

U.S. Patent No. 7,248,888 cl. 1, 29, 49 v. Cantor eDeck¹

Claim 1		
<p>A method for enabling interactive participation at a live entertainment event held at a live event venue and attended by a plurality of persons at said venue,</p>	<p>Cantor Gaming provides a method for enabling interactive participation at casinos by a plurality of users. As dependant claim 49 notes, casinos qualify as “live event venues.”</p> <p>Specifically, Cantor provides a wireless gaming device used in casinos to enable a user to participate in the entertainment event (gambling) by wagering at the live entertainment venue/casino. A user checks out the device from a kiosk located within the casino or sports betting area. The user may use the device within certain areas defined by the casino. The casino broadcasts a live sporting event on television monitors throughout the sports betting area. The user enters bets into the eDeck device, which communicates with Cantor’s central server located within the casino.</p>	<p>Innovation in Gaming Technology: Mobile Gaming and In-Running</p> <p>Cantor Gaming is the first company licensed by the Nevada Gaming Commission to manufacture, distribute and operate a mobile gaming system in the state. We provide casinos with a complete mobile gaming solution, including a proprietary wireless gaming system, full back-office infrastructure and a portfolio of casino games.</p> <p>Our mobile gaming system is currently available at The M Resort Spa Casino and at The Venetian and Palazzo. In 2009, Cantor Gaming was the first company to launch In-Running betting in the state of Nevada, at the new M Resort Casino Spa’s state-of-the-art Race and Sports Book. In-Running enables the casino’s guests to bet on live sporting events throughout the event and is now also available at The Venetian and Palazzo.</p> <p>http://www.cantorgaming.com/about.html</p> <p>Changing the Face of the Race and Sports Book</p> <p>Powered by complex algorithms, developed by Cantor Gaming, In-Running wagering technology enables casino patrons <u>to bet on a wide range of outcomes to live sporting events.</u></p> <p>With In-Running, the betting window doesn’t close when the race or sporting event starts, and <u>customers can place bets right up until the end of the game.</u></p> <p>http://www.cantorgaming.com/about.html</p> <p><u>Bets are placed on Cantor Gaming’s proprietary hand-held gaming device, eDeck*. Approximate in size to most handheld PDAs, with an intuitive user interface, eDeck is designed for the new generation of casino customers who are used to multi-tasking and to the freedom and flexibility of mobile technology.</u></p> <p>http://www.cantorgaming.com/about.html</p>

¹ The eDeck is used at the M Resort Spa and Casino, the Venetian, and the Palazzo. The eDeck is known as the “Pocket Casino” at the Venetian and the Palazzo. *See generally* <http://www.cantorgaming.com/about.html>.

