DAVID COMAROW, ESQ.
Nevada Bar No. 004571
FortuNet, Inc.
2620 S. Highland Dr.
Las Vegas, NV 89109
(702) 796-9090 ext. 2011
Fax: (702) 446-5426
Attorney for Plaintiffs

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UNITED STATES DISTRICT COURT
DISTRICT OF NEVADA

FORTUNET, INC.,
a Nevada corporation,
and
MILLENNIUM, INC.,
a Nevada corporation,

Plaintiffs,

v.

MELANGE COMPUTER SERVICES, Inc.,
a Michigan corporation,
and
PLANET BINGO, LLC.,
a California limited liability company,

Defendants.

Case Number: CV-S-04-0556-RCJ-RJJ

[~~PROPOSED~~] THIRD AMENDED COMPLAINT

PATENT INFRINGEMENT;
UNFAIR COMPETITION;
DECLARATORY RELIEF

(JURY DEMAND)

The Courtroom of the Honorable
Robert Clive Jones

FortuNet, Inc. ("FortuNet") and Millennium Inc. ("Millennium"), allege as follows:

JURISDICTION AND VENUE

1. Plaintiff FortuNet is a Nevada corporation with its principal place of business in Las Vegas, Nevada.

2. Plaintiff Millennium is a Nevada corporation with its principal place of business in Las Vegas, Nevada.

3. Plaintiff Millennium is a wholly-owned subsidiary of Plaintiff FortuNet.

4. At all times relevant, Plaintiff Millennium was and is a distributor of Plaintiff FortuNet's products.

5. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege Defendant Melange Computer Services ("MELANGE") is a Michigan corporation.

6. Defendant Melange employs at least two employees in Henderson, Nevada.

7. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege Defendant Planet Bingo LLC. ("PLANET") is a California limited liability company.

8. Planet is a plaintiff in an action currently pending before this court, case number CV-S-01-1295-PMP-PAL.

9. Planet currently regularly does business in the State of Nevada with the licensor of its patents, Mr. Gary Weingardt.

10. Planet has done business with at least three Nevada casinos.

11. Plaintiff FortuNet's United States patent infringement claims arise under 35 U.S.C. § 271 et seq. This court has subject matter jurisdiction over these claims pursuant to 28 U.S.C. §§ 1331 and 1338.

12. Venue is proper in this judicial district pursuant to 28 U.S.C. §§ 1391(b), 1391(c) and 1400.

13. This Court has, and should assume, pendent jurisdiction of Plaintiffs' non-federal claims pursuant to § 1338(b) of Title 28 of the United States Code.

14. Jurisdiction over Defendants Melange and Planet comports with the United States Constitution and the long-arm jurisdiction statute for the State of Nevada in that Defendants Melange and Planet have committed and actively induced acts of patent infringement with resultant damages in this judicial district as alleged in the Complaint, the infringing devices are at

least offered for sale in this judicial district, and Defendants Melange and Planet have purposefully availed themselves of the laws of the State of Nevada.

15. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege Defendant Melange is owner by assignment of United States Patents 6,079,711, 6,398,646 and 6.656,045 (the "Melange Patents").

16. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege that Defendant Melange has publicly charged FortuNet and Millennium with committing acts of infringement of the Melange Patents.

17. Defendant Melange has directly charged Plaintiff Millennium with acts of infringement.

18. Plaintiffs FortuNet and Millennium have denied such infringement.

19. An actual and justiciable controversy has arisen and now exists by and between Defendant Melange and Plaintiffs Fortunet and Millennium concerning whether FortuNet infringes any of the Melange Patents.

20. A declaratory judgment is necessary in that Plaintiffs FortuNet and Millennium contend and the Defendant Melange denies that none of the Plaintiffs' products infringes any valid claim of any patent owned by Defendant Melange.

GENERAL ALLEGATIONS

21. Plaintiff FortuNet is, by lawful assignment, the sole owner of the entire rights, title and interest in United States patent no. 4,856,787 ("the '787 Patent") and possesses all rights of recovery under this patent.

22. Plaintiff FortuNet has complied with the marking/notice provisions of section 287 of the Patent Act.

23. For many years, Plaintiff FortuNet has been involved in the development and manufacture of advanced electronic gaming devices.

24. Plaintiffs FortuNet and Millennium are commercially exploiting FortuNet's invention by manufacturing, selling and distributing electronic gaming devices.

25. Plaintiff FortuNet holds unrestricted gaming licenses as Manufacturer of Gaming Devices, Distributor of Gaming Devices and Operator of Inter-Casino Linked Systems, issued by the Nevada Gaming Commission.

