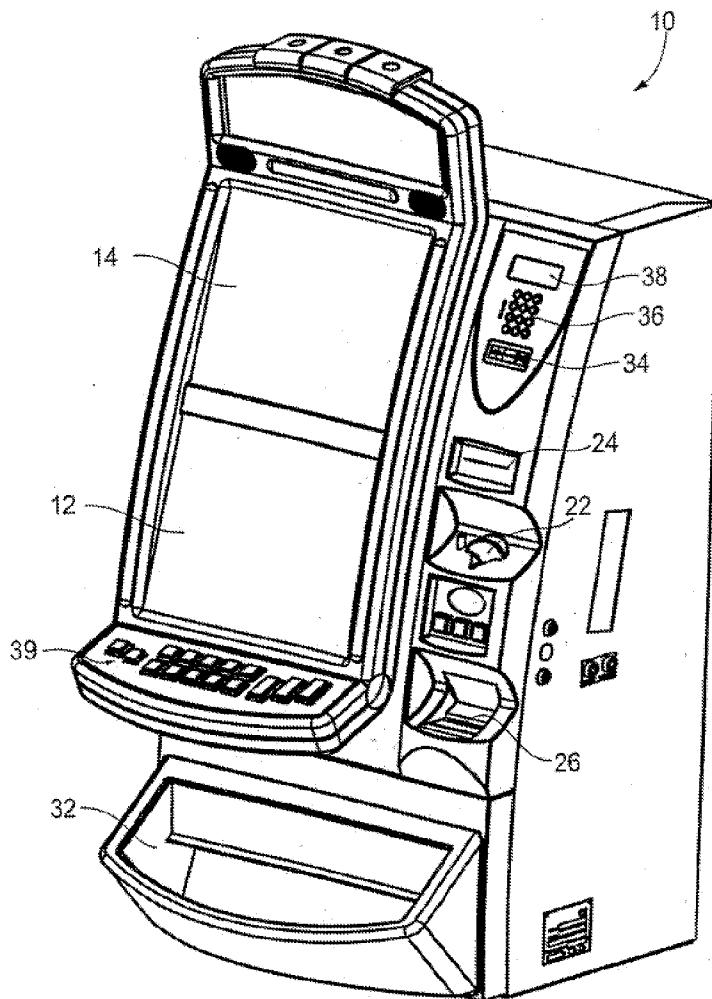




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(19) **United States**(12) **Patent Application Publication**
Meunier et al.(10) **Pub. No.: US 2013/0184061 A1**(43) **Pub. Date: Jul. 18, 2013**(54) **RESPONSIBLE GAMING ENVIRONMENT ON
AN ELECTRONIC GAMING SYSTEM**(52) **U.S. Cl.**
USPC 463/25(75) Inventors: **Yan Meunier**, Sainte Marie De Kent
(CA); **Justin White**, Riverview (CA);
Mark Poltarowicz, Moncton (CA)(57) **ABSTRACT**(73) Assignee: **SPIELO INTERNATIONAL
CANADA ULC**, Moncton (CA)(21) Appl. No.: **13/482,618**(22) Filed: **May 29, 2012****Related U.S. Application Data**(60) Provisional application No. 61/587,616, filed on Jan.
17, 2012.**Publication Classification**(51) **Int. Cl.**
A63F 9/24 (2006.01)

An electronic gaming machine (EGM) or game computer for on-line gaming receives a player's unique ID. The host system then detects a stored status level of the player and communicates the status level to the game computer. The status level may be determined by a survey answered by the player identifying self-impose loss limits. The game computer then presents a plurality of games available to the player based on the status level of the player, there being different sets of games presented to the player depending on the player's status level. Games associated with a higher status level may be more complex and/or have higher possible wagering limits. The player selects and plays one of the games. Over time, the host system accumulates information about the player's performance and imposes the loss limits and/or gaming time limits.



