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Method and system for localized mobile gaming

Abstract

In one embodiment, a system and method to facilitate playing games of chance on a MGD includes a game zone, having: a) at least one portable transceiver configured to: i) detect the MGD; ii) obtain MGD data from the MGD; and iii) periodically re-detect the MGD within the game zone, the at least one portable transceiver repositionable to form the game zone; b) a portable controller configured to receive MGD data; and c) a gaming server configured to: i) receive the MGD data from the portable controller; ii) determine if the MGD is authorized to place a monetary wager to play games of chance based on the MGD data; iii) periodically receive detection confirmation from the portable controller if the MGD is present in the game zone; iv) transmit and/or receive game of chance data to/from the MGD, wherein the game zone is repositionable and configurable.

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Background/Summary

CROSS-REFERENCE TO OTHER APPLICATIONS (1) This application claims priority to, and is a continuation of, U.S. Non Provisional patent application Ser. No. 17/337,393, filed Jun. 2, 2021, entitled "METHOD AND SYSTEM FOR LOCALIZED MOBILE GAMING," which is a continuation of U.S. Non-Provisional patent application Ser. No. 14/017,150 (now U.S. Pat. No. 11,030,851), filed Sep. 3, 2013, and entitled "METHOD AND SYSTEM FOR LOCALIZED MOBILE GAMING," and which in turn claims priority to, and the benefit of, U.S. Provisional Patent Application No. 61/799,862, filed Mar. 15, 2013, and entitled "ADAPTIVE MOBILE DEVICE GAMING SYSTEM," all of which are hereby incorporated by reference herein.

BACKGROUND OF THE INVENTION

(1) Portable electronic devices represent an alternative means to desktop computers to allow users to more conveniently interact with a variety of multimedia services. For example, many portable electronic devices may be configured to allow for the user to interact with multimedia services, messaging services, internet browsing services, telephone services, and the like. Furthermore, the software of portable electronic device may be configured to be updated so as allow for the presentation of additional multimedia services or applications. Portable electronic devices may also be configured to have wireless transmission and receiving capabilities so as to permit communication with one or more other sources.

(2) Utilizing the portable electronic device to permit playing of games of chance may increase revenue for a gaming establishment. However, gaming establishments may only want players to play games of chance on their portable electronic devices within specific areas of the establishment. Moreover, it would be beneficial if the gaming establishments were able to relocate the gaming areas to where the portable electronic devices are able to play the games of chance.

OVERVIEW

(3) The present disclosure relates generally to games of chance. More particularly, the present disclosure relates generally to playing games of chance on a mobile or portable gaming device. In one embodiment, games of chance can be played on a mobile or portable gaming device when proximate to a portable reconfigurable and repositionable game zone.

(4) A system and method for facilitating play of games of chance on a portable gaming device (PGD) or mobile gaming device (MGD) is provided. The MGD may be authorized to play games of chance when proximate to or within a game zone. The game zone may have at least one portable transceiver such that the game zone may be reconfigurable to any size and shape and may be repositionable to any location within the gaming establishment. The game zone is proportionately smaller in size than the gaming establishment such that there may be a plurality of game zones

within the gaming establishment.

(5) In one embodiment, a system to facilitate playing games of chance in a game zone for a mobile gaming device (MGD) comprises a game zone, having at least one portable transceiver configured to: i) detect presence of the MGD; ii) obtain MGD data from the MGD; and iii) periodically re-detect presence of the MGD within the game zone, the at least one portable transceiver repositionable to form the game zone. The system may also have a portable controller configured to receive MGD data from each of the at least one portable transceiver as well as a gaming server configured to: i) receive the MGD data from the portable controller; ii) determine if the MGD is authorized to place a monetary wager to play games of chance based on the MGD data; iii) periodically receive detection confirmation from the portable controller if the MGD is present in the game zone; and iv) transmit and/or receive game of chance data to/from the MGD if the MGD is authorized to play games of chance and detection confirmation is received, wherein the game zone is repositionable to any desired location at a gaming establishment and wherein the game zone is configurable to form an arbitrary size or shape.

(6) In one embodiment, a method for facilitating game of chance play on a mobile gaming device may include forming a game zone at a gaming establishment, the game zone formed by at least one repositionable wireless zone portable controller; detecting, using the wireless zone portable controller, presence of the MGD in the game zone; receiving MGD data from the MGD; transmitting, by the wireless zone portable controller, the MGD data to a gaming server to determine if the MGD is authorized to play games of chance; periodically re-detecting, by the at least one portable transceiver, presence of the MGD within the game zone; and transmitting presence data to the gaming server if the MGD is re-detected by the portable transceiver, wherein the MGD is permitted to place monetary wagers to play games of chance within the game zone if the MGD is authorized to play games of chance and while the MGD is re-detected within the game zone.

(7) In one embodiment, a program storage device readable by a machine tangibly embodying a program of instructions executable by the machine to perform a method for facilitating game of chance play on a mobile gaming device, the method comprises forming a game zone at a gaming establishment, the game zone formed by at least one repositionable wireless zone portable controller; detecting, using the wireless zone portable controller, presence of the MGD in the game zone; receiving MGD data from the MGD; transmitting, by the wireless zone portable controller, the MGD data to a gaming server to determine if the MGD is authorized to play games of chance; periodically re-detecting, by the at least one portable transceiver, presence of the MGD within the game zone; and transmitting presence data to the gaming server if the MGD is re-detected by the portable transceiver, wherein the MGD is permitted to place monetary wagers to play games of chance within the game zone if the MGD is authorized to play games of chance and while the MGD is re-detected within the game zone.

(8) In another embodiment, a system to facilitate playing games of chance on a MGD comprises a wireless zone portable controller configured to provide a game zone proximate to a gaming establishment, the wireless zone portable controller being configured to at least: i) detect presence of the MGD; ii) obtain MGD data from the MGD; and iii) periodically re-detect presence of the MGD within the game zone. The system further includes a gaming server configured to: receive the MGD data from the wireless zone portable controller; determine if the MGD is authorized to place monetary wagers to play games of chance based on the MGD data; periodically receive detection confirmation from the wireless zone portable controller if presence of the MGD is within the game zone; and transmit and/or receive game of chance data to/from the MGD if the MGD is authorized to place monetary wagers to play games of chance and detection confirmation is received.

(9) The present invention provides other hardware configured to perform the methods of the invention, as well as software stored in a machine-readable medium (e.g., a tangible storage

medium) to control devices to perform these methods. These and other features will be presented in more detail in the following detailed description of the invention and the associated figures.

Description

BRIEF DESCRIPTION OF THE DRAWINGS

- (1) The accompanying drawings, which are incorporated into and constitute a part of this specification, illustrate one or more example embodiments and, together with the description of example embodiments, serve to explain the principles and implementations.
- (2) In the drawings:
- (3) FIG. 1 illustrates a block diagram of an exemplary system to facilitate playing games of chance on a mobile gaming device.
- (4) FIGS. 2A-2B illustrate a block diagram of another exemplary system to facilitate playing games of chance on a mobile gaming device.
- (5) FIGS. 3A and 3B illustrate a block diagram of example wireless portable transceivers.
- (6) FIG. 4 illustrates a flow diagram of an exemplary method for facilitating playing games of chance on a mobile gaming device.
- (7) FIG. 5 illustrates a flow diagram of another exemplary method for facilitating game of chance play on a mobile gaming device.
- (8) FIGS. 6A and 6B illustrate a flow diagram of yet another exemplary method for facilitating playing games of chance on a mobile gaming device.
- (9) FIGS. 7A and 7B illustrate a flow diagram of still another exemplary method for facilitating playing games of chance on a mobile gaming device.
- (10) FIG. 8A-8C illustrate a flow diagram of another exemplary method for facilitating playing games of chance on a mobile gaming device.
- (11) FIG. 9 illustrates an example of a user playing games of chance on a mobile gaming device.
- (12) FIG. 10 illustrates another example of a user playing games of chance on a mobile gaming device.
- (13) FIG. 11 illustrates an exemplary computer device suitable for use with at least one embodiment of the invention.
- (14) FIG. 12 is a block diagram of an example computing device.

DESCRIPTION OF EXAMPLE EMBODIMENTS

(15) Embodiments are described herein in the context of a method and system for localized mobile gaming. The following detailed description is illustrative only and is not intended to be in any way limiting. Other embodiments will readily suggest themselves to such skilled persons having the benefit of this disclosure. Reference will now be made in detail to implementations as illustrated in the accompanying drawings. The same reference indicators will be used throughout the drawings and the following detailed description to refer to the same or like parts.

(16) In the interest of clarity, not all of the routine features of the implementations described herein are shown and described. It will, of course, be appreciated that in the development of any such actual implementation, numerous implementation-specific decisions must be made in order to achieve the developer's specific goals, such as compliance with application- and business-related constraints, and that these specific goals will vary from one implementation to another and from one developer to another. Moreover, it will be appreciated that such a development effort might be complex and time-consuming, but would nevertheless be a routine undertaking of engineering for those of ordinary skill in the art having the benefit of this disclosure.

(17) In accordance with the various embodiments, the components, process steps, and/or data structures may be implemented using various types of operating systems, computing platforms, computer programs, and/or general purpose machines. In addition, those of ordinary skill in the art

will recognize that devices of a less general purpose nature, such as hardwired devices, field programmable gate arrays (FPGAs), application specific integrated circuits (ASICs), or the like, may also be used without departing from the scope and spirit of the inventive concepts disclosed herein.

(18) A system and method for facilitating play of games of chance on a portable gaming device (PGD) or mobile gaming device (MGD) is provided. The MGD may be authorized to play games of chance when proximate to or within a game zone. The game zone may have at least one portable transceiver such that the game zone may be reconfigurable to any size and shape and may be repositionable to any location within the gaming establishment. The game zone is proportionately smaller in size than the gaming establishment such that there may be a plurality of game zones within the gaming establishment.

(19) FIG. 1 illustrates a block diagram of an exemplary system to facilitate playing games of chance on a mobile gaming device. The system **100** includes at least one reconfigurable and repositionable game zone **102** having at least one portable transceiver **104a-n** and at least one portable controller **106**. The reconfigurable and repositionable game zone **102** may also have at least one camera **108a-n**. The reconfigurable and repositionable game zone **102** may be located or positioned proximate a gaming establishment, such as a casino, supermarket, bar, cruise ship, airplane, or any other establishment where games of chance may be played. The reconfigurable and repositionable game zone **102** has at least one portable transceiver **104a-n**. The portable transceiver may be any portable transceiver designed to receive and transmit RF (radio frequency) data signals. The portable transceiver may be, for example a free standing antenna, kiosk, or any other device configured to receive and transmit RF data. In one implementation, the portable transceiver wirelessly communicates with an RFID tag or an NFC tag that's in a player's pocket, purse, or in any other location on the player, or attached to the player's MGD. In another embodiment, the portable transceiver may be positioned within a gaming device, such as a slot machine, table game, or any other gaming device, and communicates with any nearby RFID/NFC tags within its communication range. The portable transceiver may be powered by plugging into a typical power outlet. When using a power outlet, communication to the backend servers can be implemented using the power line communication standards such as IEEE 1901, HomePlug AV, ITU-T G.hn, and the like. The portable transceiver may also operate on battery to improve its portability, continuity, and redundancy. In one embodiment, the portable transceiver plugs into a power outlet for power and communication, but also uses a battery for back up power so that it can continue to operate even during power interruptions.

(20) Positioning of each of the portable transceivers **104a-n** may form the area or shape of the reconfigurable and repositionable game zone **102**. For example, as illustrated in FIG. 1, the reconfigurable and repositionable game zone **102** is in the shape of a square. As discussed in detail below with reference to FIG. 2B, strategic positioning of the portable transceivers to form the reconfigurable and repositionable game zone **102** may result in various shaped reconfigurable and repositionable game zones. When presence of an RFID/NFC tag associated with a PGD/MGD **110**, is detected proximate to or within the reconfigurable and repositionable game zone **102**, the PGD/MGD may be permitted to play games of chance. PGDs/MGDs may be any portable electronic device configured to play games of chance, such as a mobile telephone, portable media player, personal digital assistant, tablet, net book, or any other similar portable electronic device.

(21) When located outside the reconfigurable and repositionable game zone **102** and undetectable by the portable transceivers **104a-n**, the MGD **110** may not be permitted to play games of chance with monetary wagers. In one embodiment, if the MGD **110** was previously authorized to play games of chance and the user stepped away from the reconfigurable and repositionable game zone **102** (e.g. to go to the bathroom, play at a table game, play a slot machine, or any other reason), an indication that the required location must be reestablished to continue the game of chance play may be displayed on a display of the MGD **110**.