<p>at least a portion of said persons being participants employing a wireless interactive device having capability (i) to receive and transmit messages, (ii) accept input via a user input interface, and (iii) output messages to a user output interface, the method comprising the steps of:</p>	<p>The image to the right shows a participant using the eDeck device to place a wager during a football game being shown at the entertainment event—sports wagering at the casino.</p> <p>Cantor’s mobile gaming system uses a device called “eDeck.” eDeck is a wireless mobile gaming device with a touch screen allowing the user to input wagers. The device has the capability to transmit and receive messages.</p>	<div data-bbox="892 224 1596 727" data-label="Image"> </div> <div data-bbox="892 732 1953 802" data-label="Text"> <p>http://graphics8.nytimes.com/images/2009/12/28/business/28gamble_CA0/popup.jpg, Laura Rauch for the New York Times</p> </div> <div data-bbox="892 911 1978 1162" data-label="Complex-Block"> <div> MOBILE GAMING: eDECK </div> <div> <p>Cantor Gaming’s mobile gaming device eDeck* was developed exclusively by Cantor Gaming and is the first product of its kind to be approved by the Nevada Gaming Commission.</p> <p>Approximate in size to most handheld PDAs, with an intuitive user interface, eDeck is designed for the new generation of casino customers, who are accustomed to multi-tasking and to the freedom and flexibility of mobile technology.</p> </div> </div> <div data-bbox="892 1198 1434 1234" data-label="Text"> <p>http://www.cantorgaming.com/about.html</p> </div>
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<p>providing a wireless communication system for transmitting and receiving messages with said interactive device;</p>	<p>The image to the right depicts a user operating the eDeck device by touching the user interface.</p> <p>Cantor Provides a wireless communication system for transmitting and receiving messages from the eDeck device. Cantor provides the eDeck device and a central server which is in communication with the eDeck devices. The eDeck device communicates with the central server via “data channels ‘not normally used’ for mainstream Wi-Fi.”</p>	<div data-bbox="898 224 1633 618" data-label="Image"> </div> <p>http://www.cantorgaming.com/products.html</p> <p>Innovation in Gaming Technology: Mobile Gaming and In-Running</p> <p>Cantor Gaming is the first company licensed by the Nevada Gaming Commission to manufacture, distribute and operate a mobile gaming system in the state. We provide casinos with a complete mobile gaming solution, including a proprietary wireless gaming system, full back-office infrastructure and a portfolio of casino games.</p> <p>Our mobile gaming system is currently available at The M Resort Spa Casino and at The Venetian and Palazzo. In 2009, Cantor Gaming was the first company to launch In-Running betting in the state of Nevada, at the new M Resort Casino Spa's state-of-the-art Race and Sports Book. In-Running enables the casino's guests to bet on live sporting events throughout the event and is now also available at The Venetian and Palazzo.</p> <p>http://www.cantorgaming.com/about.html</p> <p>Sunny Tara, Cantor Gaming's chief technology officer, says that as soon as the device can no longer read the RFID chip, it prohibits any further betting before being reset.</p> <p>Mr. Tara said another security precaution was to protect all monetary transactions by relegating them to back-end servers. "The portable devices are sophisticated, but they really are just tools to access the real technology, which sits on the servers," Mr. Tara said.</p> <p>He added that the devices transmitted data over channels "not normally used" for mainstream Wi-Fi.</p> <p>http://www.nytimes.com/2009/12/28/technology/internet/28gamble.html</p>
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enrolling a plurality of said persons as said participants;

The enrolling step is satisfied when Cantor activates the device to allow participants to enter substantive information into the user device. This activation initially occurs when a user obtains the eDeck device from kiosks located throughout the live event venue and subsequently occurs each time the participant reenters the designated live event venue.

In the images to the right, participants check out the eDeck device from a kiosk located within the casino. Cantor activates the eDeck device allowing the participants to enter substantive information into the device (such as his or her login information).



<http://www.cantorgaming.com/products.html>, “watch tutorial”

querying said participants to respond to at least one query with an answer entered through said user input interface and transmitted by said interactive device;

As dependant claim 29 notes, “querying” can be in the context of a game. Cantor queries the user to enter a wager for a live sporting event. The user touches the screen to indicate which bet he or she would like to place. In the example to the right, Cantor queries the user to place a wager on the Steelers v. Browns football game.



<http://www.cantorgaming.com/products.html>

receiving answers entered by said participants;	<p>Cantor receives the wagers. Cantor's chief technology officer explains that the eDeck devices send the wagers to a Cantor central server. Thus, Cantor receives these answers.</p> <p>Nevada Gaming Regulations require operators of mobile gaming systems to maintain account ledgers on each user. Because it can be inferred that the Cantor devices used in Nevada comply with this regulation, it provides further evidence of receipt of information provided by individual participants.</p>	<p>Mr. Tara said another security precaution was to protect all monetary transactions by relegating them to back-end servers. <u>"The portable devices are sophisticated, but they really are just tools to access the real technology, which sits on the servers," Mr. Tara said.</u></p> <p>http://www.nytimes.com/2009/12/28/technology/internet/28gamble.html</p> <p>(j) "Wagering account" means an electronic ledger wherein the following types of transactions relative to a mobile gaming system are recorded:</p> <ul style="list-style-type: none"> (1) Deposits; (2) Withdrawals; (3) Amounts wagered; (4) Amounts paid on winning wagers; (5) Service or other transaction-related charges authorized by the patron; and (6) Adjustments to the account. <p>7. Before a wager may be made on a system, the patron must personally appear at the licensee's establishment to open a wagering account.</p> <p>NEV. GAMING REG. §5.220(1)(j) (2006); <i>Id.</i> at 7.</p>
transferring said answers to a central processor;	Cantor transfers the answers to a central processor located in one of the servers discussed above.	
and processing said answers into results using said central processor;	Cantor processes the results of the wager to determine if the wager is a winner and to determine the payout to the participant.	