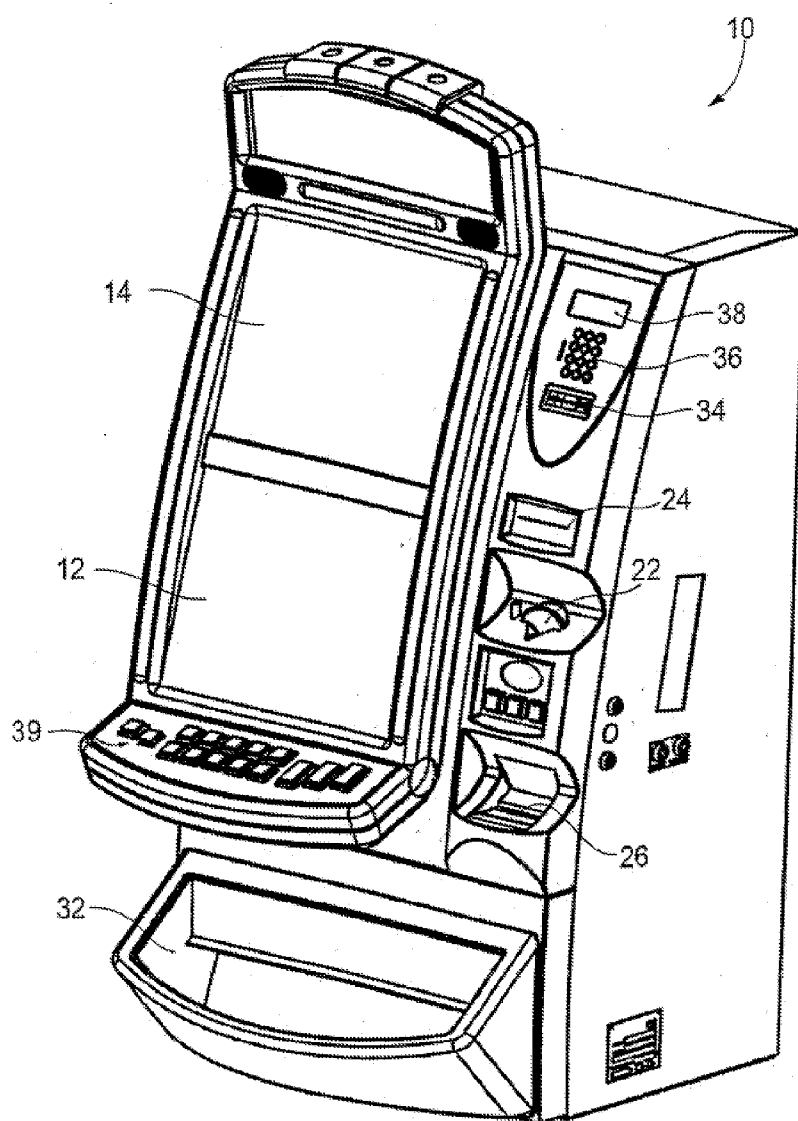


Fig. 1

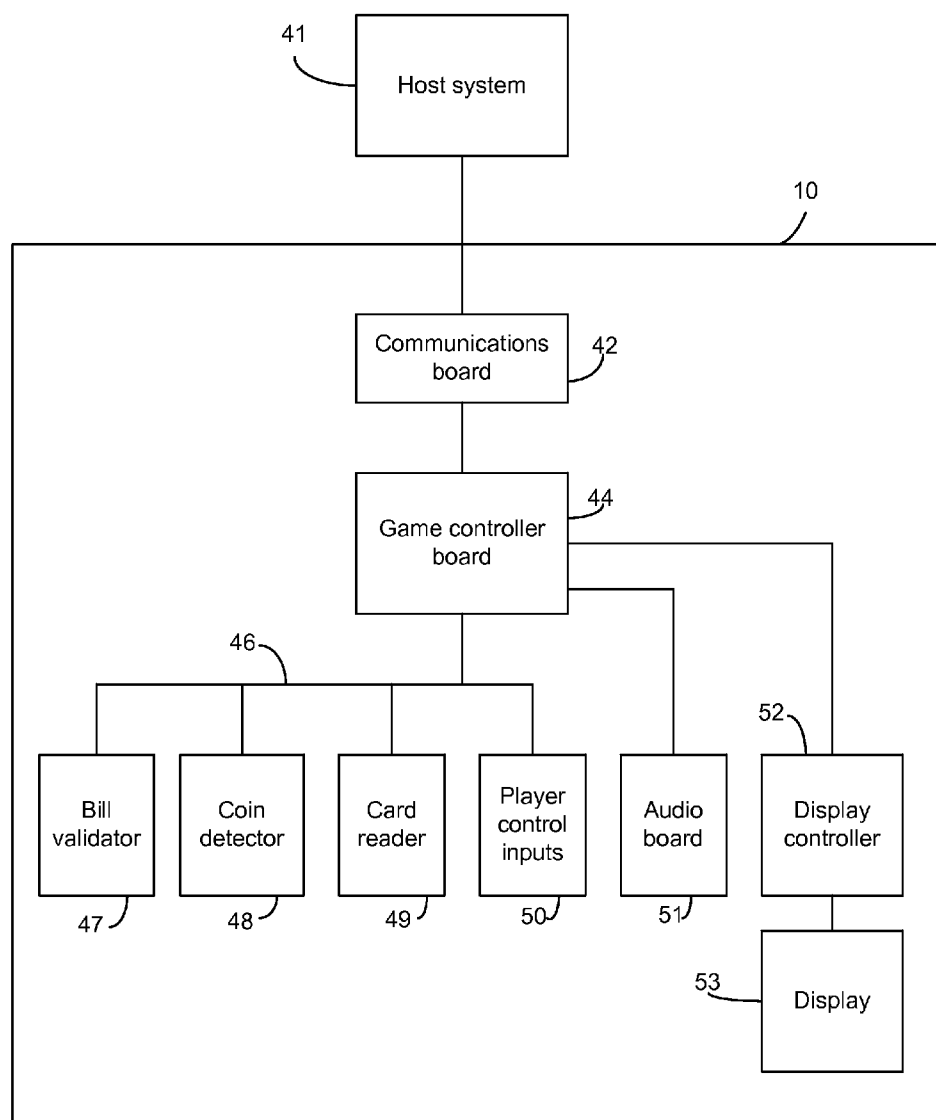


Fig. 2

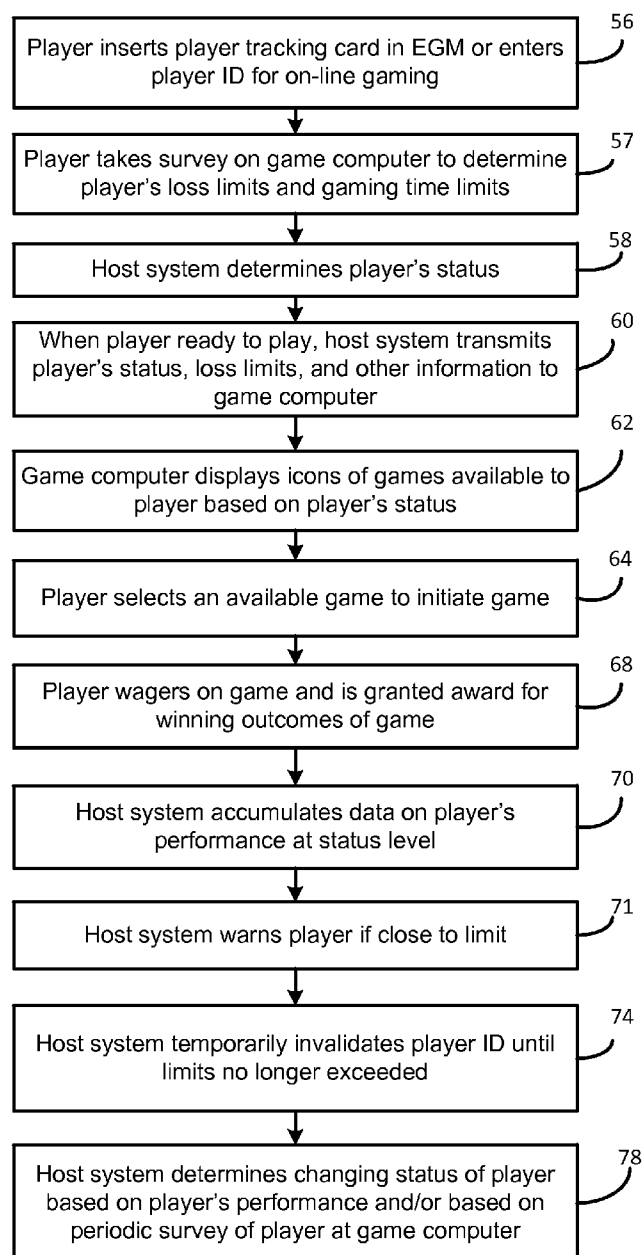


Fig. 3

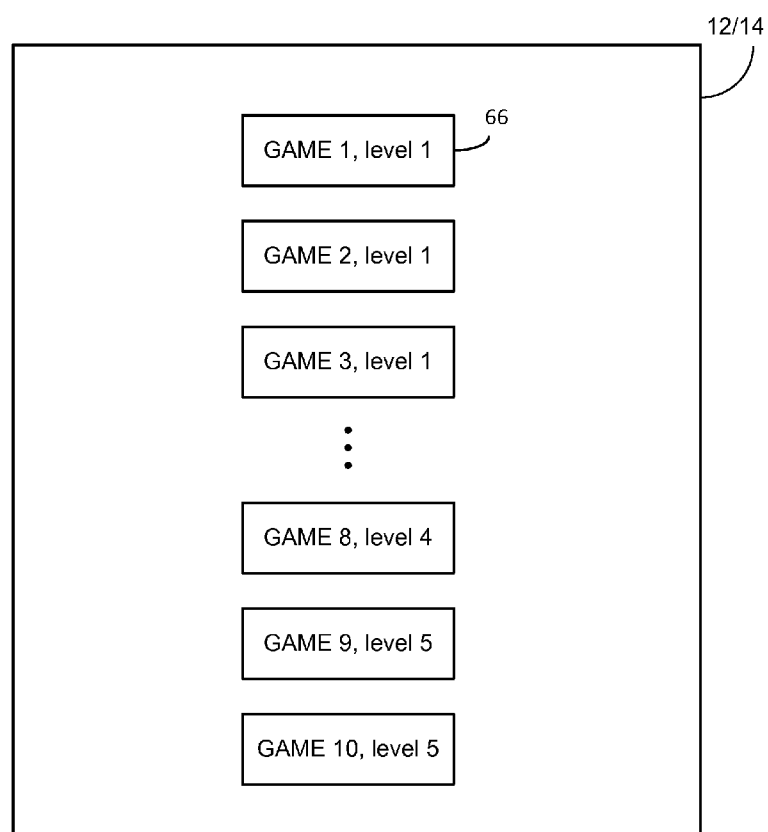


Fig. 4

RESPONSIBLE GAMING ENVIRONMENT ON AN ELECTRONIC GAMING SYSTEM

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims priority to U.S. Application Ser. No. 61/587,616, filed on Jan. 17, 2012, entitled Responsible Gaming Enforcement for Electronic Gaming Machines, by Yan Meunier et al., incorporate herein by reference.

FIELD OF THE INVENTION

[0002] This invention relates to electronic gaming systems, such as on-line gaming and gaming systems in casinos and, in particular, to a gaming system where the player is first identified by a unique identifier prior to beginning a gaming session.

BACKGROUND

[0003] G2S (Game to System) is an open standard that defines various protocols for an electronic gaming machine (EGM) to communicate with a casino's "back office" host system. The G2S standard allows the casino to download games to a compatible EGM and control other aspects of the EGM via the casino's host system. Such compatible EGMs include video slot machines where virtual reels are spun and randomly stopped to display various symbol combinations across activated pay lines. A payable determines the player's award resulting from any winning combinations presented. The games, including bonus games, differ in complexity and denominations.

[0004] It is common for an EGM to have a player tracking card reader. The casino provides the players with a player tracking card, such as a card with a magnetic code unique to the player. The code is a player identification number (player ID). To obtain the card, the player registers with the casino and provides relevant personal information. Such information is stored by the host system and cross-referenced to the player ID. The player's overall gaming results are typically stored by the host system in order for the casino to award the player loyalty prizes, such as a free credits and comps for restaurants, etc.