(22) In another embodiment, the MGD **122** may be permitted to play games of chance if the MGD **122** was previously authorized to play games of chance and is already or still wirelessly interacting with a gaming server. In yet another embodiment, the MGD **122** may be permitted to play games of chance with non-monetary wagers (such as loyalty points, virtual currencies, and any other non-monetary wagers) when presence of the MGD and/or its associated RFID/NFC tag is not detected within the game zone. In one example, if presence of the MGD and/or its associated RFID/NFC tag is no longer detected within the game zone, a conversion notification may be transmitted to the MGD. The conversion notification may request whether the player would like to continue play of the games of chance using non-monetary wagers, such as points (e.g. player tracking points).

(23) The MGD **110** may be detected based on a zone specific location. In other words, the MGD **110** is considered proximate to or within the reconfigurable and repositionable game zone **102** as long as at least one of the portable transceivers **104a-n** detects presence of the MGD **110** and/or its associated RFID/NFC tag. Thus, use of global positioning system, RF fingerprinting, RF triangulation, or any other complicated location detection methods is not necessary to detect presence of the MGD, or a RFID/NFC tag associated with the MGD, or both the MGD and a RFID/NFC tag associated with it, proximate to or within the reconfigurable and repositionable game zone **102**. As such, this method of detection is more cost efficient and simpler to deploy than traditional location systems.

(24) The reconfigurable and repositionable game zone **102** may have at least one camera **108a-n** for security, audit, or authorization purposes. Although illustrated as separate from the portable transceivers **104a-n**, in one embodiment, the camera **108a-n** may be positioned within the portable transceiver **104a-n**. In still another embodiment, the camera **108a-n** may be positioned within other gaming devices, such as a slot machine, table game, kiosk, or the like. The camera **108a-n** may be used for security purposes to ensure no illegal activities occur. In one embodiment, the camera **108a-n** records the activities in the gaming zone (e.g. in at least a portion of the gaming zone and/or the entire gaming zone area). The recorded activities and information may then be stored in a mass storage device (hard drive, tape, cloud storage, and the like). Additionally, the camera **108a-n** may be used for audit purposes. For example, if a player objects to a payout, the battery on the MGD dies during a game session, power outage occurs at the venue, or any other malfunction happens, the camera may be used to record game play, user actions, and the like to replay the game play. Moreover, the camera **108a-n** may be used to authenticate the player (e.g. via facial recognition methods) and/or associate the player with the MGD.

(25) The portable transceivers **104a-n** may be configured to receive data from the MGD **110**. The portable transceivers **104a-n** may receive data from the MGD via any known method. In one embodiment, the MGDs may have a passive or active tag (e.g. radio frequency identification (RFID) tag, near field communication (NFC) tag) that may be read or detected by the portable transceiver. In another embodiment, the portable transceiver **104a-n** may actively receive data from the MGD using any wireless method such as WiFi, Bluetooth, radio frequency, or any other communication methods. In another embodiment, the portable transceiver **104a-n** may also communicate with the MGD **110** via any wired methods as well. In a hybrid implementation, the portable RF transceiver **104a-n** may detect the presence of a RFID/NFC tag such as a player identification card (or any other type of card such as a player loyalty card, credit card, and the like) carried in the player's pocket, that will act as a trigger for the portable RF transceiver **104a-n** to establish a wireless communication (i.e., Bluetooth, short range WiFi, and the like) with the MGD. For instance, if the antenna design on both the RFID tag and the Bluetooth transceivers were designed to have a similar ranges (e.g., 20 feet), and the RF transceiver **104a-n** can detect both devices, it can be reasoned that both the player carrying the player RFID card and the associated MGD are in the gaming zone. The fact that RFID transceivers and Bluetooth transceivers normally operate on different frequencies makes this location-verification even more secure as it takes two forms of ID's (the RFID player card and the MGD's ID) on two separate communication standards

to completely verify the eligibility of the MGD. The player experience is uncomplicated by the complexities of the underlying technologies—he just needs to carry his player card in his pocket, and have his MGD on hand.

(26) In one embodiment, the portable transceivers **104a-n** may transmit the MGD data to an establishment server **112** via network **114**. In another embodiment, the portable transceivers **104a-n** may transmit the MGD data to a centralized portable controller **106** of the reconfigurable and repositionable game zone **102**. The portable controller **106** may then transmit the MGD data to the establishment server **112** via network **114**. MGD data may include data such as the MGD identification, player information, digital signature of the application software, battery level, the MGD's relative proximity (within communication range) to a trusted and known portable RF transceiver, and any other desired information. The network **114** can include one or more private networks or public networks, including wired and/or wireless networks.

(27) The establishment server **112** may be configured to communicate with an accounting server **116**, game server **118**, and a player tracking server **120**. Although illustrated with only three servers, the establishment server **112** may be configured to communicate with any other servers such as a live table game server (broadcasting live table game actions), a mobile game server (for mobile game devices), a tournament game server (conducts slots and table game tournaments), a hotel reservation server, food and beverage server, prize server, advertisement server, and any others desired servers. The player tracking server **120** may store player tracking information such as name, password, user identification, player preferences, loyalty points, games of chance played, whether the player is authorized to play games of chance on a MGD, associated MGDs, and any other desired player information.

(28) When the establishment server **112** receives the MGD data, the establishment server **112** may determine whether games of chance may be played on the MGD **110** by retrieving information from the player tracking server **120**. For example, the MGD **110** may be associated with a player that is authorized to play games of chance. In another example, if the MGD **110** is not associated with a player account and/or the player is not authorized to play games of chance, the establishment server **112** may not permit games of chance to be played on the MGD **110**. If the MGD **100** is authorized to play games of chance, the establishment server **112** may communicate directly with the MGD **110** to transmit gaming data directly to the MGD **100** to facilitate play of the games of chance.

(29) In yet another example, the MGD **110** may be associated with a player that is authorized to place monetary wagers to play games of chance. If the MGD **110** is not authorized to place monetary wagers to play games of chance, the establishment server **112** may not receive a wager amount to play the games of chance.

(30) In another example, the player may also not be permitted to play games of chance on the MGD **110** if there are insufficient funds in the player account based on information stored in the accounting server **116**. If games of chance are permitted to be played on the MGD **110**, but the player has no funds to play the games of chance, the player will not be permitted to play the games of chance. In one embodiment, the player may be given the option to play with non-monetary wagers (e.g. loyalty points, player tracking points, virtual currencies, and any other non-monetary wagers). In another embodiment, the player may be given the option to covert the non-monetary wager to a monetary wager. For example, 500 loyalty points may be converted to \$50.00 that the player may use the play the games of chance.

(31) In still another embodiment, the portable transceiver **104a-n** may periodically determine whether presence of the MGD **100**, and/or its associated RFID/NFC tag, is proximate to or within the reconfigurable and repositionable game zone **102**. The portable transceiver **104a-n** may make the determination at predetermined time intervals such as between about one second to 60 seconds, between about 2 seconds to 100 seconds, or any other predetermined desired time interval. If at least one portable transceiver **104a-n** continues to detect presence off the MGD **110** and/or its

associated RFID/NFC tag proximate to or within the reconfigurable and repositionable game zone **102**, the MGD **110** may continue to be permitted to play games of chance. However, in one embodiment, if the MGD **110** and/or its associated RFID/NFC tag is not re-detected proximate to or within the reconfigurable and repositionable game zone **102**, a non-detect notification may be transmitted to the establishment server **112** and the MGD **110** may no longer be permitted or is therefore disallowed to play games of chance.

(32) FIGS. 2A-2B illustrate a block diagram of another exemplary system to facilitate playing games of chance on a mobile gaming device. FIG. 2A illustrates an example system **200** to facilitate game of chance play on a MGD **200**. FIG. 2A is similar to FIG. 1, but illustrates several reconfigurable and repositionable game zones **202a-n** within a gaming establishment **204**. Reconfigurable and repositionable game zone A **202a** includes a plurality of portable transceivers **206a-n**. The portable transceivers are positioned at corners of a square shape thereby forming a reconfigurable and repositionable game zone having a square shape. Reconfigurable and repositionable game zone A **202a**, may also include a portable controller **208** configured to communicate with the portable transceivers **206a-n** and an establishment server **112**.

(33) Reconfigurable and repositionable game zone B **202b** may have a plurality of portable transceivers **210a-n** strategically positioned in the shape of a circle or oval. Each of the portable transceivers may be configured to communicate with a portable controller **212**. Reconfigurable and repositionable game zone C **202n** may have a plurality of portable transceivers **214a-n** strategically positioned in the shape of a triangle. Portable controller **216** may be configured to communicate with each of the portable transceivers **214a-n** and the establishment server **112**.

(34) Each reconfigurable and repositionable game zone **202a-n** may have at least one camera **218** for security, audit, and/or authorization purposes. Although illustrated as separate from the portable transceivers **208a-n**, **210a-n**, **212a-n**, in one embodiment, the camera **218** may be positioned within the portable transceiver **208a-n**, **210a-n**, **212a-n** and/or portable controller **208**, **212**, **216**. In still another embodiment, the camera **218** may be positioned within other gaming devices, such as a slot machine, table game, kiosk, or the like positioned proximate the reconfigurable and repositionable game zone **202a-n**, **210a-n**, **212a-n**. The camera **218** may be used for security purposes to ensure no illegal activities occur. In one embodiment, the camera **218** records the activities in a gaming zone (e.g. in at least a portion of the gaming zone and/or the entire gaming zone area). The recorded activity and information may then be stored in a mass storage device (hard drive, tape, cloud storage, and the like). Additionally, the camera **218** may be used for audit purposes. For example, if a player objects to a payout, the battery on the MGD dies during a game session, power outage occurs at the gaming venue, or any other malfunction happens, the camera may be used to record game play, user actions, and the like to replay the game play. Moreover, the camera **108a-n** may be used to authenticate the player (e.g. via facial recognition methods) and/or associate the player with the MGD.

(35) Each reconfigurable and repositionable game zone **202a-n** may be substantially smaller in area and size than the gaming establishment **204** thereby forming a plurality of intra-establishment mobile game zones. In other words, each reconfigurable and repositionable game zone **202a-n** is localized internal to a gaming establishment such that more than one reconfigurable and repositionable game zone may be formed internal the gaming establishment. Each reconfigurable and repositionable game zone may be configured and reconfigured to form of any desired shape (e.g. square, circle, triangle, star, or any random shape desired) and size. For example, in a casino, each reconfigurable and repositionable game zone **202a-n** may be an intra-casino mobile game zone where MGDs may be permitted to play games of chance. The size of the mobile game zone can be flexible depending on the needs of the casino operator. In one example, each of the reconfigurable and repositionable game zones may have an area that is between about 50%-75% the area of the gaming establishment. In another example, each of the reconfigurable and repositionable game zones may have an area that is between about 5%-25% the area of the gaming

establishment. In still another example, each of the reconfigurable and repositionable game zones may have an area that is between about 25%-50% the area of the gaming establishment.

(36) In one example, a mobile game zone maybe established at or near a table game or gaming device to allow back betting. Back betting permits players (back bettors), who are not physically sitting at a table game or gaming device, to participate in the table game by betting on another player's hand. The another player would generally be physically sitting and/or otherwise participating in play of the game of chance. In other words, the another play would be physically sitting at the table game or slot machine. The back bettor has no right, say, or decision as to how the hand is played. Although games of chance generally have transaction limits—such as minimum and maximum betting limits (e.g. \$25 minimum bet and \$250 maximum bet, or any other betting limits)—in this embodiment, the back bettors may bet any amount desired without regard to the transaction limits. For example, if the table has a minimum bet amount of \$25, the back bettor may bet \$5. If the table has a maximum bet amount of \$250, the back bettor may bet \$300.

(37) The transaction limits may be based on any desired criteria. Such criteria may be based on location (e.g. the table game and/or gaming device may be situated within a high roller area in the gaming establishment), player tracking association (e.g. platinum players have higher limits than silver players) or credit rating (e.g. AAA, BB, C, and the like), time (e.g. players may place bets outside the transaction limits between a predefined time period such as from 8 pm to 2 am), or a player's history (e.g. average bet size over the last six months).

(38) The repositionable game zone may be formed for any desired game play. In one example, a game zone maybe established for a tournament where any player nearby can participate. In another example, the game zone may be established for VIP members or high rollers. In still another example, the game zone may be established to allow one single player to play game of chance. In yet another example, the game zone may be established specifically for back bettors to participate in specific table games.

