

## **Legal iGaming Patent Portfolio**

### **Summary**

The Legal iGaming, Inc. (LIG) portfolio covers server based gaming systems and next generation gaming networks. The technology provides for the distribution of random events over a gaming network, security over a gaming network, and the connecting of devices for remote play. Collectively or in part, these patents provide for the following current and future developments in the gaming industry:

- ☐ Downloadable games
- ☐ On demand gaming
- ☐ Wireless gaming
- ☐ Multi-player gaming
- ☐ In room gaming Acquisition of this portfolio would allow an entity to freely operate in these areas, while at the same time excluding competitors from using the technology in those same areas.

### **Overview**

With the arrival of server based technology, the prediction by LIG on the next gaming revolution is a reality. LIG's intellectual property portfolio will play a critical role in the adoption of this technology in both the \$91.1 billion US market<sup>1</sup> and the \$310.6 billion market worldwide.<sup>2</sup>

In the mid-1990's, LIG foresaw the creation of next generation gaming networks and proceeded to patent methods required for the systems to operate. These patents range from the distribution of random events over a gaming network, security over a gaming network, to the connecting of devices to a network for remote play. Together, LIG's patents provide an avenue for the eventual push of extending the casino beyond the gaming floor.

The gaming industry witnessed the beginning of the revolution with the arrival of downloadable game systems. Downloadable games allow for the near instantaneous change of game content on the casino floor, enabling a casino to provide different game options to casino patrons without interruption to the gaming environment. For example, an entire row of Bonus Poker machines could be changed to Multiline penny machines depending on the time of day or traffic in the area.

While downloadable games are one area of server based gaming, the other type that holds the greatest potential is server based gaming with a Centralized Random Number Generator (CRNG). The RNG in a machine produces the outcome of any wager placed in the machine. In a CRNG model, the RNG results are distributed over the gaming network. The gaming network can use any network technology. The outcome for casinos

is the ability to serve any game anywhere at any time.

Already approved for use, wireless gaming is here today. Handheld/PDA systems are currently in place at multiple casinos in Las Vegas, allowing casino patrons to play games without sitting at a slot machine on the casino floor. Beyond the gaming floor, market potential is in the future of systems developed to allow for in-room gaming, home gaming, cell phone gaming, remote access gaming, and internet gaming. The movement beyond the casino floor would allow casinos to tap into millions of people for potential revenue.

To accomplish the goal of market expansion to the masses, a manufacturer or casino benefits from owning all of LIG's patents because it can significantly influence the direction of future technology, the licensees of the technology, and the implementation of the technology.

LIG's strong patent portfolio is the cornerstone of server based and remote access gaming technology in the United States. The future of gaming is now, and LIG patent portfolio is the key to the Technology.

<sup>1</sup> 2008 Revenues from "Casinos and Gaming in the US" (DataMonitor, April 2009). <sup>2</sup> 2008 Revenues from "Global Casinos and Gaming Industry" (DataMonitor, April 2009).