[0005] In on-line gaming, where the player accesses a gaming site via the internet from a generic computer, the player initially sets up a financial account and a unique identifier, which may include a password identifier and/or a biometric identifier. On-line gaming may also include wagering via video lottery terminals (VLT), where a player inserts money or a credit/debit card into a slot in a VLT and plays a lottery game. The VLTs are connected to a remote server, which may control the selection of the lottery number and control a VLT to provide payment to a winning player. The VLT server is considered an on-line gaming site for purposes of the present disclosure. Before beginning a playing session, the player enters the unique identifier to verify the player, and the gaming site then initiates the gaming session.

[0006] The many thousands of players have different capabilities, experiences, ages, financial situations, etc. Some types of games available on the EGMs or at a gaming site are not appropriate for certain players. For example, an elderly player with limited financial means and experience with gaming should not be playing a high stakes (high denomination), complex game. On the other hand, an experienced player who has been shown by historical data to be a responsible player

should have access to any EGM game offered by the casino or on-line game offered by the gaming site.

[0007] Therefore, it is desirable that a casino or gaming site act responsibly and only offer appropriate games to the players.

SUMMARY

[0008] A system and method are described for on-line gaming via a remote gaming site and for an EGM communicating with a casino's host system. If the invention is used for on-line gaming, the gaming site may enforce the responsible gaming (RG) rules itself, or the player may access a portal site that acts as an intermediary site between the player and the gaming site. If the portal is used, the portal will enforce the RG rules in conjunction with the gaming site.