(39) FIG. 2B illustrates example reconfigurable and repositionable game zones within a gaming establishment. Reconfigurable and repositionable game zone A **202a**, may be, for example, at least a section of or in an area of a bar **242** located at the gaming establishment. Reconfigurable and repositionable game zone A **202a** may have a plurality of tables **230** where players may congregate to watch a sports game on the television, socialize, trade information, perform back betting, or conduct any other business. To increase revenue, the gaming establishment may permit players to play games of chance on their MGDs **232a-n** in the bar **242** as long as presence of the MGDs **232a-n** and/or their associated RFID/NFC tags are detected proximate to or within reconfigurable and repositionable game zone A **202a**. If presence of the MGD, such as MGD **234**, and/or a RFID/NFC tag associated with MGD **234**, is not detected proximate to or within the reconfigurable and repositionable game zone A **202a** and/or it is not subsequently wirelessly interacting with the establishment server after being authorized to play games of chance, the MGD **234** may not be permitted to play games of chance.

(40) Reconfigurable and repositionable game zone B **202b** may be, for example, located in at least a portion of a pool area **240**. People, while lounging around the pool area **240**, may want to play games of chance. If the presence of the MGDs **232a-n** and/or their associated RFID/NFC tags are detected proximate to or within reconfigurable and repositionable game zone B **202b**, MGDs **232a-n** may be permitted to play games of chance. If presence of the MGD **234** and/or its associated RFID/NFC tag is not detected proximate or within reconfigurable and repositionable game zone B **202a** and/or it is not wirelessly interacting with the establishment server after being authorized to play games of chance, the MGD **234** may not be permitted to play games of chance.

(41) Reconfigurable and repositionable game zone C **202c** may be, for example, a hotel room **236** at the gaming establishment. The hotel room **236** may have a bathroom **238**, sleeping area **240**, and a work area **242**. Reconfigurable and repositionable game zone C **202c** is illustrated positioned in at least a portion of the work area **242**. However this is not intended to be limiting as the

reconfigurable and repositionable game zone may be positioned at any desired area in the hotel room **236**, such as the sleeping area **240**. When presence of the MGD **248** and/or its associated RFID/NFC tag is detected proximate to or within the reconfigurable and repositionable game zone **C 202c**, the MGD **248** may be permitted to play games of chance. However, if presence of the MGD and/or its associated RFID/NFC tag is not detected proximate the reconfigurable and repositionable game zone **202c**, such as MGD **246**, MGD **246** may not be permitted to play games of chance.

(42) In each of the configurable and repositionable game zones, in one embodiment, if presence of the MGD and/or its associated RFID/NFC tag is detected in the game zones, the player may be given the option to play with non-monetary wagers (e.g. loyalty points, player tracking points, and the like). In another embodiment, the player may be given the option to convert a non-monetary wager to a monetary wager. For example, 500 loyalty points may be converted to \$50.00 that the player may use to play the games of chance.

(43) In another embodiment, if the MGD exits the game zone, a non-monetary wager notification may be transmitted to the MGD. The player may then be given the option to continue play of the games of chance using non-monetary wagers, such as points (e.g. loyalty points, player tracking points, and the like).

(44) The reconfigurable and repositionable game zones **202a-n** are substantially smaller in area than the gaming establishment thereby creating an intra-establishment mobile game zone. Since the reconfigurable and repositionable game zones are smaller in size than the gaming establishment, there may be a plurality of intra-establishment mobile game zones within the gaming establishment. In one example, each of the reconfigurable and repositionable game zones **202a-n** may have an area that is between about 50%-75% the area of the gaming establishment. In another example, each of the reconfigurable and repositionable game zones may have an area that is between about 5%-25% the area of the gaming establishment. In still another example, each of the reconfigurable and repositionable game zones may have an area that is between about 25%-50% the area of the gaming establishment.

(45) In one example, a mobile game zone maybe established at or near a table game or gaming device to allow back betting. Back betting permits players (back bettors), who are not physically sitting at a table game or gaming device, to participate in the table game by betting on another player's hand. The another player would generally be physically sitting and/or otherwise participating in play of the game of chance. In other words, the another play would be physically sitting at the table game or slot machine. The back bettor has no right, say, or decision as to how the hand is played. Although games of chance generally have transaction limits—such as minimum and maximum betting limits (e.g. \$25 minimum bet and \$250 maximum bet, or any other betting limits)—in this embodiment, the back bettors may bet any amount desired without regard to the transaction limits. For example, if the table has a minimum bet amount of \$25, the back bettor may bet \$5. If the table has a maximum bet amount of \$250, the back bettor may bet \$300.

(46) The transaction limits may be based on any desired criteria. Such criteria may be based on location (e.g. the table game and/or gaming device may be situated within a high roller area in the gaming establishment), player tracking association (e.g. platinum players have higher limits than silver players) or credit rating (e.g. AAA, BB, C, and the like), time (e.g. players may place bets outside the transaction limits between a predefined time period such as from 8 pm to 2 am), or a player's history (e.g. average bet size over the last six months).

(47) The repositionable game zone may be formed for any desired game play. In one example, a game zone maybe established for a tournament where any player nearby can participate. In another example, the game zone may be established for VIP members or high rollers. In still another example, the game zone may be established to allow one single player to play game of chance. In yet another example, the game zone may be established specifically for back bettors to participate in specific table games.

(48) FIGS. 3A and 3B illustrate a block diagram of example wireless portable transceivers. FIG. 3A illustrates a block diagram of an example portable wireless portable transceiver **300**. The portable transceiver **300** may be, for example, any known portable transceiver, such as the Speedway® xPortal™ made by Impinj, that is able to receive and transmit RF data. The portable transceiver **300** may have a processor **304**, memory **306**, antenna **308**, power source **310**, and a wireless portable controller **308**. Processor **304** may be configured to detect presence of a MGD and/or its associated RFID/NFC tag and read or obtain MGD data from the MGD using antenna **312**.

Subsequently, processor may be configured to periodically re-detect presence of the MGD and/or its associated RFID/NFC tag to ensure the MGD and/or its associated RFID/NFC tag is proximate to or within a reconfigurable and repositionable game zone created by the portable transceiver. MGD data may include data such as the MGD identification, player information, digital signature of the application software, battery level, the MGD's relative proximity (within communication range) to a trusted and known portable RF transceiver, and any other desired information.

(49) The portable transceivers **300** may receive data from the MGD via any known method. In one embodiment, the MGDs may have a passive or active (battery powered) tag (e.g. radio frequency identification (RFID) tag, near field communication (NFC tag) that may be read or detected by the portable transceivers **300**. In another embodiment, the portable transceiver **300** may actively receive data from the MGD using any wireless method such as WiFi, Bluetooth, radio frequency, or any other communication methods. In another embodiment, the portable transceiver **300** may also communicate with the MGD **110** via any wired methods, such as power line communication, as well. The MGD data may then be transmitted to an establishment server via wireless portable controller **308**.

(50) FIG. 3B illustrates another example of a portable transceiver. The portable transceiver **302** is similar to the portable transceiver **300** illustrated in FIG. 3A, however portable transceiver **302** has additional peripherals and may be a stationary portable transceiver. In one embodiment, the portable transceiver **302** may be a kiosk. In another embodiment, the portable transceiver **302** may be gaming device such as a slot machine or a peripheral management device as described in Ser. No. 12/945,888, filed Nov. 14, 2010, entitled "Peripheral Management Device for Virtual Game Interaction" which is hereby incorporated by reference in its entirety for all purposes. In addition to a processor **304**, memory **306**, antenna **308**, power source **310**, and a wireless portable controller **308**, portable transceiver **302** may also include a plurality of peripheral devices such as a display **314**, printer **316**, bill acceptor **318**, card reader **320**, input device **322**, camera **324**, and speaker/microphone **326**.

(51) Display **314** may be any kind of display, such as an LCD, LED, e-ink and maybe equipped with touch screen or gesture interface capabilities, configured to present gaming information or data to a player. The gaming information or data may be player tracking information, advertisements, or any information the gaming establishment desires to present to the player. Printer **316** may be configured to print out any gaming information such as remaining credits, advertisements, coupons (i.e. free buffet coupon), show tickets, player tracking information, credit voucher, or any other information.

(52) Bill acceptor **318** may be configured to accept any monetary amount, both paper-based currencies and digital currencies (electronic funds from the MGD, for instance). A player may input money or the credit voucher into the bill acceptor. The amount of money or the amount of the voucher may be recorded and stored in an accounting server, such as accounting server **116** illustrated in FIG. 1 for the player to use to play games of chance. For example, when the establishment server (e.g. establishment server **112** illustrated in FIG. 1) makes a determination of whether the MGD is authorized or permitted to play games of chance, the establishment server may look to whether the player has sufficient amount in his account to play the games of chance. If the player does not have sufficient amount in his account, an insufficient fund notification may be transmitted to the MGD that allows the user to add money to his account via the bill acceptor **318**.

Other examples for the facilitation of money to a player account are also described in application Ser. No. 13/632,743, filed Oct. 1, 2013, entitled "Electronic Fund Transfer for Mobile Gaming" which is hereby incorporated by reference in its entirety for all purposes. For example, the player may utilize physical contact with the bill acceptor to facilitate the transfer of funds to the player account.

(53) Card reader **320** may be configured to read any type of card, such as a player tracking card, credit card, debit card, and the like. The card type can be a magnetic stripe card, a smart card, a RFID card, a NFC card, or even a virtual/digital card. In one embodiment, the card reader **320** may read the player tracking card to allow the player to create an account and register an associated MGD via display **314** or input device **322**. Once the player card is paired with the MGD at registration, both components are normally required for real money gaming or other sensitive transactions (e.g., funds transfer) within the portable, repositionable gaming zone. Input device **322** may be any device such as a keyboard, joystick, or any other similar input device. Once registered, gaming application programs may be transmitted to the MGD to allow the player to play games of chance on the MGD. For example, once the MGD is authorized to play games of chance, the establishment server (e.g. establishment server **112** illustrated in FIG. **1**) may determine whether the MGD is capable of playing the games of chance based on whether the gaming application program had been previously transmitted to the MGD.

(54) As discussed above, portable transceiver **302** may have a camera **324** for security, audit, and authorization purposes. The camera **324** may be used for security purposes to ensure no illegal activities occur. In one embodiment, the camera **324** records the activities in a gaming zone (e.g. in at least a portion of the gaming zone and/or the entire gaming zone area). The recorded activities and information may be stored in a mass storage device (hard drive, tape, cloud storage, and the like). Additionally, the camera **324** may be used for audit purposes. For example, if a player objects to a payout, the battery on the MGD dies during a game session, power outage occurs at the gaming venue, or any other malfunction happens, the camera may be used to record game play, user actions, and the like to replay the game play. Moreover, the camera **324** may also be used for authentication purposes, such as to authenticate the player using facial recognition.

(55) FIG. **4** illustrates a flow diagram of an exemplary method for facilitating playing games of chance on a mobile gaming device. The method **400** begins with determining whether presence of an MGD and/or its associated RFID/NFC tag is detected proximate to or within the reconfigurable and repositionable game zone at **402**. The reconfigurable and repositionable game zone may be located or positioned proximate a gaming establishment, such as a casino, supermarket, bar, cruise ship, airplane, or any other establishment where games of chance may be played. The reconfigurable and repositionable game zone may have at least one portable transceiver configured to detect presence of the MGDs and/or its associated RFID/NFC tag proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may also be designed to receive and transmit data. The portable transceiver may be, for example a free standing antenna, kiosk, or any other device configured to receive and transmit data. In one implementation, the portable transceiver wirelessly communicates with an RFID tag or an NFC tag that's in a player's pocket, purse, or in any other location on the player, or attached to the player's MGD. In another embodiment, the portable transceiver may be positioned within a gaming device, such as a slot machine, table game, any other gaming device, or a peripheral management device as described in Ser. No. 12/945,888, filed Nov. 14, 2010, entitled "Peripheral Management Device for Virtual Game Interaction" which is hereby incorporated by reference in its entirety for all purposes. The embedded portable RF transceiver, while mounted inside the gaming device, communicates with any nearby RFID/NFC tags within its communication range. The portable transceiver may be powered by plugging into a typical power outlet. When using a power outlet, communication to the backend servers can be implemented using the power line communication standards such as IEEE 1901, HomePlug AV, ITU-T G.hn, and the like. The portable transceiver may also operate on

battery to improve its portability, continuity, and redundancy. In one embodiment, the portable transceiver plugs into a power outlet for power and communication, but also uses a battery for back up power so that it can continue to operate even during power interruptions.