and wherein said wireless interactive device further comprises localization circuitry for transmitting a physical location thereof,

As shown in the image to the right, when the participant exits the designated live entertainment venue, Cantor deactivates the device. Upon reentering a designated playing area, Cantor automatically reactivates the device, allowing the user to enter substantive information into the device.

Moreover, in order to comply with Nevada gaming regulations, the mobile gaming system must be enabled to work only within certain boundaries. On information and belief, the eDeck contains localization circuitry capable of transmitting its location so that the eDeck can comply with the Nevada Gaming Regulations.



<http://www.cantorgaming.com/products.html>

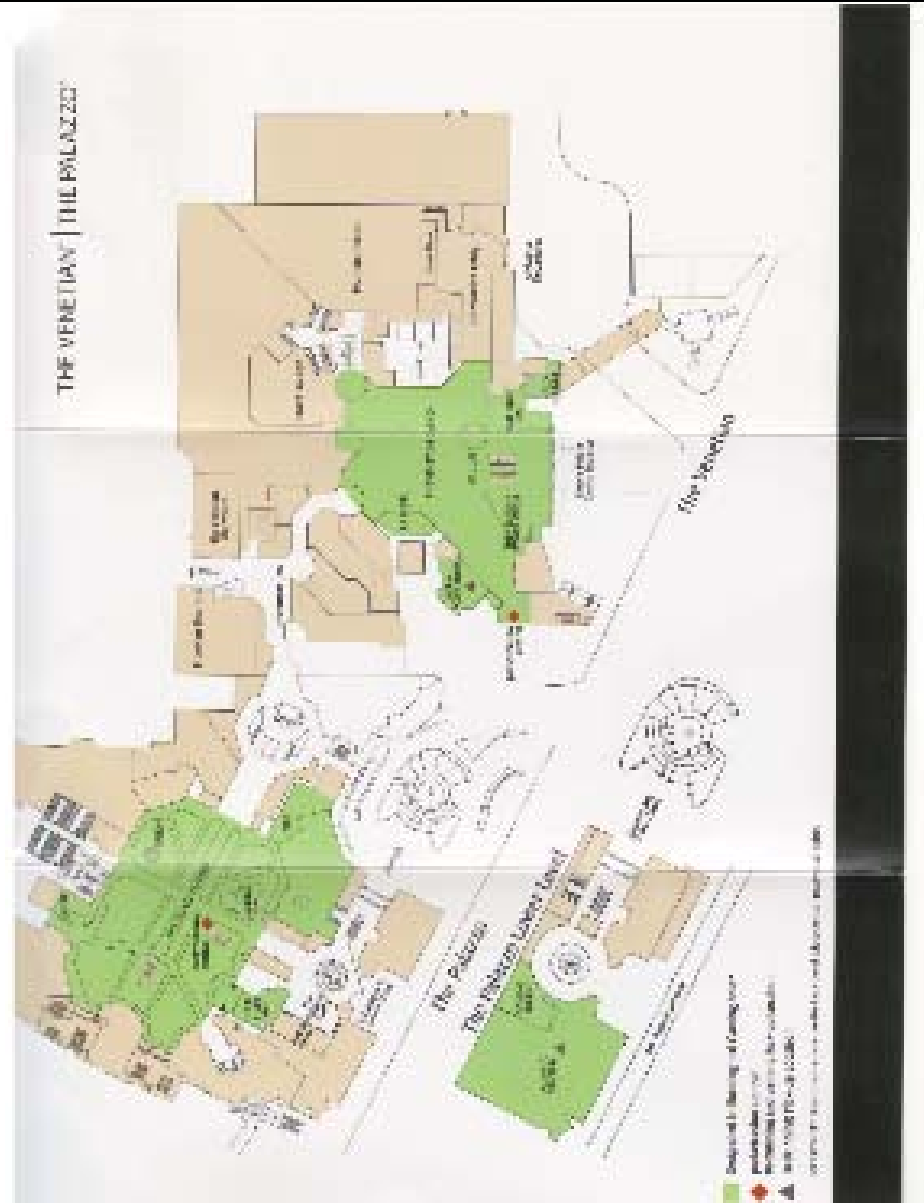
(g) "Mobile gaming system" or "system" means a system that allows for the conduct of games through mobile communications devices operated solely within a public area of the licensed gaming establishment by the use of communications technology that allows a patron to bet or wager, and corresponding information related to the display of the game, gaming outcomes or other similar information.