[0009] Before game play, the player inserts her player tracking card into the EGM's card reader (or enters any other unique identifier into the EGM) or, in the case of on-line gaming, enters a password, biometric identifier, or any other player identifier. All such identifiers will be referred to herein as a player ID. The host system (e.g., the casino's system, the gaming site, or a portal) detects the player ID and determines a status level of the player. Upon the invention being first implemented in a casino or at a gaming site, all participating players may initially need to complete a survey, via the EGM touch screen or via an on-line player's keyboard, touch screen, or mouse, in order to allow the host system to determine the status level of the player. The player answers questions presented in the survey. In one embodiment, the player identifies the player's limits of, for example, losses per session, losses per day, losses per week, losses per year, maximum gaming time per session, maximum gaming time per day, etc. In another embodiment, a software program selects the player's limits based on other information provided by the player, such as the player's financial situation and gaming experience. The player's status level may also be determined without the player taking a survey based on the player's past gaming performance (e.g., experience, win/loss, etc.) and based on information already stored in the host system. The status levels have the effect of setting appropriate loss limits on the players for their protection.

[0010] In another embodiment, the players must view a tutorial on the EGM or other computer (for on-line gaming) explaining the status levels, criteria, and the random nature of the games, and the player must acknowledge the viewing.

[0011] In one embodiment, there are five status levels that can be set by the host system. The highest status level (level 1) may signify that the player is experienced, has a reasonable win/loss record, has suitable financial resources, and has a high loss limit. Achieving level 1 allows the player to play all possible games, such as including relatively complex games with high denominations (e.g., one dollar per credit). The lowest status level (level 5) may signify that the player is inexperienced, has very limited financial resources, has a poor win/loss record, and has a low loss limit. Other criteria can be used to set a status level, such as only the loss limit data. Therefore, to enforce responsible gaming, a level 5 player should only be allowed to play relatively simple games with low denominations. Generally, the status level should reflect a reasonable loss limit for the player over a certain time period (e.g., per week or month).

[0012] In one embodiment, participating players complete a survey presented to the players periodically (e.g., yearly, after a certain number of visits to the casino, etc.), where the

presentation of the survey is controlled by the host system. The survey may be used to update information in the host system to change the player's status level.

[0013] After the host system determines the player's status level, the host system then controls the player's gaming experience in a way that allows the player to enjoy the gaming experience but is compatible with the player's limits obtained by the survey. In the case of an EGM in a casino, since all the games are software programs that may use the same EGM platform, the EGM may be preloaded with many types of games. For on-line games, many types of games are conventionally available. The games available to the player based on the status level are presented to the player as an array of descriptive icons arranged in the order of status level so the player may make an informed selection. The player touches the desired icon (or identifies it in another way) to initiate the downloading of the game into the local RAM (e.g., in the EGM or other computer) so the player can play that game. The player may change games at any time by touching a reset button to display the available icons again. Accordingly, a level 1 player will be presented with a full set of icons, and a level 5 player will be presented with a subset of the icons.

[0014] In one embodiment, the players of all status levels see all the games available to the status level 1 player, but a lower status player is only allowed to select the games associated with that player's status.

[0015] The host system may automatically change the player's status based on the player's performance over time. For example, if the level 5 player has shown to be relatively successful at the level 5 games, the player may be moved up to level 4 to get access to additional games, since it is likely the player will not exceed any loss limit. This also applies to the level 2-4 players. A special animation may be shown to the player to signify that the player has moved up a level. This provides incentive to all players to play responsibly.

[0016] Various other embodiments are described.

BRIEF DESCRIPTION OF THE DRAWINGS

[0017] FIG. 1 is a perspective view of one type of gaming machine that may be programmed to carry out invention.

[0018] FIG. 2 is a block diagram showing the basic functional units in the gaming machine of FIG. 1.

[0019] FIG. 3 is a flowchart showing steps performed by a gaming system implementing one embodiment of the invention.

[0020] FIG. 4 illustrates the presentation of available games to a status level 1 player on the EGM touch screen display, where the player touches a selected icon to initiate the game.

[0021] Elements that are the same or equivalent are labeled with the same numeral.

DETAILED DESCRIPTION

[0022] The invention may be carried out using any type of computer, including portable devices, such as smart phones, that can access a gaming site or a portal (which may access a plurality of gaming sites) via the internet or other communication path (e.g., a LAN or WAN). The invention can also be carried out using an electronic gaming machine (EGM) in a casino. One type of EGM is described with respect to FIG. 1.

[0023] FIG. 1 is a perspective view of an EGM 10 that incorporates the present invention. EGM 10 includes a display 12 that may be a thin film transistor (TFT) display, a

liquid crystal display (LCD), a cathode ray tube (CRT), or any other type of display. A second display 14 provides game data or other information in addition to display 12. Display 14 may provide static information, such as an advertisement for the game, the rules of the game, pay tables, pay lines, or other information, or may even display the main game or a bonus game along with display 12. Alternatively, the area for display 14 may be a display glass for conveying information about the game.

[0024] Display 12 or 14 may have a touch screen lamination that includes a transparent grid of conductors. Touching the screen changes the capacitance between the conductors, and thereby the X-Y location of the touch may be determined. The processor associates this X-Y location with a function to be performed. Such touch screens are very well known in the field of slot machines, and a detailed description of them is not required.

[0025] A coin slot 22 accepts coins or tokens in one or more denominations to generate credits within EGM 10 for playing games. An input slot 24 for an optical reader and printer receives machine readable printed tickets and outputs printed tickets for use in cashless gaming.

[0026] A coin tray 32 receives coins or tokens from a hopper upon a win or upon the player cashing out. However, the gaming machine 10 may be a gaming terminal that does not pay in cash but only issues a printed ticket for cashing in elsewhere.