(56) When presence of the MGD and/or its associated RFID/NFC tag is detected proximate to or within the reconfigurable and repositionable game zone, the MGD may be permitted to play games of chance. MGDs may be any portable electronic device configured to play games of chance, such as a mobile telephone, portable media player, personal digital assistant, tablet, net book, or any other similar portable electronic device.

(57) When located outside the reconfigurable and repositionable game zone and undetected by the portable transceivers, the MGD may not be permitted to play games of chance. In one embodiment, if the MGD was previously authorized to play games of chance and the user stepped away from the reconfigurable and repositionable game zone (e.g. to go to the bathroom, play at a table game, play a slot machine, or any other reason), an indication that location must be reestablished to continue game of chance play may be displayed on a display of the MGD.

(58) In another embodiment, the MGD may be permitted to continue play of the games of chance if the MGD was previously authorized to play games of chance and is already or still wirelessly interacting with a gaming server. In another embodiment, a non-monetary wager notification may be transmitted to the MGD. The player may then be given the option to play games of chance using non-monetary wagers, such as points (e.g. loyalty points, player tracking points, and the like).

(59) The MGD may be detected based on a zone specific location. In other words, the MGD is considered proximate to or within the reconfigurable and repositionable game zone as long as at least one of the portable transceivers detects the MGD and/or its associated RFID tag. Thus, use of global positioning system, RF fingerprinting, RF triangulation, or any other complicated location detection methods is not necessary to detect presence the MGD proximate to or within the reconfigurable and repositionable game zone. As such, this method of detection is more cost efficient and simpler than traditional location systems.

(60) The portable transceivers may be configured to receive data from the MGD. The portable transceivers may receive data from the MGD via any known method. In one embodiment, the MGDs may have a passive or active tag (e.g. RFID tag, NFC tag) that may be read or detected by the portable transceivers. In another embodiment, the portable transceiver may actively receive data from the MGD using any wireless method such as WiFi, Bluetooth, radio frequency, or any other communication methods. In another embodiment, the portable transceiver may also communicate with the MGD via any wired methods as well.

(61) The MGD data may be transmitted to the establishment server via a network to determine whether the MGD is authenticated at **404**. MGD data may include data such as the MGD identification, player information, digital signature of the application software, battery level, the MGD's relative proximity (within communication range) to a trusted and known portable RF transceiver, and any other desired information. An establishment server may use the MGD data to authenticate the player and/or the MGD. In one embodiment, a determination of whether the MGD identification is associated with the player may be made to determine authentication of the device. In another embodiment, a determination of whether the MGD is associated with the player information may be made to authenticate the MGD. In still another embodiment, the establishment server may request that the player input authentication information such as a user name, password, or any other authentication information such as biometric inputs (i.e., voice, facial recognition, retinal imprint, fingerprint, and the like).

(62) If the player and/or MGD is not authenticated at **404**, the method **400** can end. However, if the player and/or MGD and/or its associated RFID/NFC tag is authenticated at **404**, the establishment server may determine whether the MGD is permitted to play games of chance at **406**. The establishment server may determine whether the player created a mobile game account, has sufficient funds to play the games of chance, authorized to make a monetary wager, the proper

application program is operating on the MGD, or any other game establishment desired determination is satisfied.

(63) If the MGD is not permitted to play games of chance at **406**, the method **400** may end. If the MGD is permitted to play games of chance at **406**, a determination of whether a game of chance selected is received may be made at **408**. The player may select a game of chance and wager amount to be played, which may be transmitted to the establishment server. For example, the player may select to play any slot machine game, table card game, roulette, keno, bingo, or any other games of chance. The player may also select a wager amount to bet. In one embodiment, the wager amount is a monetary wager amount. In another embodiment, the wager amount is a non-monetary amount (e.g. loyalty points, virtual currencies, player tracking points, and the like). In still another embodiment, the player may be given the option to convert a non-monetary wager (e.g. loyalty points, player tracking points, and the like) to a monetary wager. For example, 500 loyalty points may be converted to \$50.00 that the player may use the play the games of chance.

(64) Once a wager amount is received, the selected game data may be transmitted to the MGD at **412** to allow the player to play the game of chance.

(65) If no game of chance selection is received at **408**, a determination of whether presence of the MGD and/or its associated RFID/NFC tag is detected within the reconfigurable and repositionable game zone at **410**. The portable transceivers in the reconfigurable and repositionable game zone may periodically determine whether presence of the MGD and/or its associated RFID/NFC tag is still detected proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may make the determination at predetermined time intervals such as between about one second to 60 seconds, between about 2 seconds to 100 seconds, or any other predetermined desired time interval. If at least one portable transceiver continues to detect the MGD proximate to or within the reconfigurable and repositionable game zone at **410**, the method **400** may repeat at **408**. However, if presence of the MGD and/or its associated RFID/NFC tag is not re-detected proximate to or within the reconfigurable and repositionable game zone, in one embodiment, a non-detect notification may be transmitted to the establishment server and the MGD may no longer be permitted or is therefore disallowed to play games of chance and the method **400** ends. In another embodiment, a conversion notification may be transmitted to the MGD. The conversion notification may request whether the player would like to continue play of the games of chance using non-monetary wagers, such as points (e.g. player tracking points).

(66) Once game data is transmitted to the MGD at **412**, a determination of whether presence of the MGD and/or its associated RFID/NFC tag is detected at **414**. The portable transceivers in the reconfigurable and repositionable game zone may periodically determine whether presence of the MGD and/or its associated RFID/NFC tag is still detected proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may make the determination at predetermined time intervals such as between about one second to 60 seconds, between about 2 seconds to 100 seconds, or any other predetermined desired time interval. If at least one portable transceiver continues to detect the MGD proximate to or within the reconfigurable and repositionable game zone at **414**, the establishment server may continue to transmit game data to the MGD at **412** to allow games of chance to be played. However, if presence of the MGD and/or its associated RFID/NFC tag is not re-detected proximate to or within the reconfigurable and repositionable game zone, the game play data may be saved at **416**. The game play data may also be saved periodically at predetermined time intervals while the player is playing the game of chance, such as between about 10 seconds to 60 seconds, or at any other desired predetermined time interval. The establishment server or the MGD may save the game play data. In one embodiment, the establishment server may also transmit a notification on a display of the MGD that location of the MGD must be reestablished at a reconfigurable and repositionable game zone to continue playing the game of chance. In another embodiment, a conversion notification may be transmitted and presented on a display of the MGD. The conversion notification may request

whether the player would like to continue play of the games of chance using non-monetary wagers, such as points (e.g. player tracking points).

(67) FIG. 5 illustrates a flow diagram of another exemplary method for facilitating game of chance play on a mobile gaming device. The method **500** begins with a MGD and/or its associated RFID/NFC tag entering a reconfigurable and repositionable game zone at **502**. The MGD may be any portable electronic device configured to play games of chance, such as a mobile telephone, portable media player, personal digital assistant, tablet, net book, or any other similar portable electronic device. The reconfigurable and repositionable game zone may be located or positioned proximate a gaming establishment, such as a casino, supermarket, bar, cruise ship, airplane, or any other establishment where games of chance may be played. The reconfigurable and repositionable game zone may have at least one portable transceiver configured to detect presence of the MGD and/or its associated RFID/NFC tag once it is proximate to or enters the reconfigurable and repositionable game zone. The portable transceiver may also be designed to receive and transmit data. The portable transceiver may be, for example a free standing antenna, kiosk, or any other device configured to receive and transmit data. In one implementation, the portable transceiver wirelessly communicates with an RFID tag or an NFC tag that's in a player's pocket, purse, or in any other location on the player, or attached to the player's MGD. In another embodiment, the portable transceiver may be positioned within a gaming device, such as a slot machine, table game, any other gaming device, or a peripheral management device as described in Ser. No. 12/945,888, filed Nov. 14, 2010, entitled "Peripheral Management Device for Virtual Game Interaction" which is hereby incorporated by reference in its entirety for all purposes. The embedded portable RF transceiver, while mounted inside the gaming device, communicates with any nearby RFID/NFC tags within its communication range. The portable transceiver may be powered by plugging into a typical power outlet. When using a power outlet, communication to the backend servers can be implemented using the power line communication standards such as IEEE 1901, HomePlug AV, ITU-T G.hn, and the like. The portable transceiver may also operate on battery to improve its portability, continuity, and redundancy. In one embodiment, the portable transceiver plugs into a power outlet for power and communication, but also uses a battery for back up power so that it can continue to operate even during power interruptions.

(68) When the MGD and/or its associated RFID/NFC tag enters the reconfigurable and repositionable game zone and its presence is detected by at least one portable transceiver, a determination of whether the MGD is authenticated is made at **504**. The MGD may be detected based on a zone specific location. In other words, the MGD is considered proximate to or within the reconfigurable and repositionable game zone as long as at least one of the portable transceivers detects the MGD and/or its associated RFID/NFC tag. Thus, use of global positioning system, RF fingerprinting, RF triangulation, or any other complicated location detection methods is not necessary to detect presence of the MGD proximate to or within the reconfigurable and repositionable game zone. As such, this method of detection is more cost efficient and simpler than traditional location systems. Once detected and verified, the player is automatically logged into the portable gaming zone and allowed to perform sensitive activities (e.g., real money gaming, funds transfers, and the like). All these registration of the player, authenticating the MGD and its software, the verifications of ID's and location, are performed automatically when the player enters the mobile gaming zone. From the player's perspective, she walks into the gaming zone, and she can start playing. The complexity of the gaming registration and verification are completely hidden from the player as they are performed in the background.

(69) The portable transceivers may be configured to receive data from the MGD. The portable transceivers may receive data from the MGD via any known method. The portable transceivers may receive data from the MGD via any known method. In one embodiment, the MGDs may have a passive or active tag (e.g. RFID tag, NFC tag) that may be read or detected by the portable transceivers. In another embodiment, the portable transceiver may actively receive data from the

MGD using any wireless method such as WiFi, Bluetooth, radio frequency, or any other communication methods. In another embodiment, the portable transceiver may also communicate with the MGD via any wired methods as well.

(70) The MGD data may be transmitted to an establishment server via a network to determine whether the MGD is authenticated at **504**. MGD data may include data such as the MGD identification, player information, digital signature of the application software, battery level, the MGD's relative proximity (within communication range) to a trusted and known portable RF transceiver, and any other desired information. An establishment server may use the MGD data to authenticate the player and/or the MGD. In one embodiment, a determination of whether the MGD identification is associated with the player may be made to determine authentication of the device. In another embodiment, a determination of whether the MGD is associated with the player information may be made to authenticate the MGD. In still another embodiment, the establishment server may request that the player input authentication information such as a user name, password, or any other authentication information such as biometric inputs (i.e., voice, facial recognition, retinal imprint, fingerprint, and the like).

(71) If the player and/or MGD and/or its associated RFID/NFC tag is not authenticated at **504**, the method **500** can end. However, if the player and/or MGD and/or its associated RFID/NFC tag is authenticated at **504**, the establishment server may determine whether the MGD is permitted to play games of chance at **506**. The establishment server may determine whether the player created a mobile game account, has sufficient funds to play the games of chance, authorized to make a monetary wager to play the games of chance, the proper application program is operating on the MGD, or any other game establishment desired determination is satisfied.

(72) If the MGD is not permitted to play games of chance at **506**, the method **500** may end. If the MGD is permitted to play games of chance at **506**, the user may select a game of chance to play at **508**. The player may select a game of chance and wager amount to be played, which may be transmitted to the establishment server. For example, the player may select to play any slot machine game, table card game, roulette, keno, bingo, or any other games of chance. The player may also select a wager amount to bet. In one embodiment, the wager amount is a monetary wager amount. In another embodiment, the wager amount is a non-monetary amount (e.g. loyalty points, player tracking points, and the like). In still another embodiment, the player may be given the option to covert a non-monetary wager (e.g. loyalty points, player tracking points, and the like) to a monetary wager. For example, 500 loyalty points may be converted to \$50.00 that the player may use the play the games of chance.

(73) Once the wager amount is received, the selected game data may be transmitted from the establishment server and received by the MGD at **510** to allow the player to play the selected game of chance.