26. Plaintiff Fortunet has obtained several important patents in the field of electronic gaming devices, including the '787 Patent.

27. Plaintiff FortuNet has invested millions of dollars developing its technology based upon its intellectual property, including the '787 Patent.

28. The '787 Patent was issued August 15, 1989 and covers the playing of concurrent games on a gaming network.

29. The '787 Patent will expire August 15, 2006.

30. The '787 Patent has been reexamined during prior litigation against Stuart Entertainment Inc., and the United States Patent and Trademark Office upheld the validity of the patent, issuing a "Reexamination Certificate . . . under 35 U.S.C. 307." See Exhibit "A" (last page).

FIRST CLAIM FOR RELIEF

(Infringement of the '787 Patent Against Melange)

31. Plaintiffs FortuNet repeats, realleges and incorporates by reference paragraphs 1-30 of this Complaint as if set forth herein verbatim.

32. Defendant Melange has manufactured and offered for sale a gaming device known as Max Pak which is advertised as playing bingo and other games concurrently: "Max Pak allows bingo players to play a variety of class II and class III credit-based extra games before, after and DURING session bingo. Yes, Max Pak allows players to play additional Super Games right from their units while playing session bingo. . . ." Exhibit "B" [Emphasis in original]. "During your off-session downtime, or even during the bingo session, your players have the choice of playing various credit-based games such as Max Cash bingo, Island Dreams, or electronic pull tabs." *Id.*

33. The Max Pak device is a network of gaming devices having at least one master game device and at least one slave game device.

34. Defendant Melange's Max Pak device allows players to play on a slave device a game called "VIPik'em" (also known as "Do-it-Yourself Bingo") concurrently with other games. Exhibit "C."

35. VIPik'em is a separate and distinct game, with different random factors and different rules than other games played concurrently therewith.

36. Plaintiff FortuNet is informed and believes, and thereupon alleges that the Max Pak device allows players to play on a slave device a game known as "Bonanza Bingo" concurrently with other games.

37. Bonanza Bingo is a separate and distinct game, with different random factors and different rules than other games played concurrently therewith.

38. Bonanza Bingo rules require bingo numbers be drawn concurrently with the progress of a series of other bingo games using a different set of bingo balls, either physical or electronic.

39. Bonanza Bingo uses a different set of random factors.

40. Bonanza Bingo has different rules than the other games of bingo played during the same session, including, without limitation, different patterns, when a player can buy cards, and when a winner is announced.

41. Plaintiff FortuNet is informed and believes, and thereupon alleges that the Max Pak device is designed and manufactured to optionally permit concurrent play of at least two of the following games: Session Bingo, Do-it-Yourself Bingo, Bonanza Bingo, Pull-tabs, Poker, Blackjack, Keno and Slots.

42. The games played on player devices are at least partly responsive to the master device portion of the Max Pak device network.

43. Plaintiff FortuNet is informed and believes, and thereupon alleges that Defendant Melange demonstrated and offered for sale the Max Pak device in Las Vegas, Nevada on or about March 9 – 11, 2004 at the Bingo World Gaming Conference.

44. As a result of the above-acts, as well as others, Defendant Melange has infringed, actively induced and/or contributed to the infringement of the '787 Patent by, among other acts, making, using, offering for sale, selling, or causing to be sold, in this judicial district and elsewhere in the United States, electronic gaming devices that embody the invention of the '787 Patent and/or a component embodying a material part of said device without license or authority from Plaintiff FortuNet. Melange will continue such acts unless enjoined by this Court.

SECOND CLAIM FOR RELIEF

(Infringement of the '787 Patent Against Planet Bingo)

45. Plaintiffs FortuNet and Millennium repeat, reallege and incorporate by reference paragraphs 1-30 of this Complaint as if set forth herein verbatim.

46. Defendant Planet manufactures, offers for sale and sells a network device (the "Planet Device") which allows at least two separate and distinct games, having different rules and different random factors to be played concurrently.

47. Defendant Planet offered for sale and demonstrated the Planet Device in Las Vegas, Nevada on or about March 9 – 11, 2004 at the Bingo World Gaming Conference.

48. Defendant Planet has sold and/or leased the Planet Device in several states and has transported the Planet Device across state lines.

49. The Planet Device is a network of gaming devices having at least one master game device and at least one slave game device.

50. In the Planet Device network, the games played on player devices are at least partly responsive to a master device.

51. The Planet Device uses a random number generator to randomly assign colors to a flashboard, then a different random number generator or ball blower to designate sequential bingo numbers.