[0027] A card reader slot 34 accepts any of various types of cards, such as smart cards, magnetic strip cards, or other types of cards conveying machine readable information. The card reader reads the inserted card for player and credit information for cashless gaming. The card reader may read a magnetic code on a conventional player tracking card, where the code uniquely identifies the player to the host system. The code is cross-referenced by the host system to any data related to the player, and such data may affect the games offered to the player by the gaming terminal. The card reader may also include an optical reader and printer for reading and printing coded barcodes and other information on a paper ticket.

[0028] A keypad 36 accepts player input, such as a personal identification number (PIN) or any other player information. A display 38 above keypad 36 displays a menu for instructions and other information and provides visual feedback of the keys pressed.

[0029] Player control buttons 39 include any buttons or other controllers needed for the play of the particular game or games offered by EGM 10 including, for example, a bet button, a repeat bet button, a spin reels (or play) button, a maximum bet button, a cash-out button, a display pay lines button, a display payout tables button, select icon buttons, and any other suitable button. Buttons 39 may be replaced by a touch screen with virtual buttons.

[0030] FIG. 2 is a block diagram of EGM 10 linked to the casino's host system 41. The EGM 10 may use conventional hardware.

[0031] A communications board 42 may contain conventional circuitry for coupling the EGM 10 to a local area network (LAN) or other type of network using any suitable protocol, such as the G2S protocols. Internet protocols are typically used for such communication under the G2S standard, incorporated herein by reference. The communications board 42 transmits using a wireless transmitter, or it may be directly connected to a network running throughout the casino floor. The communications board 42 basically sets up

a communication link with a master controller and buffers data between the network and the game controller board 44. The communications board 42 may also communicate with a network server, such as in accordance with the G2S standard, for exchanging information to carry out the present invention.

[0032] The game controller board 44 contains memory and a processor for carrying out programs stored in the memory and for providing the information requested by the network. The game controller board 44 primarily carries out the game routines.

[0033] Peripheral devices/boards communicate with the game controller board 44 via a bus 46 using, for example, an RS-232 interface. Such peripherals may include a bill validator 47, a coin detector 48, a smart card reader or other type of credit card reader 49, and player control inputs 50 (such as buttons or a touch screen). An audio board 51 converts coded signals into analog signals for driving speakers. A display controller 52, which typically requires a high data transfer rate, converts coded signals to pixel signals for the display 53. Display controller 52 and audio board 51 may be directly connected to parallel ports on the game controller board 44.

[0034] The electronics on the various boards may be combined onto a single board.

[0035] FIG. 3 is a flowchart showing steps performed by a gaming system implementing one embodiment of the invention. The gaming system may be a casino system communicating with an EGM or an on-line gaming system where the player accesses a gaming site via the internet using a generic computer.

[0036] In step 56, before game play, the player inserts her player tracking card into the EGM's card reader slot 34 or enters a player ID for on-line gaming.

[0037] In step 57, a survey (a questionnaire) is presented to the player if the player's status level has not already been determined. The host system controls the surveys. A tutorial may also be presented to the player regarding the responsible gaming feature and the random nature of gaming. If the player desires to impose responsible gaming (RG) limits on herself, the player fills out the questionnaire. The player uses a touch screen or other interface to enter the requested data. In one embodiment, the survey requests information of the player's typically gaming habits, such as the number of hours the player plays per day, week, month, etc. The player also identifies the player's desired loss limits for different periods. In one embodiment, the player directly identifies: 1) a desired loss limit per session, per day, per week, per month, and per year; and 2) the maximum time limit per playing session, the maximum playing time limit per day, etc. Other information may be obtained to ensure the status level will be consistent with responsible gaming, such as the player's financial status, experience level, age, etc.

[0038] After filling out the survey, the game computer uploads the various limits to the host system (e.g., a server) so that the player limits are stored in the host system for subsequent access by any compatible game computer (EGM, VLT, home computer, portable computer, phone, etc.) when the player uses her ID code.

[0039] In another embodiment, the survey may ask multiple choice questions regarding a player's gaming experience, age, income, wealth, and other pertinent questions relating to responsible gaming. Historical data (e.g., win/loss data and experience) accumulated in the host system's records from the player's past performance may also (or solely) be used to determine the limits for the player. A simple algorithm

determines the skill level and financial capability of each player and associates each player with various limits needed for responsible gaming.

[0040] In step 58, the host system then uses the information from the survey to select a status level for the player, using typical win/loss probabilities of games or using the player's own historical win/loss record, so that the player may play for the player's typical amount of time but not exceed the loss limits, given statistical probabilities. For example, a player that desires to play a lot per week and has identified a low loss limit may be determined to have a status level associated with only low denomination games with a low maximum bet and a relatively high win frequency.

[0041] In another embodiment, the players do not complete surveys and all information is obtained from tracking the player's experience and win/loss record over time. The status level is then determined based on a reasonable loss limit and playing time considered to be responsible.

[0042] The player ID and associated status level are then stored in a memory. In one embodiment there are five status levels 1-5, where level 1 may be an experienced, responsible player with suitable financial resources, a good win/loss record, and a high loss limit, and level 5 may be a relatively inexperienced player with little financial resources, a poor win/loss record, and a low loss limit. Generally, the status level should reflect a reasonable loss limit for the player over a certain time period (e.g., per week or month).

[0043] Achieving status level 1 allows the player to play all possible games, such as including relatively complex games with high denominations (e.g., one dollar per credit). To enforce responsible gaming, a level 5 player should only be allowed to play relatively simple games with low denominations until the player has been shown to be more responsible.

[0044] In one embodiment, participating players also retake a modified survey periodically (e.g., yearly, after a certain number of visits to the casino, etc.), where the presentation of the survey is controlled by the host system. The survey may be used to update information in the host system.

[0045] The player's status may be automatically upgraded or downgraded by the host system based on a player's performance or other factors, such as a change in the player's financial resources.

[0046] In another embodiment, there are up to ten status levels.

[0047] If the player only chooses to limit game play time, such as per session or per day, the player may not need to be associated with a status level, and only the playing time is controlled.