(74) A determination may be made whether to continue playing the game of chance at **512**. The player may decide to select another game of chance to play, not play anymore and cash out, or continue to play the game of chance. If the player decides to continue to play the game of chance at **512**, a determination of whether the MGD has exited the reconfigurable and repositionable game zone may be made at **516**. The portable transceivers in the reconfigurable and repositionable game zone may periodically determine whether presence of the MGD and/or its associated RFID/NFC tag is still detected proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may make the determination at predetermined time intervals such as between about one second to 60 seconds, between about 2 seconds to 100 seconds, or any other predetermined desired time interval. If at least one portable transceiver continues to detect presence of the MGD and/or its associated RFID/NFC tag proximate to or within the reconfigurable and repositionable game zone at **516**, the method **500** may repeat at **510**. However, if presence of the MGD and/or its associated RFID/NFC tag is not re-detected proximate to or within the reconfigurable and repositionable game zone, a non-detect notification may be transmitted to the

establishment server and the MGD may no longer be permitted or is therefore disallowed to play games of chance using monetary wager amounts. The game play data may be saved at **520**. The game play data may also be saved periodically at predetermined time intervals while the player is playing the game of chance, such as between about 10 seconds to 60 seconds, or at any other desired predetermined time interval. The game play data may be saved at the establishment server and/or the MGD.

(75) If the player decides to not continue playing the game of chance at **512**, the game play data may be saved at **514**. The game play data may also be saved periodically at predetermined time intervals while the player is playing the game of chance, such as between about 10 seconds to 60 seconds, or at any other desired predetermined time interval. Once saved, a determination may be made as to whether the player selected another game of chance to play at **518**. If the player selected another game of chance to play at **518**, the method **500** may repeat at **510**. If the player did not select another game of chance to play at **518**, the method **500** may end. The game play data may be saved at the establishment server and/or the MGD.

(76) Once located outside the reconfigurable and repositionable game zone and its presence is undetectable by the portable transceivers, the MGD may not be permitted to play games of chance. In one embodiment, if the MGD was previously authorized to play games of chance and the user stepped away from the reconfigurable and repositionable game zone (e.g. to go to the bathroom, play at a table game, play a slot machine, or any other reason), an indication that location must be reestablished at the reconfigurable and repositionable game zone to continue game of chance play may be displayed on a display of the MGD.

(77) In another embodiment, the MGD may be permitted to play games of chance if the MGD was previously authorized to play games of chance and is already or still wirelessly interacting with a gaming server. In still another embodiment, a non-monetary wager notification may be transmitted to the MGD. The player may then be given the option to play games of chance using non-monetary wagers, such as points (e.g. loyalty points, player tracking points, and the like).

(78) FIGS. **6A** and **6B** illustrate a flow diagram of yet another exemplary method for facilitating games of chance play on a mobile gaming device. The method **600** begins with receiving deferred game data from an MGD, the deferred game data may include at least a selected game of chance, a bet amount, a total wager amount, and any other desired information to automatically play a game of chance without user interaction. A determination of whether presence of an MGD and/or its associated RFID/NFC tag is detected in the reconfigurable and repositionable game zone is made at **604**. The reconfigurable and repositionable game zone may be located or positioned proximate a gaming establishment, such as a casino, supermarket, bar, cruise ship, airplane, or any other establishment where games of chance may be played. The reconfigurable and repositionable game zone may have at least one portable transceiver configured to detect MGDs proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may also be designed to receive and transmit data. The portable transceiver may be, for example, a free standing antenna, kiosk, or any other device configured to receive and transmit data. In one implementation, the portable transceiver wirelessly communicates with an RFID tag or an NFC tag that's in a player's pocket, purse, or in any other location on the player, or attached to the player's MGD. In another embodiment, the portable transceiver may be positioned within a gaming device, such as a slot machine, table game, any other gaming device, or a peripheral management device as described in Ser. No. 12/945,888, filed Nov. 14, 2010, entitled "Peripheral Management Device for Virtual Game Interaction" which is hereby incorporated by reference in its entirety for all purposes.

(79) When the MGD is detected proximate to or within the reconfigurable and repositionable game zone, the MGD may be permitted to play games of chance using monetary wager amounts. MGDs may be any portable electronic device configured to play games of chance, such as a mobile telephone, portable media player, personal digital assistant, tablet, net book, or any other similar portable electronic device.

(80) When located outside the reconfigurable and repositionable game zone and undetectable by the portable transceivers, the MGD may not be permitted to play games of chance using monetary wager amounts. In one embodiment, if the MGD was previously authorized to play games of chance and the user stepped away from the reconfigurable and repositionable game zone (e.g. to go to the bathroom, play at a table game, play a slot machine, or any other reason), an indication that location must be reestablished to continue game of chance play may be displayed on a display of the MGD.

(81) In another embodiment, the MGD may be permitted to play games of chance if the MGD was previously authorized to play games of chance and is already or still wirelessly interacting with a gaming server. In yet another embodiment, a conversion notification may be transmitted to the MGD. The conversion notification may request whether the player would like to continue play of the games of chance using non-monetary wagers, such as points (e.g. player tracking points).

(82) Presence of the MGD and/or its associated RFID/NFC tag may be detected based on a zone specific location. In other words, the MGD is considered proximate to or within the reconfigurable and repositionable game zone as long as at least one of the portable transceivers detects the MGD. Thus, use of global positioning system, RF fingerprinting, RF triangulation, or any other complicated location detection methods is not necessary to detect presence the MGD proximate to or within the reconfigurable and repositionable game zone. As such, this method of detection is more cost efficient and simpler than traditional location systems.

(83) The portable transceivers may be configured to receive data from the MGD. The portable transceivers may receive data from the MGD via any known method. The portable transceivers may receive data from the MGD via any known method. In one embodiment, the MGDs may have a passive or active tag (e.g. RFID tag, NFC tag) that may be read or detected by the portable transceivers. In another embodiment, the portable transceiver may actively receive data from the MGD using any wireless method such as WiFi, Bluetooth, radio frequency, or any other communication methods. In another embodiment, the portable transceiver may also communicate with the MGD via any wired methods as well.

(84) The MGD data may be transmitted to the establishment server via a network to determine whether the MGD and/or its associated RFID/NFC tag is authenticated and permitted to play games of chance at **606**. MGD data may include data such as the MGD identification, player information, digital signature of the application software, battery level, the MGD's relative proximity (within communication range) to a trusted and known portable RF transceiver, and any other desired information. An establishment server may use the MGD data and/or its associated RFID/NFC tag data to authenticate the player and/or the MGD. In one embodiment, a determination of whether the MGD identification is associated with the player may be made to determine authentication of the device. In another embodiment, a determination of whether the MGD is associated with the player information may be made to authenticate the MGD and/or its associated RFID/NFC tag. In still another embodiment, the establishment server may request that the player input authentication information such as a user name, password, or any other authentication information such as biometric inputs (i.e., voice, facial recognition, retinal imprint, fingerprint, and the like).

(85) If the player and/or MGD and/or its associated RFID/NFC tag is authenticated, the establishment server may determine whether the MGD is permitted to play games of chance. The establishment server may determine whether the player created a mobile game account, has sufficient funds to play the games of chance, authorized to make monetary wager amounts, the proper application program is operating on the MGD, or any other game establishment desired determination is satisfied.

(86) If the MGD and/or its associated RFID/NFC tag is not authenticated or permitted to play games of chance at **606**, the method **600** may end. If the MGD is authenticated and permitted to play games of chance at **606**, a determination of whether deferred game data was saved is made at

608. The deferred game data may be saved in the player tracking account server or any other desired location. If it is determined that deferred game data was saved at **608**, game data may be transmitted to the MGD based on the deferred game data at **610**. For example, deferred game data may be to play a game of 777 with a bet amount of \$0.25 each play and a total wager amount of \$20. Thus, game data for 777 having a bet amount of \$0.25 will be played until the total wager amount of \$20 is played. This allows the user to automatically play the game of chance of 777 without user interaction.

(87) Once automatic play of the game of chance is completed, a determination of whether the player would like to play another game of chance is made at **612**. If no game selection is received at **612** within a predetermined period of time (i.e. after one minute, or any other predetermined time period), the game play data may be saved at **614** and the method **600** may end.

(88) If it is determined that no deferred game data was saved at **608** or if it is determined that the user desires to play another game of chance at **612**, a game of chance selection may be received at **616** as illustrated in FIG. 6B. The player may select a game of chance and wager amount to be played, which may be transmitted to the establishment server. For example, the player may select to play any slot machine game, table card game, roulette, keno, bingo, or any other games of chance. The player may also select a wager amount to bet. In one embodiment, the wager amount is a monetary wager amount. In another embodiment, the wager amount is a non-monetary amount (e.g. loyalty points, player tracking points, and the like). In still another embodiment, the player may be given the option to covert a non-monetary wager (e.g. loyalty points, player tracking points, virtual currencies, and the like) to a monetary wager. For example, 500 loyalty points may be converted to \$50.00 that the player may use the play the games of chance.

(89) Once the wager amount is received, the selected game data may be transmitted to the MGD at **618** to allow the player to play the game of chance.

(90) A determination of whether presence of the MGD and/or its associated RFID/NFC tag is detected within the reconfigurable and repositionable game zone at **620**. The portable transceivers in the reconfigurable and repositionable game zone may periodically determine whether presence of the MGD and/or its associated RFID/NFC tag is still detected proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may make the determination at predetermined time intervals such as between about one second to 60 seconds, between about 2 seconds to 100 seconds, or any other predetermined desired time interval. If at least one portable transceiver continues to detect presence of the MGD and/or its associated RFID/NFC tag proximate to or within the reconfigurable and repositionable game zone at **620**, the method **600** may repeat at **616**. However, if presence of the MGD and/or its associated RFID/NFC tag is not re-detected proximate to or within the reconfigurable and repositionable game zone, a non-detect notification may be transmitted to the establishment server and the MGD may no longer be permitted or is therefore disallowed to play games of chance with monetary wager amounts.

(91) The game play data may be saved at **622**. The game play data may also be saved periodically at predetermined time intervals while the player is playing the game of chance, such as between about 10 seconds to 60 seconds, or at any other desired predetermined time interval. The game play data may be saved by the establishment server or the MGD. In one embodiment, the establishment server may also transmit a notification presented on a display of the MGD that location of the MGD must be reestablished at a reconfigurable and repositionable game zone to continue playing the game of chance with monetary wager amounts. In another embodiment, a non-monetary wager notification may be transmitted to the MGD. The player may then be given the option to play games of chance using non-monetary wagers, such as points (e.g. loyalty points, player tracking points, and the like).

(92) FIGS. 7A and 7B illustrate a flow diagram of still another exemplary method for facilitating playing games of chance on a mobile gaming device. Referring to FIG. 7A, the method **700** begins with transmitting deferred game data to an establishment server at **702**. The deferred game data

may include at least a selected game of chance, a bet amount, a total wager amount, and any other desired information to automatically play a game of chance without user interaction. The MGD may enter an reconfigurable and repositionable game zone at **704**. The MGD may be any portable electronic device configured to play games of chance, such as a mobile telephone, portable media player, personal digital assistant, tablet, net book, or any other similar portable electronic device. The reconfigurable and repositionable game zone may be located or positioned proximate a gaming establishment, such as a casino, supermarket, bar, cruise ship, airplane, or any other establishment where games of chance may be played. The reconfigurable and repositionable game zone may have at least one portable transceiver configured to detect the presence of the MGD and/or its associated RFID/NFC tag once it is proximate to or enters the reconfigurable and repositionable game zone. The portable transceiver may also be designed to receive and transmit data. The portable transceiver may be, for example a free standing antenna, kiosk, or any other device configured to receive and transmit data. In one implementation, the portable transceiver wirelessly communicates with an RFID tag or an NFC tag that's in a player's pocket, purse, or in any other location on the player, or attached to the player's MGD. In another embodiment, the portable transceiver may be positioned within a gaming device, such as a slot machine, table game, any other gaming device, or a peripheral management device as described in Ser. No. 12/945,888, filed Nov. 14, 2010, entitled "Peripheral Management Device for Virtual Game Interaction" which is hereby incorporated by reference in its entirety for all purposes. The embedded portable RF transceiver, while mounted inside the gaming device, communicates with any nearby RFID/NFC tags within its communication range. The portable transceiver may be powered by plugging into a typical power outlet. When using a power outlet, communication to the backend servers can be implemented using the power line communication standards such as IEEE 1901, HomePlug AV, ITU-T G.hn, and the like. The portable transceiver may also operate on battery to improve its portability, continuity, and redundancy. In one embodiment, the portable transceiver plugs into a power outlet for power and communication, but also uses a battery for back up power so that it can continue to operate even during power interruptions.

(93) When the MGD enters the reconfigurable and repositionable game zone and its presence is detected by at least one portable transceiver, a determination of whether the MGD is authenticated is made at **706**. The MGD may be detected based on a zone specific location. In other words, the MGD is considered proximate to or within the reconfigurable and repositionable game zone as long as at least one of the portable transceivers detects the MGD. Thus, use of global positioning system, RF fingerprinting, RF triangulation, or any other complicated location detection methods is not necessary to detect presence the MGD proximate to or within the reconfigurable and repositionable game zone. As such, this method of detection is more cost efficient and simpler than traditional location systems.

