U.S. Patent No 6,996,413: Claim 1 v. Cantor Gaming eDeck[1]

Claim 1		
A method for enabling interactive participation at a live spectator event held at a live event venue and attended by a plurality of persons at said venue,	The Cantor eDeck Mobile Gaming system provides a method for enabling interactive participation by spectators attending a live spectator event within a venue, such as gambling activities at a casino, with a plurality of attendants.	**The Freedom of eDeck:** ● Using a unique mobile device developed by Cantor, gamblers are able to enjoy a distinctive gaming experience ● Players have the ability to play in various areas of a property such as pool side, in a restaurant, lounge or sports book ● Casino patrons now have the ability to play casino games as well as place sports wagers including In-Running Wagers from the same device in authorized areas ● Any public area of the property that has been authorized for mobile gaming will be in play
at least a portion of said persons being participating spectators employing a wireless interactive device having capability	The eDeck Mobile Gaming system allows a portion of the event attendees to interactively participate on their eDeck, which is an interactive wireless handheld device.	**eDeck** Wireless Gaming Cantor Gaming is the first company licensed by the Nevada Gaming Commission to manufacture, distribute and operate a mobile gaming system in the state. Cantor provides casinos with a complete mobile gaming solution, including a proprietary wireless gaming system, full back-office infrastructure and a portfolio of casino games. http://www.cantorgaming.com/about.html

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[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.

(i) to receive and transmit messages,	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.
http://www.cantorgaming.com/about.html
(ii) accept input via a user input interface, and	As shown to the right, the eDeck allows user input via the user interface on its touchschreen display.	
(iii) output messages to a user output interface, the method comprising the steps of:	As shown to the right, the eDeck's electronic display acts as its output interface, displaying messaging to its user.	

providing a wireless communication system adapted to transmit and receive messages with said interactive device;	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.	Using an 802.11 private wireless network, Cantor connects its mobile gaming devices to a server located on the casino property or other authorized location. 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. 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. Unique access methods and identification procedures are employed to validate gamblers in accordance with Nevada Gaming Control Board requirements. http://www.cantorgaming.com/about.html
querying said participating spectators to respond to at least one query with an answer entered through said user input interface and transmitted by said 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.	Using an 802.11 private wireless network, Cantor connects its mobile gaming devices to a server located on the casino property or other authorized location. 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. 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. Unique access methods and identification procedures are employed to validate gamblers in accordance with Nevada Gaming Control Board requirements.

| | 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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| receiving answers entered by said participating spectators; | 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. | Using an 802.11 private wireless network, Cantor connects its mobile gaming devices to a server located on the casino property or other authorized location.

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.

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transferring said answers to a central processor;	The eDeck Mobile Gaming system receives and transfers the spectator answers, or bets, at the central server. The server does so in order to keep track of each user's gambling wins or losses. As shown in the image to the right, the eDeck displays a user's balance, which is a record of the user's gambling wins and losses, and which, on information and belief, the server transmits to the device.	 http://www.cantorgaming.com/about.html
	As shown in the statement to the right by Cantor Gaming's Chief Technology Officer, all transactions are transferred to a central server.	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. 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. He added that the devices transmitted data over channels "not normally used" for mainstream Wi-Fi. http://www.nytimes.com/2009/12/28/technology/internet/28gamble.html

processing said answers into results using said central processor;	The eDeck Mobile Gaming system's central server receives the user responses (bets) wirelessly. As shown to the right, the server's processor then processes those bets to determine whether the user won or lost, and to update the user's balance(s), after transmission back to the device.

http://www.cantorgaming.com/products.html |
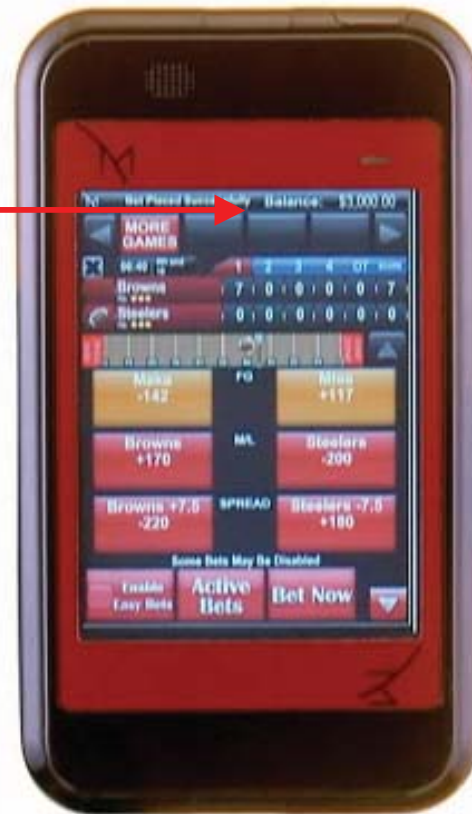
Further evidence that processing occurs at the central server is the user's ability to use different eDecks without losing his or her processed results. When a user first checks out an eDeck, an account is made under a unique name and PIN number (shown to the right). The user's personal information, along with any subsequent activity, such as current balance, 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)

and announcing said results at said live event venue.	The eDeck Mobile Gaming system announces the betting results to the user through the eDeck while still present at the casino. For example, the eDeck displays the results, or winnings/losses, from the user's bets in the "balance."

http://www.cantorgaming.com/products.html |

Claim 2		
A method as recited by claim 1, further comprising the step of disseminating at least one promotional message to said participating spectators.	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.	http://www.cantorgaming.com/products.html