[0048] In one embodiment, to implement the responsible gaming (RG) feature, the host system uploads an RG program to the player's game computer. The RG program manages the data generated and carries out commands by the host system related to responsible gaming.

[0049] In step 60, when a player begins a subsequent gaming session on the game computer, after inputting her player ID, the player's game computer downloads the player limits from the host system, which are then processed by the RG program. The computer also downloads from the host system the player's historical playing data, such as the player's gaming time per day, week, and month and relevant win/loss data so the RG program can apply that information to the limits for the current session. In another embodiment, the player's limits are not downloaded to the game computer and are tracked by the host system during the gaming session rather than

being tracked by the RG program running in the game computer. The host system also identifies to the player's game computer the player's status level or the games available to the player associated with the status level. In the embodiment of a casino system, since all the games are software programs that may use the same EGM platform, the EGM may be preloaded with many types of games. The EGM may be programmed to associate each status level with a particular set of games stored in the EGM. In the embodiment of on-line gaming, the games routines are provided by the gaming site.

[0050] In step 62, the games available to the player, as determined by the player's status level, are presented to the player as an array of descriptive icons arranged in the order of status level so the player may make an informed selection. In one embodiment, the players of all status levels see all the games available to the status level 1 player, but a lower status player is only allowed to select the games associated with that player's status. For on-line gaming applications, the RG program works with the gaming site to identify the suitable games for each status level.

[0051] In step 64, the player selects a game by, for example, touching the desired icon to initiate the downloading of the game into the computer's RAM so the player can play that game. The player may change games at any time by touching a reset button to display the available icons again. Accordingly, a level 1 player will be presented with a full set of icons, and a level 5 player will be presented with a subset of the icons.

[0052] FIG. 4 illustrates a simplified image on screen 12 or 14 of the EGM 10, or on a screen of any other game computer, presented to a player showing all games. Each available game is sufficiently identified by an icon 66 that also identifies the status level of the game so the player may make an informed decision. A status level 1 player may select any of the games from all status levels. A status level 5 player is only allowed to select the games associated with status level 5.

[0053] In step 68, the player wagers on the selected game, and any award is granted to the player based on achieving winning outcomes of the game. The maximum wager may be limited by the available games due to a low status level of the player.

[0054] In step 70, the host system accumulates data (e.g., win/loss data) on the player as the player plays the games over a period of time. The updated data may also be detected by the RG program being run on the game computer if it is desired for the RG program to determine when the limits are being reached rather than the host system. If the RG program is used to detect the player approaching the limits, then the host system does not need to be involved with the RG feature during a gaming session. If the host system is controlling the RG feature, the status of all games and the gaming time needs to be periodically updated in the host system. At the end of a session, all data relevant to the session is uploaded to the host system.

[0055] In step 71, if the RG program running on the game computer or host system determines that the player is close to a limit, the RG program warns the player. In one embodiment, the RG program sends a message to the host system, and the host system communicates to the game computer to display the warning to the player. This serves as a disruption to the normal gaming program being run on the game computer. In one embodiment, the RG program being run on the game computer is not authorized to interfere with the normal gam-

ing program for security purposes, so any interruption must be controlled by the host system.

[0056] The host system may automatically lower the player's status level when the player gets close to a loss limit in order for the player to keep playing. This may be done by allowing the player to only play games with a low betting denomination and maximum bet.

[0057] In step 74, if the player chooses to continue play on the game computer, the RG program or host system detects the exceeding of any one of the limits. The RG program or host system then controls the game computer to display a pop-up window of the logout/session end screen. The game computer is not playable while the logout/screen is open. The player ID is then invalid until a sufficient time passes such that no limits are violated. For example, the player may have exceeded a gaming limit for a day, so the limit is reset after midnight.

[0058] In step 78, the host system may automatically change the player's status up or down based on the player's performance over time. For example, if the level 5 player has shown to be relatively successful at the level 5 games, the player may be moved up to level 4 to get access to additional games. This also applies to the level 2-4 players. Therefore, the status level may be moved up automatically if the player does not seem likely to exceed the loss limit for a certain time period. A special animation may be presented to the player to signify that the player has moved up a level. This provides incentive to all players to play responsibly. In addition, a periodic survey presented to the player may change the player's status.

[0059] There may be any number of status levels and any criteria for selecting a status level. The status level of a game will generally relate to the complexity of the game and/or the potential for monetary loss. For example, for the status level 5 games, the wagering denominations of the games may be relatively low to limit the player's potential losses, while the status level 1 games may have selectable denominations that may be relatively high (e.g., one dollar per pay line).

[0060] The host system or the game computer may run Responsible Gaming algorithms on each player's performance to detect whether the player's habits match those of a problem gambler. The algorithms may include various models of problem gambling behavior and, if the player matches a model, the player is warned via a pop-up window initiated by the host system that the player's ability to continue gaming will be temporarily terminated if the problem gambling behavior continues. If the problem behavior continues, the host system will control the game computer to be non-responsive to the player.

[0061] The player is able to instruct the system to exclude the player from game play on applicable machines in the event the player wishes to self-impose a hiatus from game play. The self-imposed ban may be selected to be the remainder of the day, an immediate 24 hours, an immediate 48 hours, an immediate 72 hours, up to one year, certain times of the day, certain days of the week, or certain months of the year. The self-imposed ban may be one all games or on only selected games, such as high wager games. Before a player is blocked from further play, the player is given a warning, such as when a limit is 95% reached.

[0062] After the forced or self-imposed waiting period, and after the player inputs her player ID to the game machine, a notification of the player's status will appear on the screen at the start of a new session. The host system or game computer

(depending on which is running the Responsible Gaming program) may even decrease the player's limits if a gambling problem is identified or if the player too frequently abuts against the stored limits. The player is notified of the decreased limits. All actions enforcing limits are taken immediately upon a limit being achieved. The player is automatically cashed out upon a limit being reached and after the current game has been completed.