52. A player of the Planet Device must participate in the bingo portion, but need not pay extra to play in the color portion.

53. If a player of the Planet Device who has paid to participate in the color portion wins in the bingo game and also has a line of five of the same colors of numbers (as determined by a random number generator separate and apart from that choosing called bingo ball numbers) on his or her game card representation, he or she wins a separate and distinct prize for the line of colored boxes.

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54. If a player of the Planet Device has not paid for the color game, he or she may win a prize for winning the conventional bingo game, but can win nothing for the concurrent color line game (hereinafter, the "Color Line Game").

55. The Planet Device color line game is a separate and distinct game with its own rules of play and unique random factors.

56. The Planet Device color line game is a separate and distinct slot game because (1) a player must pay separately to play the game, (2) it uses a random number generator to assign colors to segments of a display, (3) a winner is declared when a line of the same indicium is seen in the display, (4) there need not be a winner of every game played and (5) there may be multiple winners for each game, not just the winners who are "first to cover."

57. The Planet Device color line game is a separate and distinct Keno game because (1) it is a predetermined length sequence of numbers designated out of a predetermined number of available numbers, (2) a player must match a designated combination of Keno hits on his or her game card, (3) there need not be a winner for each game; and (4) there may be multiple winners for each game, not just the winners who are "first to cover."

58. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege that the Planet Device network game device is designed and manufactured, and is used to play "Bonanza Bingo."

59. Bonanza Bingo is a separate and distinct game of bingo than other games in a bingo session.

60. Bonanza Bingo rules require bingo numbers be drawn during the progress of a series of other bingo games using a different set of bingo balls, either physical or electronic.

61. Bonanza Bingo uses a different set of random factors which are unique to the Bonanza Bingo game.

62. Bonanza Bingo has different rules than the other games of bingo played during the same session, including, without limitation, different patterns, the time intervals when a player can buy cards, and when a winner is announced.

63. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege that the Defendant Planet Bingo Device allows players to play on a slave device a game known as "Do-it-Yourself Bingo" concurrently with other games.

64. Do-it-Yourself Bingo is a separate and distinct game, with unique random factors and different rules than other bingo games played concurrently therewith.

65. As a result of the above acts, as well as others, Defendant Planet has infringed, actively induced and/or contributed to the infringement of the '787 Patent by, among other acts, making, using, offering for sale, selling, or causing to be sold, in this judicial district and elsewhere in the United States, electronic gaming devices that embody the invention of the '787 Patent and/or a component embodying a material part of said device without license or authority from Plaintiff FortuNet. Planet will continue such acts unless enjoined by this Court.

THIRD CLAIM FOR RELIEF

(Unfair Competition Against Planet Bingo)

(NRS Chapter 598)

66. Plaintiffs FortuNet and Millennium repeat, reallege and incorporate by reference paragraphs 1-65 of this Complaint as if set forth herein verbatim.

67. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege that Defendant Planet has publicly stated that the Planet Device is a "Class II" bingo device as

defined by the Indian Gaming Regulatory Act of 1988, 25 U.S.C. §2701 et seq. and the National Indian Gaming Division.

68. The Color Line Game implemented with a server computer incorporating an RNG to colorize the flashboard is, in fact, a "Gambling Device" as defined by NRS 463.0155 (Exhibit "D").

69. The Planet Device, by virtue of playing the Color Line Game using an RNG separate and distinct from a bingo game, not requiring a winner every game, and not designating the first player to cover a predetermined combination or pattern to be a winner, is a "Class III" device under the Gaming Regulatory Act of 1988, 25 U.S.C. §2701 et seq.

70. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege that Defendant Planet falsely publicly represented that the Planet Device as being a legal gaming device in jurisdictions prohibiting Class III games.

71. The Planet Device is a Class III device, and is illegal in several jurisdictions in which it is sold, leased and used.

72. The Planet Device is a "Gambling Device" as defined in the Johnson Act, 15 U.S.C. § 1171.

73. Planet has transported the Planet Device across state boundaries in violation of the Johnson Act, 15 U.S.C. §1172.

74. Defendant Planet's acts of falsely advertising the Planet Device is a Class II device constitutes unfair competition under Nevada common law and a deceptive trade practice under N.R.S. Chapter 598.

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75. Defendant Planet's acts of unfairly competing with Plaintiffs FortuNet and Millennium by deceiving the public has damaged Plaintiffs FortuNet and Millennium by, among other things, reducing sales and depressing the market price of its products.

76. Defendant Planet's acts of competing with Plaintiffs FortuNet and Millennium by deceiving the public constitutes unfair competition under Nevada common law and a deceptive trade practice under N.R.S. Chapter 598 (Exhibit "E").