(94) The portable transceivers may be configured to receive data from the MGD. The portable transceivers may receive data from the MGD via any known method. The portable transceivers may receive data from the MGD via any known method. In one embodiment, the MGDs may have a passive or active tag (e.g. RFID tag, NFC tag) that may be read or detected by the portable transceivers. In another embodiment, the portable transceiver may actively receive data from the MGD using any wireless method such as WiFi, Bluetooth, radio frequency, or any other communication methods. In another embodiment, the portable transceiver may also communicate with the MGD via any wired methods as well.

(95) The MGD data may be transmitted to an establishment server via a network to determine whether the MGD is authenticated and permitted to play games of chance at **706**. MGD data may include data such as the MGD identification, player information, digital signature of the application software, battery level, the MGD's relative proximity (within communication range) to a trusted and known portable RF transceiver, and any other desired information. An establishment server may use the MGD data to authenticate the player and/or the MGD. In one embodiment, a

determination of whether the MGD identification is associated with the player may be made to determine authentication of the device. In another embodiment, a determination of whether the MGD is associated with the player information may be made to authenticate the MGD. In still another embodiment, the establishment server may request that the player input authentication information such as a user name, password, or any other authentication information such as biometric inputs (i.e., voice, facial recognition, retinal imprint, fingerprint, and the like).

(96) If the MGD is authenticated a determination of whether the MGD is permitted to play games of chance is made. The determination may be made by determining if the player has sufficient funds to play the games of chance, authorized to make monetary wager amounts, the proper application program is operating on the MGD, or any other game establishment desired determination is satisfied to play games of chance on the MGD.

(97) If the MGD is authenticated and permitted to play games of chance, a determination as to whether there is any saved deferred game data is made at **707**. If there is saved deferred game data at **707**, the MGD may receive a deferred game data notification at **708**. The notification may inquire as to whether the player would like to begin playing the game of chance using the deferred game data. The notification may include a “No” and “Yes” indicator or any other indicator to determine whether the player would like to start automatic play of the game of chance based on the saved deferred game data. If the notification is approved at **710**, the MGD may receive game data based on the saved deferred game data at **712**.

(98) Once automatic play of the game of chance is completed, a determination of whether the player would like to play another game of chance is made at **714**. If no game selection is received at **714** within a predetermined period of time (i.e. after one minute, or any other predetermined time period), the game play data may be saved at **716** and the method **700** may end.

(99) If it is determined that the player would like to play another game of chance at **714** or if there was no saved deferred game data at **707**, a determination of whether the MGD is detected within the reconfigurable and repositionable game zone at **718** as illustrated in FIG. 7B. The portable transceivers in the reconfigurable and repositionable game zone may periodically determine whether presence of the MGD and/or its associated RFID/NFC tag is still detected proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may make the determination at predetermined time intervals such as between about one second to 60 seconds, between about 2 seconds to 100 seconds, or any other predetermined desired time interval. If at least one portable transceiver continues to detect presence of the MGD and/or its associated RFID/NFC tag proximate to or within the reconfigurable and repositionable game zone at **718**, the selected game of chance data may be transmitted at **720** to the establishment server. The MGD may then receive the selected game of chance data at **722** to allow the player to play the selected game of chance using the MGD.

(100) A determination of whether to continue play of the game of chance may be made at **724**. If the game of chance ends and no player input is detected within a predetermined period of time (i.e. within between about five seconds to 2 minutes, or any other desired predetermined period of time), the player cashes out, the player has no more funds to play the games of chance, or the MGD is no longer detected within the reconfigurable and repositionable game zone, it may be determined that the player does not want to continue game play at **724**. The game play data may be saved at **728**. The game play data may also be saved periodically at predetermined time intervals while the player is playing the game of chance, such as between about 10 seconds to 60 seconds, or at any other desired predetermined time interval. The game play data may be saved by the establishment server or the MGD.

(101) If it is determined that the player would like to continue playing games of chance at **724**, the establishment server may receive an input from the player to continue play of the same game of chance or a different game of chance. A determination of whether the MGD exited the reconfigurable and repositionable game zone may be made at **726**. If presence of the MGD and/or

its associated RFID/NFC tag is detected in the reconfigurable and repositionable game zone at **726**, the method **700** may repeat at **722**. However, if presence of the MGD and/or its associated RFID/NFC tag is not re-detected proximate to or within the reconfigurable and repositionable game zone, a non-detect notification may be transmitted to the establishment server and the MGD may no longer be permitted or is therefore disallowed to play games of chance using monetary wager amounts.

(102) The game play data may be saved at **728**. The game play data may also be saved periodically at predetermined time intervals while the player is playing the game of chance, such as between about 10 seconds to 60 seconds, or at any other desired predetermined time interval. The game play data may be saved by the establishment server or the MGD. In one embodiment, the establishment server may also transmit a notification on a display of the MGD that location of the MGD must be reestablished at a reconfigurable and repositionable game zone to continue playing the game of chance using monetary wager amounts. In another embodiment, a non-monetary wager notification may be transmitted to the MGD. The player may then be given the option to play games of chance using non-monetary wagers, such as points (e.g. loyalty points, player tracking points, and the like).

(103) FIG. **8A-8C** illustrate a flow diagram of another exemplary method for facilitating playing games of chance on a mobile gaming device. The method **800** begins with determining whether presence of an MGD is detected in the reconfigurable and repositionable game zone at **802**. The reconfigurable and repositionable game zone may be located or positioned proximate a gaming establishment, such as a casino, supermarket, bar, cruise ship, airplane, or any other establishment where games of chance may be played. The reconfigurable and repositionable game zone may have at least one portable transceiver configured to detect presence of MGDs proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may also be designed to receive and transmit data. The portable transceiver may be, for example a free standing antenna, kiosk, or any other device configured to receive and transmit data. In one implementation, the portable transceiver wirelessly communicates with an RFID tag or an NFC tag that's in a player's pocket, purse, or in any other location on the player, or attached to the player's MGD. In another embodiment, the portable transceiver may be positioned within a gaming device, such as a slot machine, table game, any other gaming device, or a peripheral management device as described in Ser. No. 12/945,888, filed Nov. 14, 2010, entitled "Peripheral Management Device for Virtual Game Interaction" which is hereby incorporated by reference in its entirety for all purposes. The embedded portable RF transceiver, while mounted inside the gaming device, communicates with any nearby RFID/NFC tags within its communication range. The portable transceiver may be powered by plugging into a typical power outlet. When using a power outlet, communication to the backend servers can be implemented using the power line communication standards such as IEEE 1901, HomePlug AV, ITU-T G.hn, and the like. The portable transceiver may also operate on battery to improve its portability, continuity, and redundancy. In one embodiment, the portable transceiver plugs into a power outlet for power and communication, but also uses a battery for back up power so that it can continue to operate even during power interruptions.

(104) When the MGD is detected proximate to or within the reconfigurable and repositionable game zone, the MGD may be permitted to play games of chance using monetary wager amounts. MGDs may be any portable electronic device configured to play games of chance, such as a mobile telephone, portable media player, personal digital assistant, tablet, net book, or any other similar portable electronic device.

(105) When located outside the reconfigurable and repositionable game zone and undetectable by the portable transceivers, the MGD may not be permitted to play games of chance using monetary wager amounts. In one embodiment, if the MGD was previously authorized to play games of chance and the user stepped away from the reconfigurable and repositionable game zone (e.g. to go to the bathroom, play at a table game, play a slot machine, or any other reason), an indication that

location must be reestablished to continue game of chance play may be displayed on a display of the MGD.

(106) In another embodiment, the MGD may be permitted to play games of chance if the MGD was previously authorized to play games of chance and is already or still wirelessly interacting with a gaming server. In yet another embodiment, a non-monetary wager notification may be transmitted to the MGD. The player may then be given the option to play games of chance using non-monetary wagers, such as points (e.g. loyalty points, player tracking points, and the like).

(107) The MGD may be detected based on a zone specific location. In other words, the MGD is considered proximate to or within the reconfigurable and repositionable game zone as long as at least one of the portable transceivers detects the MGD. Thus, use of global positioning system, RF fingerprinting, RF triangulation, or any other complicated location detection methods is not necessary to detect presence the MGD proximate to or within the reconfigurable and repositionable game zone. As such, this method of detection is more cost efficient and simpler than traditional location systems.

(108) The portable transceivers may be configured to receive data from the MGD. The portable transceivers may receive data from the MGD via any known method. The portable transceivers may receive data from the MGD via any known method. In one embodiment, the MGDs may have a passive or active tag (e.g. RFID tag, NFC tag) that may be read or detected by the portable transceivers. In another embodiment, the portable transceiver may actively receive data from the MGD using any wireless method such as WiFi, Bluetooth, radio frequency, or any other communication methods. In another embodiment, the portable transceiver may also communicate with the MGD via any wired methods as well.

(109) The MGD data may be transmitted to the establishment server via a network to determine whether the MGD is authenticated at **804**. MGD data may include data such as the MGD identification, player information, digital signature of the application software, battery level, the MGD's relative proximity (within communication range) to a trusted and known portable RF transceiver, and any other desired information. An establishment server may use the MGD data to authenticate the player and/or the MGD and/or its associated RFID/NFC tag. In one embodiment, a determination of whether the MGD identification is associated with the player may be made to determine authentication of the device. In another embodiment, a determination of whether the MGD is associated with the player information may be made to authenticate the MGD. In still another embodiment, the establishment server may request that the player input authentication information such as a user name, password, or any other authentication information such as biometric inputs (i.e., voice, facial recognition, retinal imprint, fingerprint, and the like).

(110) If the player and/or MGD and/or its associated RFID/NFC tag is not authenticated at **804**, the method **800** can end. However, if the player and/or MGD is authenticated at **804**, the establishment server may determine whether the MGD is permitted to play games of chance at **806**. The establishment server may determine whether the player created a mobile game account, has sufficient funds to play the games of chance, authorized to make monetary wager amounts, the proper application program is operating on the MGD, or any other game establishment desired determination is satisfied.

(111) If the MGD is not permitted to play games of chance at **806**, a notification as to why the player is not permitted to play the game of chances may be transmitted to the MGD. For example, perhaps the player has insufficient funds in the player account and is thus unable to continue playing the game of chance. Referring now to FIG. **8B**, a lack of funds notification may be transmitted to the MGD at **820** to inform the player that he is unable to continue playing the game of chance until additional funds are deposited into the player's account. In one embodiment, the player may be given the option to play with non-monetary wagers (e.g. loyalty points, player tracking points). In another embodiment, the player may be given the option to covert the non-monetary wager to a monetary wager. For example, 500 loyalty points may be converted to \$50.00

that the player may use the play the games of chance.

(112) A transfer funds request, including a fund amount, may be received at the establishment server. The transfer of funds may be transmitted to the MGD via use of a bill acceptor (e.g. such as bill acceptor **318** illustrated in FIG. 3B). Other examples for the facilitation of money to a player account are also described in application Ser. No. 13/632,743, filed Oct. 1, 2013, entitled “Electronic Fund Transfer for Mobile Gaming” which is hereby incorporated by reference in its entirety for all purposes. For example, the player may utilize physical contact with the bill acceptor to facilitate the transfer of funds to the player account.

(113) A determination of whether the fund amount was transferred is made at **824**. In other words, the gaming establishment may determine whether the fund amount was posted to the player's account. If no funds were received at **824**, the method **800** may end. If the fund amount was transferred at **824**, the method may continue at **810** illustrated in FIG. 8A.

(114) If the MGD is permitted to play games of chance at **806** in FIG. 8A, a determination is made as to whether there is deferred game data at **808**. Deferred game data includes at least a selected game of chance, a bet amount, a total wager amount, and any other desired information to automatically play a game of chance without user interaction. If it is determined that there is deferred game data saved at **808**, a deferred game data approval notification may be transmitted to the MGD at **826** as illustrated in FIG. 8C.

(115) The notification may inquire as to whether the player would like to begin playing games of chance based on the deferred game data. The notification may include a “No” and “Yes” indicator or any other indicator to determine whether the player would like to start automatic play of the game of chance based on the saved deferred game data. If the notification is approved at **828**, game data based on the saved deferred game data may be transmitted to the MGD at **830**.

