


U.S. Patent No 7,123,930: Claim 1 v. Cantor Gaming eDeck¹

Claim 1		
A system for enabling interactive participation by spectators attending a live spectator event at a venue	The Cantor Gaming eDeck Mobile Gaming is a system that enables interactive participation by a spectator attending a live spectator event at a venue, such as gambling activities at a casino.	<div>eDeck Wireless Gaming</div> <div>Cantor Gaming is the first company licensed by the Nevada Gaming Commission to manufacture, distribute and operate a <u>mobile gaming system</u> in the state. Cantor provides casinos with a complete <u>mobile gaming solution</u>, including a proprietary <u>wireless gaming system</u>, full back-office infrastructure and a portfolio of casino games.</div> <div>http://www.cantorgaming.com/products.html</div>

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>.

and employing a wireless interactive device having capability to receive and transmit messages,	As shown to the right, the eDeck Mobile Gaming system uses an interactive wireless handheld device, the eDeck. The eDeck is able to send messages, such as when to place a bet and how much to bet, and receive messages, including information about games and the results of past bets.	 <p>http://www.cantorgaming.com/products.html</p> <p>Approximate in size to most handheld PDAs, with an intuitive touch-screen interface, eDeck is a lightweight and durable device designed for the new generation of casino customers who are accustomed to multi-tasking and to the freedom and flexibility of mobile technology.</p> <p>http://www.cantorgaming.com/about.html</p>
accept input via a user interface,	The eDeck accepts user input via the touchscreen buttons on the display.	
and display messages on an electronic display, the system comprising:	As shown in the above image, the eDeck displays messages on its electronic display.	

<p>a wireless communication system adapted to transmit and receive messages with the interactive device;</p>	<p>The eDeck Mobile Gaming system is a wireless communication system where the system, which includes a server, transmits to, and receives messages from, the eDeck handheld device.</p>	 <p>Using an 802.11 private <u>wireless network</u>, Cantor connects its mobile gaming devices to a server located on the casino property or other authorized location.</p> <p>The network is protected by several layers of encryption and security that emulates Cantor's private trading network, a network that is recognized as the world's most secure.</p> <p>The system contains integrated location tracking and fencing capabilities, including a positioning engine to determine player location and a visibility platform server to define and monitor permissible gaming zones.</p> <p>Unique access methods and identification procedures are employed to validate gamblers in accordance with Nevada Gaming Control Board requirements.</p> <p>http://www.cantorgaming.com/about.html</p>
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means for querying the spectators to respond to at least one query with answers entered through the user interface and transmitted by the interactive device;

The eDeck Mobile Gaming system includes wireless communication capabilities in communication with handheld devices with screens and user interfaces for presenting queries to users, and for receiving user responses. As shown to the right, the screen queries the user as to whether he or she would like to “bet now.” The user responds to that query by pushing the “bet” button on the user interface, which the eDeck then transmits to the server.

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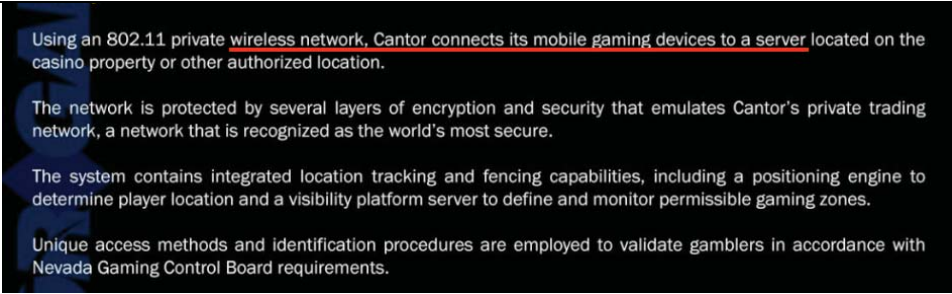
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<http://www.cantorgaming.com/about.html>

<p>means for receiving the answers at a central processing station or distributed processing stations;</p>	<p>The eDeck Mobile Gaming system provides wireless capability so that the system's central server can receive user responses to inquiries about whether and how much to bet.</p> <p>As shown in the statement to the right by Cantor Gaming's Chief Technology Officer, the significant processing takes place at the server.</p>	 <p>http://www.cantorgaming.com/products.html</p> <p><u>Sunny Tara, Cantor Gaming's chief technology officer</u>, 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. <u>"The portable devices are sophisticated, but they really are just tools to access the real technology, which sits on the servers,"</u> 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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means for storing the received answers as spectator data;

As noted immediately above, significant processing takes place on the server. This processing requires storage of data entered by the participant and transmitted to that server.

Further evidence that storage happens at the central server is the user's ability to use different eDecks without losing his or her data. When a user first checks out an eDeck, an account is made under a unique name and PIN number (shown to the right). The user's personal information, along with any subsequent activity, such as betting, is saved on the account so that the user may replace his or her eDeck (e.g., if the battery runs out) and pick up exactly where he or she left off. This capability only exists if the account information is located on a server rather than the device.

As shown to the right, a user can access stored account information by logging in with his or her ID and PIN number. These capabilities are demonstrated in a video from Cantor Gaming's website, shots of which are shown to the right.



<http://www.cantorgaming.com/products.html> (Tutorial Video Screenshots)

a central processor adapted to receive and process the spectator data into results;

As already shown, the eDeck Mobile Gaming system's central server, where the "real technology" is, receives the user responses (bets). The server's processor then processes those bets to determine whether the user won or lost, and to update the user's balance(s), which is shown on the right after transmission back to the device.



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


	<p>Nevada Gaming Regulations require mobile gaming systems operators to maintain account ledgers, or balances, on each user. Since the eDeck was approved by the Nevada Gaming Commission, it can be inferred that the Cantor eDeck used in Nevada comply with this regulation, providing further evidence of receipt of data provided by individual participants, which is stored by the central processor, then processed into results, or balances.</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>NEV. GAMING REG. §5.220(1)(j) (2006)</p>
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and means for announcing the results to the spectators attending the live spectator event.

The eDeck Mobile Gaming system announces the betting results to the user through the eDeck. For example, the eDeck displays the results, or winnings/losses, from the user's bets in the "balance," as shown in the image to the right.



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

<p>Claim 2</p> <p>The system of claim 1, further comprising means for disseminating least one promotional message to the spectators through the electronic display.</p>	<p>The eDeck disseminates at least one promotional message to a user through its electronic display. As shown in the image to the right, the eDeck is displaying a promotional message for earning a \$20 bonus by signing up for a program.</p>	 <p>http://www.cantorgaming.com/products.html</p>
<p>Claim 5</p> <p>The system of claim 1, further comprising at least one prize appointed to be awarded to at least one of the spectators.</p>	<p>The eDeck Mobile Gaming system provides for at least one prize to be awarded to at least one spectator. The eDeck allows users to place bets and awards users with money for winning bets. As shown in the image to the right, the eDeck Mobile Gaming system determines at the server which wagers are winning wagers, and allows users to “cash-out” their winnings.</p>	<ul style="list-style-type: none"> • Player makes a wager on the mobile gaming device • <u>Win/Loss</u> is determined at the server level • <u>Win/Loss</u> is credited or debited to the player's mobile gaming account • <u>Player can cash-out</u>, continue to play or deposit additional funds at any time <p>http://www.cantorgaming.com/about.html</p>