FOURTH CLAIM FOR RELIEF

(Declaratory Relief)

77. Plaintiffs FortuNet and Millennium repeat, reallege and incorporate by reference paragraphs 1-44 of this Complaint as if set forth herein verbatim.

78. Defendant Melange has publicly stated that it has sent a letter to FortuNet and Millennium accusing them of infringing the Melange Patents.

79. Defendant Melange has publicly stated that it could sue FortuNet and Millennium for infringing the Melange Patents.

80. Specifically, on or about May 10, 2004, FortuNet learned from one of its distributors that a principal of Defendant Melange told one of the distributor's clients, a manager of a Native American bingo hall, that Melange sent Plaintiff Millennium a letter accusing FortuNet and Millennium of infringing its "VIPick'em patent" and stated that Melange "could sue FortuNet for patent infringement."

81. Plaintiffs FortuNet and Millennium are informed and believe, and there upon allege that Defendant Melange is owner by assignment of U.S. patent numbers 6,656,045 (Exhibit "F"), 6,398,646 (Exhibit "G") and 6,079,711 (Exhibit "H") (the "Melange Patents").

82. U.S. patents numbers 6,656,045 and 6,398,646 both relate to an invention wherein a player can store his or her favorite electronic do-it-yourself bingo cards for repetitive use from one session of bingo to another.

83. VIPick'em" is a "do-it-yourself" bingo game marketed by Defendant Melange.

84. Plaintiffs Fortunet and Millennium manufacture and distribute devices that are used to play "do-it-yourself" bingo games.

85. U.S. patent NO. 6,079,711 (the '711 Patent) claims a combination bingo and poker game.

86. Plaintiff FortuNet has offered combination bingo-poker games in the past.

87. Plaintiffs FortuNet and Millennium have compared the claims of the Melange Patents with all of FortuNet's products and has concluded no properly interpreted, valid and enforceable claim of the Melange Patents reads on any device manufactured, used, offered for sale, sold or imported by Plaintiff FortuNet or Millennium, currently or in the past.

88. Plaintiffs FortuNet and Millennium deny any infringement of any of the Melange Patents.

89. None of FortuNet's or Millennium's products permit a player to store do-it-yourself bingo cards for repetitive use in multiple bingo sessions.

90. None of FortuNet's or Millennium's current products enable the play of the combination bingo-poker game described in the '711 patent.

91. Plaintiffs FortuNet and Millennium are informed and believe and thereupon allege the '711 patent is invalid or unenforceable under the Title 35 of the United States Code.

92. An actual and justiciable controversy has arisen and now exists by and between Defendant Melange and Plaintiffs Fortunet and Millennium concerning whether FortuNet or Millennium infringes any of Melange's patents.

93. A declaratory judgment is necessary in that Plaintiffs FortuNet and Millennium contend and the Defendant Melange denies that none of Plaintiffs' products infringes any valid claim of any patent owned by Defendant Melange.

94. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege that each of the Melange Patents are invalid for failure to comply with the requirements of Part II of Title 35.

95. Plaintiffs FortuNet and Millennium are informed and believe, and thereupon allege that each of the Melange Patents is unenforceable due to Defendant Melange's fraud and inequitable conduct in procuring each patent.

96. Plaintiffs FortuNet and Millennium have not directly infringed or induced the infringement of, nor been a contributory infringer of any of the Melange Patents.

PRAYER

WHEREFORE, Plaintiffs FortuNet and Millennium pray for relief and judgment as follows:

First Claim for Relief

1. That Defendant Melange be adjudged to have infringed, actively induced the infringement of, and contributed to the infringement of the '787 Patent, and to have done so knowingly, willfully and deliberately;

2. That Defendant Melange and their respective officers, agents, servants, employees, attorneys, and all persons in active concert or participation with any of them, be preliminarily and permanently enjoined from any further infringement, further inducing the infringement and/or further contributing to the infringement of the '787 Patent;

Second Claim for Relief

3. That Defendant Planet be adjudged to have infringed, actively induced the infringement of, and contributed to the infringement of the '787 Patent, and to have done so knowingly, willfully and deliberately;

4. That Defendant Planet and its respective officers, agents, servants, employees, attorneys, and all persons in active concert or participation with any of them, be preliminarily and permanently enjoined from any further infringement, further inducing the infringement and/or further contributing to the infringement of the '787 Patent;

Third Claim for Relief

5. That the Court adjudge that Defendant Planet has falsely represented to the public that its products are Class II devices (and are not Class III gaming devices) as defined by the Gaming Regulatory Act of 1988, 25 U.S.C. §2701 et seq. and the National Indian Gaming Division;

6. That the Court adjudge that the Planet falsely represented to the public that the Planet Device is not "Gambing Device" according to NRS 463.0155;

7. That the Court adjudge that Defendant Planet has falsely represented to the public that its products are legal in one or more jurisdictions prohibiting Class III devices;

8. That the Court adjudge that Defendant Planet has falsely represented to the public and government officials that transportation of its products across state boundaries does not violate the Johnson Act, 15 U.S.C. § 1171;

9. That Defendant Planet be ordered to pay treble damages resulting from unfair trade practices pursuant to N.R.S. 598A.210.