[0063] In one embodiment, the player's Responsible Gaming transactions are stored for one year. Such transactions include the player's performance as it relates to the limits, the limits set, the survey, and other information used to determine whether the player is a responsible gamer. The player has the ability to request, via the game computer, a display of a chart or other representation of the player's gaming history, including all pertinent data regarding playing habits, wins, losses, total spent, playing time, limits, projection of future spending over various times, etc. The information may be displayed for any time frame, such as per year, per month, per week, per day, per session, etc.

[0064] All the feedback to the player enables the player to determine if she has a gambling problem and/or to gamble within a reasonable budget. The player may even specify a limit for a relatively long time, such as a year, and the software will generate a per day limit, for example, as requested by the player.

[0065] As an example, the game computer may display to the player a statement that, if the player plays at the current rate (averaged over n weeks), the player will be spending \$40 per week, or \$172 per month, or \$2080 per year. The player may use this information to lower or raise her self-impose limits.

[0066] The casino operator is able to view any player's Responsible Gaming information and obtain event logs.

[0067] The casino operator has the ability to make the Responsible Gaming restrictions mandatory or voluntary.

[0068] The casino operator may set any waiting period before a player or the system can raise spending limits or raise time limits in order to take into account transients in the player's gaming habits and results. Further, the casino operator may impose a waiting period before the player can change a self-impose hiatus on gaming to allow the player to carefully consider the decision.

[0069] In one embodiment, the following hardware and software is used to carry out a Responsible Gaming (RG) process for an EGM, and the following steps are performed relating to the Responsible Gaming process. The below process may also be used in conjunction with associating each player with a status level, discussed above, where only suitable games are made available to the player to make it more likely that the player will not exceed the player's spending limits. Many other suitable processes may be used to achieve Responsible Gaming; however, the below process is particularly suitable in an actual system due to various jurisdictional rules relating to the requirements of an EGM.

[0070] 1. A Player Services Manager (PSM) is a software application that runs on a central server. The PSM instructs the EGMs to download RG browser content from the server, as needed, via the G2S (game to system) protocols. The PSM server for a casino can be at the casino or in another location. For Wide-Area VLTs in bars, there would just be a remotely located PSM server.

[0071] 2. The player is uniquely identified by a code on a player ID card inserted into a slot of an EGM. The EGM communicates the player ID to the server.

[0072] 3. The server detects the player ID, detects that the player has not filled out an RG survey, and then instructs the EGM to present the player an RG survey.

[0073] 4. If the player desires to impose RG limits on herself, the player fills out the survey. The player uses a touch screen to enter the requested data. The player directly identifies: 1) a desired loss limit for various time periods, such as per session, daily, weekly, monthly; 2) the maximum time limit per playing session; and 3) the maximum playing time limit per day, week, and month. Other data may be input, as desired by the casino operator, to allow an algorithm to identify problem gambling behavior.

[0074] 5. After filling out the survey, the EGM uploads the various limits to the server so that the player limits are stored in the server for subsequent access by any compatible EGM when the player uses her ID card.

[0075] 6. When a player begins a gaming session on an EGM, after inserting her player ID card, the EGM downloads the player limits from the server, which are then processed by the RG browser running on the EGM. The EGM also downloads the player's historical playing data, such as the player's gaming time per day, week, and month and relevant win/loss data so the RG browser can apply that information to the limits for the current session.

[0076] 7. The player plays games on the EGM, and the EGM supplies the playing data to the browser so the browser can apply the data to the limits. The browser is solely responsible for determining whether any limits have been exceeded. If the system is applying status levels, only suitable games are made available to the player.

[0077] 8. If the browser determines that the player is close to a limit, the browser communicates this to the server (the PSM). The server then sends a G2S message to the EGM instructing it to generate a certain URL that points to a warning page to be displayed on the EGM regarding the limits. Normally, the EGM display is controlled by the core gaming program, unrelated to the RG browser program. There is no interaction between the browser and the gaming program. In order for the EGM to interrupt the normal display routine of the gaming program, the server needs to tell the EGM to interrupt such normal display with the warning display.

[0078] 9. If the player chooses to continue play on the EGM, the browser detects the exceeding of any one of the limits. The browser then notifies the server, which sends a G2S command to the EGM instructing it to open a browser URL to display a pop-up window of the logout/session end screen. The EGM is not playable while the logout/screen is open. When the player proceeds with the logout (or the logout screen timer expires), the logout screen messages the PSM server instructing the server to send a player ID card G2S invalidation command to the EGM. The play session ends when the EGM receives this command from the PSM server. This logout process is the standard logout process of the system irrespective of RG. RG monitoring caused the logout screen to appear, but the rest of the logout process is independent of RG. The EGM is not

playable with any pop-up screen over it because of business rules innate to the EGM itself.

[0079] 10. The player may resume play after a period of time required to cause all limits not to be exceeded.

[0080] 11. The player may choose to continue playing if the player cashes out and reinitiates a playing session without using the player ID card, if the jurisdiction allows unidentified play (a configuration setting).

[0081] The possible games may include reel-type games, poker games, keno games, lottery games or any other type of games. In the event the game is a lottery game, the game computer will most likely not be in a casino but will be in a store or kiosk. For a lottery gaming system, the host system may be controlled by a government agency.

[0082] The game computer may be a personal computer (PC), laptop computer, tablet computer, or mobile phone connected to the internet or otherwise networked. The wagering would typically be by credit card or accessing an existing account. Awarding the player may be by crediting the player's account.

[0083] Those skilled in the art may write the appropriate software to carry out the invention without undue experimentation. The hardware used may be conventional.

[0084] While particular embodiments of the present invention have been shown and described, it will be obvious to those skilled in the art that changes and modifications may be made without departing from this invention in its broader aspects. The appended claims are to encompass within their scope all such changes and modifications as fall within the true spirit and scope of this invention.