(i) "Public area" means all areas within the licensed gaming establishment, where a gaming device may lawfully be operated, except the following:

- (1) Rooms available for sleeping;
- (2) Living accommodations that are accessible from rooms available for sleeping;
- (3) Parking lots;
- (4) Parking garage; and
- (5) Such other or additional areas as the Chairman may determine. An operator or licensee aggrieved by a decision of the Chairman may submit the matter for review by the Board and Commission pursuant to NGC Regulations 4.185 through 4.195, inclusive.

NEV. GAMING REG. §5.220(1)(g); *Id.* at 1(i).

As shown in the image to the right, a map provided for use in conjunction with the device, the eDeck's operation is limited to specifically demarcated areas (shown in green). The specificity of these areas, and testing of a device that confirms these boundaries, demonstrates that the eDeck utilizes localization circuitry capable of transmitting its location.




said method further comprises the step of detecting said transmitted location, and said enrolling step is effected automatically for devices wherein said transmitted location is within said live event venue.

On information and belief, the eDeck detects its location and determines if it is outside of the designated live entertainment event venue. If the eDeck is outside of the entertainment venue, Cantor automatically suspends the user's account. Upon reentering the designated entertainment venue, Cantor automatically reactivates the device, allowing the user to enter substantive information into the device.

The image on the right shows the eDeck displaying a warning message indicating that the device has exited the designated playing area.



<http://www.cantorgaming.com/products.html>

<p>Claim 29</p> <p>A method as recited by claim 1, wherein said querying comprises a game.</p>	<p>Cantor queries the user to enter a wager for a live sporting event. The user touches the screen to indicate which bet he or she would like to place. In the example to the right, Cantor queries the user to place a wager on the Steelers v. Browns football game.</p>	 <p>http://www.cantorgaming.com/products.html</p>
<p>Claim 49</p> <p>A method as recited by claim 1, wherein said live event venue is one of a museum, casino, shopping mall, theme park, agricultural fair or exposition, a tradeshow and a convention.</p>	<p>The live event venue is a casino.</p>	<p>Innovation in Gaming Technology: Mobile Gaming and In-Running</p> <p>Cantor Gaming is the first company licensed by the Nevada Gaming Commission to manufacture, distribute and operate a mobile gaming system in the state. We provide casinos with a complete mobile gaming solution, including a proprietary wireless gaming system, full back-office infrastructure and a portfolio of casino games.</p> <p>Our mobile gaming system is currently available at The M Resort Spa Casino and at The Venetian and Palazzo. In 2009, Cantor Gaming was the first company to launch In-Running betting in the state of Nevada, at the new M Resort Casino Spa's state-of-the-art Race and Sports Book. In-Running enables the casino's guests to bet on live sporting events throughout the event and is now also available at The Venetian and Palazzo.</p> <p>http://www.cantorgaming.com/about.html</p>