(116) For example, deferred game data may be to play a game of blackjack with a bet amount of \$0.25 each hand and a total wager amount of \$20. Thus, game data for black jack having a bet amount of \$0.25 will be played until the total wager amount of \$20 is played. This allows the user to automatically play the game of chance without user interaction. The determination of whether to hit, stand, double down, and apply any other black jack rules may be automatically played by a computing device, such as gaming server **118** illustrated in FIG. 1.

(117) Once automatic play of the game of chance is completed, a determination of whether the player would like to play another game of chance is made at **832**. If no game selection is received at **832** within a predetermined period of time (i.e. after one minute, or any other predetermined time period), the game play data may be saved at **834** and the method **800** may end.

(118) If it is determined that the player would like to play another game of chance at **832**, a determination of whether presence of the MGD and/or its associated RFID/NFC tag is detected within the reconfigurable and repositionable game zone is made at **836**. The portable transceivers in the reconfigurable and repositionable game zone may periodically determine whether presence of the MGD and/or its associated RFID/NFC tag is still detected proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may make the determination at predetermined time intervals such as between about one second to 60 seconds, between about 2 seconds to 100 seconds, or any other predetermined desired time interval. If at least one portable transceiver continues to detect presence of the MGD and/or its associated RFID/NFC tag proximate to or within the reconfigurable and repositionable game zone at **836**, the method may continue at **826**. If presence of the MGD and/or its associated RFID/NFC tag is not detected within the reconfigurable and repositionable game zone at **836**, the game play data may be saved at **834** and the method **800** may end.

(119) The game play data may also be saved periodically at predetermined time intervals while the player is playing the game of chance, such as between about 10 seconds to 60 seconds, or at any other desired predetermined time interval. The game play data may be saved by the establishment server or the MGD.

(120) If it is determined that player approval to play the deferred game data is not received at **826**, a game of chance selection and wager amount may be received from the MGD at **810** illustrated in FIG. **8A**. For example, the player may select to play any slot machine game, table card game, roulette, keno, bingo, or any other games of chance. The player may also select a wager amount to bet. Once received, the selected game data may be transmitted to the MGD at **812** to allow the player to play the game of chance.

(121) A periodic determination of whether presence of the MGD and/or its associated RFID/NFC tag is in the reconfigurable and repositionable game zone is made at **814**. If at least one portable transceiver continues to detect presence of the MGD and/or its associated RFID/NFC tag proximate to or within the reconfigurable and repositionable game zone at **814**, the MGD may continue to play game of chance. If presence of the MGD and/or its associated RFID/NFC tag is not detected within the reconfigurable and repositionable game zone at **814**, MGD may no longer be permitted to play games of chance using monetary wager amounts. In one embodiment, the establishment server may also transmit a notification on a display of the MGD that location of the MGD must be reestablished at a reconfigurable and repositionable game zone to continue playing the game of chance. In another embodiment, although presence of the MGD and/or its associated RFID/NFC tag is not detected within the reconfigurable and repositionable game zone at **814**, the MGD may still continue to play games of chance as long as the MGD is in continual communication with the establishment server. In one embodiment, the player may be given the option to play with non-monetary wagers (e.g. loyalty points, player tracking points).

(122) Game play data may be periodically saved at **816**. The game play data may be saved periodically at predetermined time intervals while the player is playing the game of chance, such as between about 10 seconds to 60 seconds, or at any other desired predetermined time interval. The game play data may be saved by the establishment server or the MGD.

(123) Once play of the game of chance is completed, a determination of whether the player would like to continue playing the game of chance may be made at **818**. The player may continue to bet a wager amount or select another game of chance. Thus, if a wager amount or another game of chance selected is received at **818**, the method may continue at **810**. If no player input is detected within a predetermined period of time (e.g. between about two seconds to two minutes, or any other desired predetermined time interval) at **818**, the method **800** may end.

(124) FIG. **9** illustrates an example of a user playing games of chance on a mobile gaming device. The player associated with the portable gaming device (PGD/MGD) **902** may reside in State A. State A **920** may be a state which does not permit gambling and/or there is no gaming establishment nearby. While at home **904**, the player may connect to establishment server B **906** via network **910** where he has a player tracking account. The player may transmit deferred game data to establishment server B **906** to be saved and associated with the player's tracking account. The deferred game data may include at least a selected game of chance, a bet amount, a total wager amount, and any other desired information to automatically play a game of chance without user interaction. For example, the deferred game data may be to play a game of 777 with a bet amount of \$0.25 each play and a total wager amount of \$20. Thus, game data for 777 having a bet amount of \$0.25 will be played until the total wager amount of \$20 is played. This allows the user to automatically play the game of chance of 777 without user interaction.

(125) The player may also connect to establishment server A **908** via network **910** where he also has a player tracking account. The player may transmit deferred game data to establishment server A **908** to be saved and associated with the player's tracking account. The deferred game data may include at least a selected game of chance, a bet amount, a total wager amount, and any other desired information to automatically play a game of chance without user interaction. For example, deferred game data may be to play a game of black jack with a bet amount of \$0.25 each hand and a total wager amount of \$20. Thus, game data for black jack having a bet amount of \$0.25 will be played until the total wager amount of \$20 is played. This allows the user to automatically play the

game of chance without user interaction. The determination of whether to hit, stand, double down, and apply any other black jack rules may be automatically played or determined by a computing device, such as establishment server A **908**.

(126) The player may then drive **912** to State B **922** where gaming is allowed and/or is the closest gaming establishment to the player location **904**. The player may first stop at establishment B **914** for something to drink and/or eat. While at the restaurant, the player may enter a reconfigurable and repositionable game zone positioned in an area of the restaurant so that the PGD/MGD **918** may be detected. The reconfigurable and repositionable game zone may have at least one portable transceiver configured to detect the presence of PGD/MGDs proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may also be designed to receive and transmit data. The portable transceiver may be, for example a free standing antenna, kiosk, or any other device configured to receive and transmit data. In one implementation, the portable transceiver wirelessly communicates with an RFID tag or an NFC tag that's in a player's pocket, purse, or in any other location on the player, or attached to the player's MGD. In another embodiment, the portable transceiver may be positioned within a gaming device, such as a slot machine, table game, any other gaming device, or a peripheral management device as described in Ser. No. 12/945,888, filed Nov. 14, 2010, entitled "Peripheral Management Device for Virtual Game Interaction" which is hereby incorporated by reference in its entirety for all purposes. The embedded portable RF transceiver, while mounted inside the gaming device, communicates with any nearby RFID/NFC tags within its communication range. The portable transceiver may be powered by plugging into a typical power outlet. When using a power outlet, communication to the backend servers can be implemented using the power line communication standards such as IEEE 1901, HomePlug AV, ITU-T G.hn, and the like. The portable transceiver may also operate on battery to improve its portability, continuity, and redundancy. In one embodiment, the portable transceiver plugs into a power outlet for power and communication, but also uses a battery for back up power so that it can continue to operate even during power interruptions.

(127) When presence of the PGD/MGD **918** is detected proximate to or within the reconfigurable and repositionable game zone, the PGD/MGD **918** may be permitted to play games of chance using monetary wager amounts. PGD/MGDs may be any portable electronic device configured to play games of chance, such as a mobile telephone, portable media player, personal digital assistant, tablet, net book, or any other similar portable electronic device.

(128) Presence of the PGD/MGD **918** may be detected based on a zone specific location. In other words, the PGD/MGD **918** is considered proximate to or within the reconfigurable and repositionable game zone as long as at least one of the portable transceivers detects presence of the PGD/MGD **918**. Thus, use of global positioning system, RF fingerprinting, RF triangulation, or any other complicated location detection methods is not necessary to detect the PGD/MGD proximate to or within the reconfigurable and repositionable game zone.

(129) The portable transceivers may be configured to receive data from the PGD/MGD **918**. The portable transceivers may receive data from the PGD/MGD **918** via any known method. In one embodiment, the PGD/MGD **918** may have a passive or active tag (e.g. RFID tag, NFC tag) that may be read or detected by the portable transceivers. In another embodiment, the portable transceiver may receive the PGD/MGD data using any wireless method such as WiFi, Bluetooth, radio frequency, or any other communication methods. In another embodiment, the portable transceiver may also communicate with the PGD/MGD **918** via any wired methods as well. For example, a kiosk at the reconfigurable and repositionable game zone may permit the PGD/MGD **918** to be wired to the kiosk to receive and transmit data.

(130) The PGD/MGD data may be transmitted to establishment server B **906** to authenticate the PGD/MGD. PGD/MGD data may include data such as the PGD/MGD identification, player information, and any other desired information. An establishment server may use the PGD/MGD data to authenticate the player and/or the PGD/MGD **918**. In one embodiment, a determination of

whether the PGD/MGD identification is associated with the player may be made to determine authentication of the device. In another embodiment, a determination of whether the PGD/MGD **918** is associated with the player information may be made to authenticate the PGD/MGD. In still another embodiment, the establishment server may request that the player input authentication information such as a user name, password, or any other authentication information such as biometric inputs (i.e., voice, facial recognition, retinal imprint, fingerprint, and the like).

(131) Once authenticated establishment server B **906** may determine whether the PGD/MGD **918** is permitted to play games of chance. The establishment server may determine whether the player created a mobile game account, has sufficient funds to play the games of chance, authorized to make monetary wager amounts, the proper application program is operating on the PGD/MGD **918**, or any other game establishment desired determination is satisfied.

(132) If the PGD/MGD **918** is permitted to play games of chance and deferred game data associated with the player is found, a deferred game data approval notification may be transmitted to the PGD/MGD **918**. The notification may inquire as to whether the player would like to begin playing games of chance using the deferred game data. The notification may include a “No” and “Yes” indicator or any other indicator to determine whether the player would like to start automatic play of the game of chance based on the saved deferred game data.

(133) The player may approve play of the deferred game data while he is eating and relaxing at the restaurant. Thus, play of the 777 may continue until the credit (e.g. total wager amount of \$20) is zero. Once the player has completed eating, he may then leave establishment B **914** and drive **924** to establishment A **916** to watch a movie. Thus, once the PGD/MGD **918** is no longer detected within the reconfigurable and repositionable game zone at establishment B **914**, games of chance are no longer permitted to be played on the PGD/MGD **918** using monetary wager amounts.

(134) Upon arrival at establishment A **916**, the player may enter the movie theatre and the PGD/MGD **926** enter a reconfigurable and repositionable game zone in an area of the theatre. This allows the player to automatically play games of chance and not be distracted while watching a movie.

(135) The reconfigurable and repositionable game zone may have at least one portable transceiver configured to detect presence of PGD/MGDs proximate to or within the reconfigurable and repositionable game zone. The portable transceiver may also be designed to receive and transmit data.

(136) When presence of the PGD/MGD is detected proximate to or within the reconfigurable and repositionable game zone, the PGD/MGD may be permitted to play games of chance. The PGD/MGD data may be transmitted to establishment server A **908** to authenticate the PGD/MGD. PGD/MGD data may include data such as the PGD/MGD identification, player information, and any other desired information. An establishment server may use the PGD/MGD data to authenticate the player and/or the PGD/MGD **926**.

(137) Once authenticated establishment server A **908** may determine whether the PGD/MGD **926** is permitted to play games of chance. If the PGD/MGD **926** is permitted to play games of chance and deferred game data associated with the player is found, a deferred game data approval notification may be transmitted to the PGD/MGD **926**. The notification may inquire as to whether the player would like to begin playing the deferred game of chance. The notification may include a “No” and “Yes” indicator or any other indicator to determine whether the player would like to start automatic play of the game of chance based on the saved deferred game data.

(138) The player may approve play of the deferred game data while he is watching a movie. Thus, play of black jack may continue until the credit (e.g. total wager amount of \$20) is zero. Once the movie is over, the player may then leave establishment A **908** and drive back home **904** in State A **920**. Thus, once the PGD/MGD **926** is no longer detected within the reconfigurable and repositionable game zone at establishment A **908**, games of chance are no longer permitted to be played on the PGD/MGD **926**.

(139) FIG. 10 illustrates another example of a user playing games of chance on a mobile gaming device. While at home **1004**, the PGD/MGD **1002** may transmit deferred game data to a gaming establishment server **1018** via network **1008**. As illustrated, gaming establishment **1030** may be a gas station. The deferred game data may include at least a selected game of chance, a bet amount, a total wager amount, and any other desired information to automatically play a game of chance without user interaction. For example, the deferred game data may be to play a game of 777 with a bet amount of \$0.25 each play and a total wager amount of \$20. Thus, game data for 777 having a bet amount of \$0.25 will be played until the total wager amount of \$20 is played. This allows the user to automatically play the game of chance of 777 without user interaction.