What is claimed is:

1. A method for operating a gaming system requiring wagering on an outcome of games comprising:
receiving a player's player identification via a game computer communicating with a host system;
detecting a status level of the player, there being a plurality of possible status levels, the status levels being related to different financial risks incurred by gaming;
presenting a plurality of games available to the player on the game computer based on the particular status level of the player, there being different sets of games presented to the player depending on the player's status level;
receiving a selection signal from the player selecting one of the available games;
initiating a game selected by the player;
receiving a wager by the player for playing the selected game;
granting the player an award for winning outcomes of the selected game; and
accumulating information about the player by the host system.

2. The method of claim 1 wherein the status level of the player relates, at least in part, to a win/loss record of the player over time.

3. The method of claim 1 wherein the status level of the player relates, at least in part, to the player's personal finances.

4. The method of claim 1 wherein the status level of a player relates, at least in part, to a limit of losses over a time period.

5. The method of claim 1 further comprising presenting a survey to the player on the game computer requesting information about the player, wherein the status level of the player relates, at least in part, to results of the survey.

6. The method of claim 5 wherein the survey requests the player to identify at least one loss limit over a period of time, and wherein the status level of the player relates to the loss limit.

7. The method of claim 6 further comprising the host system changing the player's status level as the player approaches the loss limit.

8. The method of claim 6 wherein the status level of the player is directly selected based on the player's identification of at least one loss limit over a period of time, wherein the status level is selected to likely enable the player to play games for a period of time selected by the player without exceeding the loss limit.

9. The method of claim 1 further comprising determining by the host system whether to change the player's status level based on the information accumulated.

10. The method of claim 1 wherein the step of detecting the status level of the player comprises detecting a signal by the game computer, transmitted by the host system, identifying the status level of the player.

11. The method of claim 1 wherein the step of detecting the status level of the player comprises detecting a signal by the game computer, transmitted by the host system, identifying the games available to the player consistent with the player's status level.

12. The method of claim 1 wherein the step of presenting a plurality of games available to the player on the game computer comprises presenting icons of the games to allow the player to select one of the games by selecting a desired icon.

13. The method of claim 1 further comprising determining by the host system whether to change the player's status level based on the player's win/loss record.

14. The method of claim 1 wherein the games associated with different status level differ by at least wager denominations, wherein a player having a higher status level is presented with available games that have higher wager denominations than available games presented to players with a lower status level.

15. The method of claim 1 wherein the step of presenting a plurality of games available to the player on the game computer based on the status level of the player comprises showing the player the status level of each available game to allow the player to make an informed decision.

16. The method of claim 1 wherein the game computer communicates with the host system via the internet.

17. The method of claim 16 wherein the step of receiving a player's player identification comprises at least one of receiving a password and a biometric input.

18. The method of claim 1 wherein the step of receiving a player's player identification by the game computer comprises receiving the player identification by an on-line gaming site.

19. The method of claim 1 wherein the step of receiving a player's player identification by the game computer comprises receiving the player identification by an on-line portal web site that is a portal for one or more gaming sites.

20. The method of claim 1 wherein the game computer is an electronic gaming machine.

21. The method of claim 1 wherein the game computer is one of a personal computer (PC), laptop computer, tablet computer, or mobile phone.

22. A gaming system comprising:
 a game computer communicating with a host system, the game computer being programmed to transmit a player's player identification to the host system;
 the host system being programmed to cross-reference the player identification to a status level of the player, there being a plurality of possible status levels, the status levels being related to different financial risks incurred by gaming;
 the host system being programmed to communicate the status level to the game computer;
 the game computer being programmed to, in response to detecting the status level, present a plurality of games available to the player on the game computer based on the status level of the player, there being different sets of games presented to the player depending on the player's status level;
 the game computer being programmed to receive a selection signal from the player selecting one of the available games;
 the game computer being programmed to initiate a game selected by the player;
 the game computer being programmed to detect a wager by the player for playing the selected game;
 the game computer or host system being programmed to grant the player an award for winning outcomes of the selected game; and
 the host system being programmed to accumulate information about the player.

23. The system of claim **22** wherein the status level of a player relates, at least in part, to a win/loss record of the player over time.

24. The system of claim **22** wherein the status level of a player relates, at least in part, to the player's personal finances.

25. The system of claim **22** wherein the status level of a player relates to a limit of losses over a time period.

26. The system of claim **22** wherein the game computer or host system is programmed to present a survey to the player on the game computer requesting information about the player, wherein the status level of the player relates, at least in part, to results of the survey.

27. The system of claim **26** wherein the survey requests the player to identify at least one loss limit over a period of time, and wherein the status level of the player relates to the loss limit.

28. The system of claim **27** wherein the host system is further programmed to change the player's status level as the player approaches the loss limit.

29. The system of claim **27** wherein the status level of the player is directly selected based on the player's identification of at least one loss limit over a period of time, wherein the status level is selected to likely enable the player to play games for a period of time selected by the player without exceeding the loss limit.

30. The system of claim **22** wherein the game computer being programmed to, in response to detecting the status level, present a plurality of games available to the player comprises the game computer being programmed to present icons of the games to allow the player to select one of the games by selecting a desired icon.

31. The system of claim **22** wherein the host system being programmed to determine whether to change the player's status level based on the information accumulated comprises the host system being programmed to determine whether to change the player's status level by the player's win/loss record accumulated by the host system.

32. The system of claim **22** wherein the games associated with different status level differ by at least wager denominations, wherein a player having a higher status level is presented with available games that have higher wager denominations than available games presented to players with a lower status level.

33. The system of claim **22** wherein the game computer being programmed to, in response to detecting the status level, present a plurality of games available to the player comprises the game computer being programmed to show the player the status level of each available game to allow the player to make an informed decision.

34. The system of claim **22** where the game computer is a console in a casino.

35. The system of claim **22** wherein the game computer communicates with the host system via the internet for on-line gaming.

36. The system of claim **22** wherein the game computer is one of a personal computer (PC), laptop computer, tablet computer, or mobile phone.

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