(140) The establishment server **1018** may be configured to communicate with an accounting server **1022**, game server **1024**, and a player tracking server **1026**. Accounting server **1022** is similar to accounting server **116** illustrated in FIG. 1, game server **1024** is similar to game server **118** illustrated in FIG. 1, and player tracking server **1026** is similar to player tracking server **120** of FIG. 1. Game server **1025** may have a deferred game data server **1020** where the player's deferred game data may be stored and associated with the player. However, this is not intended to be limiting as the deferred game data may be stored in the player tracking server **1026** or any other desired location.

(141) The player **1006** may then drive to a gas station **1030** to fill up the car with gas. While at the gas station **1030**, the PGD/MGD **1014** may enter the reconfigurable and repositionable game zone **1012**. The reconfigurable and repositionable game zone **1012** may have at least one portable transceiver **1010a-n** and at least one portable controller **1016**. The reconfigurable and repositionable game zone **1012** may also have at least one camera **1011**. The reconfigurable and repositionable game zone **1012** may be located or positioned proximate or near the pumps **1028** where gas may be obtained.

(142) When presence of the PGD/MGD **1014** is detected proximate to or within the reconfigurable and repositionable game zone **1012**, the PGD/MGD **1014** may be permitted to play games of chance using monetary wager amounts. When located outside the reconfigurable and repositionable game zone **1012** and undetectable by the portable transceivers **1010a-n**, the PGD/MGD **1014** may not be permitted to play games of chance with monetary wager amounts.

(143) The reconfigurable and repositionable game zone **1012** may have at least one camera **1011** for security, audit, or authorization purposes. Although illustrated as separate from the portable transceivers **1010a-n**, in one embodiment, the camera **1011** may be positioned within the portable transceiver **1010a-n**. The camera **1011** may be used for security purposes to ensure no illegal activities occur. In one embodiment, the camera **111** records the activities in a gaming zone (e.g. in at least a portion of the gaming zone and/or the entire gaming zone area). The recorded activities and information may then be stored in a mass storage device (hard drive, tape, cloud storage, and the like). Additionally, the camera **111** may be used for audit purposes. For example, if a player objects to a payout, the battery of the MGD device dies during a game session, power outage occurs at the gaming venue, or any other malfunction happens, the camera may be used to record game play, user actions, and the like to replay the game play. Moreover, the camera **1011** may be used to authenticate the player (e.g. via facial recognition methods) and/or associate the player with the PGD/MGD.

(144) While the player is obtaining gas at the pump **1028**, the PGD/MGD **1014** may be authenticated and the establishment server **1018** may determine whether games of chance may be played on the PGD/MGD **1014**.

(145) If the PGD/MGD **1014** is permitted to play games of chance and deferred game data associated with the player is found, a deferred game data approval notification may be transmitted to the PGD/MGD **1014**. The notification may inquire as to whether the player would like to begin playing games of chance based on the deferred game data. The notification may include a "No" and "Yes" indicator or any other indicator to determine whether the player would like to start automatic

play of the game of chance based on the saved deferred game data.

(146) The player may approve play of the deferred game data while he pumping gas into the car. Thus, play of 777 may continue until the credit (e.g. total wager amount of \$20) is zero. Once all the gas is pumped into the car, the player may then exit the reconfigurable and repositionable game zone **1012** and drive back home **1004**. Thus, once the PGD/MGD **1014** is no longer detected within the reconfigurable and repositionable game zone **1012**, games of chance are no longer permitted to be played on the PGD/MGD **1006** using monetary wager amounts and the game ends.

(147) FIG. **11** illustrates an exemplary computer device **1100** suitable for use with at least one embodiment of the invention. The methods, processes and/or graphical user interfaces discussed above can be provided by a computer device. Although the computing device **1100** is depicted as a desktop computer, the computer device **1100** can represent computing device of different form factors, such as a server machine or a portable electronic device. The computer device **1100** can include a display monitor **1102** having a single or multi-screen display **1104** (or multiple displays), a housing **1106**, a keyboard **1108**, and a mouse **1110**. The mouse **1110** is representative of one type of pointing device. The housing **1106** can house a processing unit (or processor), system memory and a hard drive (not shown). The housing **1106** can also house a drive **1112**, such as a DVD, CD-ROM or floppy drive. The drive **1112** can also be a removable hard drive, a Flash or EEPROM device, etc. Regardless, the drive **1112** may be utilized to store and retrieve software programs incorporating computer code that implements some or all aspects of the invention, data for use with the invention, and the like. Although CD-ROM **1114** is shown as an exemplary computer readable storage medium, other computer readable storage media including floppy disk, tape, Flash or EEPROM memory, memory card, system memory, and hard drive may be utilized. In one implementation, a software program for the computer system **1100** is provided in the system memory, the hard drive, the drive **1112**, the CD-ROM **1114** or other computer readable storage medium and serves to incorporate the computer code that implements some or all aspects of the invention.

(148) FIG. **12** is a block diagram of an example computing device **1200**. The computing device **1200** can be the gaming server **112**, gaming machine **104**, mobile gaming device **108**, analysis server **118**, player tracking server **126**, advertising server **114** illustrated in FIG. **1**, or any other server or computing device used to carry out the various embodiments disclosed herein. The computing device **1200** can include a processor **1202** that pertains to a microprocessor or portable controller for controlling the overall operation of the computing device **1200**. The computing device **1200** can store any type of data and information as discussed above in a file system **1204** and a cache **1206**. The file system **1204** is, typically, a storage disk or a plurality of disks. The file system **1204** typically provides high capacity storage capability for the computing device **1200**. However, since the access time to the file system **1204** is relatively slow, the computing device **1200** can also include a cache **1206**. The cache **1206** is, for example, Random-Access Memory (RAM) provided by semiconductor memory. The relative access time to the cache **1206** is substantially shorter than for the file system **1204**. However, the cache **1206** does not have the large storage capacity of the file system **1204**. Further, the file system **1204**, when active, consumes more power than does the cache **1206**. The computing device **1200** also includes a RAM **1220** and a Read-Only Memory (ROM) **1222**. The ROM **1222** can store programs, utilities or processes to be executed in a non-volatile manner. The RAM **1220** provides volatile data storage, such as for the cache **1206**.

(149) The computing system **1200** also includes a user input device **1208** that allows a user of the computing system **1200** to interact with the computing system **1200**. For example, the user input device **1208** can take a variety of forms, such as a button, keypad, touch screen, dial, and the like. Still further, the computing system **1200** includes a display **1210** (screen display) that can be controlled by the processor **1202** to display information to the user. A data bus **1211** can facilitate data transfer between at least the file system **1204**, the cache **1206**, the processor **1202**, and the

CODEC 1212.

(150) The computing system **1200** can also include a network/bus interface **1216** that couples to a data link **1218**. The data link **1218** allows the computing system **1200** to couple to a host computer or data network, such as the Internet. The data link **1218** can be provided over a wired connection or a wireless connection. In the case of a wireless connection, the network/bus interface **1216** can include a wireless portable transceiver.

(151) While embodiments and applications of this invention have been shown and described, it would be apparent to those skilled in the art having the benefit of this disclosure that many more modifications than mentioned above are possible without departing from the inventive concepts herein.

Claims

1. A system, comprising: a plurality of transceivers forming a gaming zone, at least one transceiver of the plurality of transceivers being configured to: detect whether a player is within the gaming zone using a first communication method, in response to detecting the player is within the gaming zone, detect whether a mobile gaming device is within the gaming zone using a second communication method that is different than the first communication method, and in response to detecting that both the player and the mobile gaming device are within the gaming zone, transmit player data relating to the player or mobile device data relating to the mobile device; and a gaming server configured to: receive the player data and the mobile device data from the at least one transceiver, and in response to receiving the player data or the mobile device data, transmit game of chance data to, or receive game of chance data from, the mobile gaming device, thereby allowing the player to play a game of chance on the mobile gaming device.
2. The system of claim 1, wherein the at least one transceiver comprises: a first communication device configured to use the first communication method, and a second communication device configured to use the second communication method.
3. The system of claim 1, wherein the first communication method comprises a near field communication method or a radio frequency identification method, and the second communication method comprises a Bluetooth method or a short range wireless fidelity method.
4. The system of claim 1, wherein the first communication method uses a first frequency, and the second communication method uses a second frequency that is different than the first frequency.
5. The system of claim 1, wherein detecting whether the player is present within the gaming zone comprises attempting to obtain the player data from a player item using the first communication method.
6. The system of claim 1, wherein detecting whether the mobile gaming device is within the gaming zone comprises attempting to obtain the mobile device data from the mobile gaming device using the second communication method.
7. The system of claim 1, wherein the gaming server is configured to transmit the game of chance data to, or receive the game of chance data from, the mobile gaming device in response to: (i) receiving the player data or the mobile device data from the at least one transceiver, (ii) verifying, using the player data or the mobile device data, that the player is associated with the mobile gaming device, and (iii) verifying, using the player data or the mobile device data, that the player is authorized to play the game of chance using the mobile gaming device.
8. A system, comprising: a plurality of transceivers forming a gaming zone, each transceiver of the plurality of transceivers being configured to: detect whether a player is within the gaming zone using a first communication method, in response to detecting the player is within the gaming zone, detect whether a mobile gaming device associated with the player is within the gaming zone using a second communication method that is different than the first communication method, and in response to detecting that both the player and the mobile gaming device are within the gaming

zone, transmit player data relating to the player or mobile device data relating to the mobile device; and a gaming server configured to: receive the player data or the mobile device data from at least one transceiver of the plurality of transceivers, and in response to receiving the player data or the mobile device data, transmit game of chance data to, or receive game of chance data from, the mobile gaming device to allow the player to play a game of chance on the mobile gaming device.

9. The system of claim 8, wherein each transceiver comprises: a first communication device configured to use the first communication method, and a second communication device configured to use the second communication method.

10. The system of claim 8, wherein the first communication device comprises a near field communication device or a radio frequency identification device, and the second communication device comprises a Bluetooth device or a short range wireless fidelity device.

11. The system of claim 8, wherein the first communication device uses a first frequency, and the second communication method device a second frequency that is different than the first frequency.

12. The system of claim 8, wherein detecting whether the player is present within the gaming zone comprises attempting to obtain the player data from a player card using the first communication method, and detecting whether the mobile gaming device associated with the player is within the gaming zone comprises attempting to obtain the mobile device data from the mobile gaming device using the second communication method.

13. The system of claim 8, wherein the gaming server is configured to transmit the game of chance data to, or receive the game of chance data from, the mobile gaming device in response to: (i) receiving the player data or the mobile device data from the at least one transceiver, (ii) verifying, using the player data or the mobile device data, that the player is associated with the mobile gaming device, and (iii) verifying, using the player data or the mobile device data, that the player is authorized to play the game of chance using the mobile gaming device.

14. The system of claim 13, wherein (i) verifying that the player is associated with the mobile gaming device comprises analyzing camera data from a camera, or (ii) verifying that the player is authorized to play the game of chance using the mobile gaming device comprises verifying that a gaming account associated with the player or the mobile gaming device has sufficient funds to play a game of chance, or verifying that proper gaming software is installed on the mobile gaming device.

15. A method, comprising: detecting whether a player is present within a gaming zone using a first communication method of a transceiver, the transceiver being one of a plurality of transceivers forming the gaming zone; in response to detecting the player is present within the gaming zone, detecting whether a mobile gaming device associated with the player is within the gaming zone using a second communication method of the transceiver, the second communication method being different than the first communication method; in response to detecting that both the player and the mobile gaming device are present within the gaming zone, transmitting player data relating to the player or mobile device data relating to the mobile device from the transceiver to a gaming server; and in response to receiving the player data or the mobile device data at the gaming server, allowing the player to play the game of chance on the mobile gaming device by transmitting game of chance data from the gaming server to, or receiving game of chance data at the gaming server from, the mobile gaming device.

16. The method of claim 15, wherein the transceiver comprises a first communication device configured to use the first communication method and a second communication device configured to use the second communication method.

17. The method of claim 15, wherein the first communication method comprises a near field communication method or a radio frequency identification method, and the second communication method comprises a Bluetooth method or a short range wireless fidelity method.

18. The method of claim 17, wherein the first communication method uses a first frequency, and the second communication method uses a second frequency that is different than the first

frequency.

19. The method of claim 15, wherein detecting whether the player is present within the gaming zone comprises attempting to obtain the player data from a player card using the first communication method.

20. The method of claim 15, wherein detecting whether the mobile gaming device associated with the player is within the gaming zone comprises attempting to obtain the mobile device data from the mobile gaming device using the second communication method.