10. That Defendant Planet and its respective officers, agents, servants, employees, attorneys, and all persons in active concert or participation with any of them, be preliminarily and

permanently enjoined from any further representation that the Planet Device is a Class II (and not a Class III) device as defined under the Gaming Regulatory Act of 1988, 25 U.S.C. §2701 et seq.;

Fourth Claim for Relief

11. That the Court adjudge that no product FortuNet or Millennium makes, uses, offers for sale, sells or imports infringes any valid and enforceable claim of U.S. Patent nos. 6,079,711. 6,398,646 or 6,656,045;

12. That the Court adjudge that U.S. patent no. 6,079,711 is invalid;

13. That the Court adjudge that U.S. patent no. 6,398,646 is invalid;

14. That the Court adjudge that U.S. patent no. 6,656,045 is invalid;

15. That the Court adjudge that U.S. patent no. 6,079,711 is unenforceable;

16. , That the Court adjudge that U.S. patent no. 6,398,646 is unenforceable;

17. That the Court adjudge that U.S. patent no. 6,656,045 is unenforceable;

All Causes of Action

18. For actual damages from each defendant, according to proof;

19. For enhanced damages from each defendant up to and including treble damages, pursuant to 35 U.S.C. § 284;

20. For attorneys' fees from each defendant pursuant to 35 U.S.C. § 285 or as otherwise permitted by law;

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21. For costs, and such other and further relief as the Court deems just and proper.

RESPECTFULLY SUBMITTED this 21st day of June, 2004.

DAVID COMAROW, ESQ.
Nevada Bar No. 004571
Attorney for Plaintiff
FortuNet, Inc.

DEMAND FOR JURY TRIAL

FortuNet, Inc. hereby demands a jury trial as to all issues that are triable.

RESPECTFULLY SUBMITTED this 21st day of June 2004.

DAVID COMAROW, ESQ.
Nevada Bar No. 004571
Attorney for Plaintiff
FortuNet, Inc.

United States Patent [19]

Itkis

[11] **Patent Number: 4,856,787**

[45] **Date of Patent: Aug. 15, 1989**

[54] **CONCURRENT GAME NETWORK**

[75] Inventor: **Boris Itkis**, Arcadia, Calif.

[73] Assignee: **Yuri Itkis**, Arcadia, Calif.

[21] Appl. No.: **198,599**

[22] Filed: **May 3, 1988**

Related U.S. Application Data

[63] Continuation of Ser. No. 826,269, Feb. 5, 1986, abandoned.

[51] **Int. Cl.**[4] **A63F 3/06**

[52] **U.S. Cl.** **273/237**; 273/269

[58] **Field of Search** ..... 273/1 E, 85 G, 138 A, 273/237, 143 R, 269, DIG. 28; 235/380, 382, 382.5; 364/410–412

[56] **References Cited**

U.S. PATENT DOCUMENTS

4,305,131	12/1981	Best	273/1 E
4,455,025	6/1984	Itkis	273/237
4,467,424	8/1984	Hedges et al.	273/138 A
4,624,462	11/1986	Itkis	273/269
4,634,845	1/1987	Hale et al.	235/380

Primary Examiner—William H. Grieb

Attorney, Agent, or Firm—Roylance, Abrams, Berdo & Goodman

[57] **ABSTRACT**

A distributed game network comprising a master game device and a number of slave game devices. The slave game device is capable of playing concurrently a number of menu selectable card and chance games, such as poker, bingo, blackjack, and keno. The slave game device receives commands and random data, such as bingo patterns and called bingo and keno numbers, from the master game device and sends the local game status and accounting information to the master game device. The slave game device is equipped with a touch screen display and a smart game card interface. The smart game card associated with the slave game device has an imbedded microprocessor keeping track of wagers and outcomes of the game. The touch screen display exhibits the status of the games being played in display windows and accepts player's commands including menu selections and bingo and keno card marks.

7 Claims, 7 Drawing Sheets

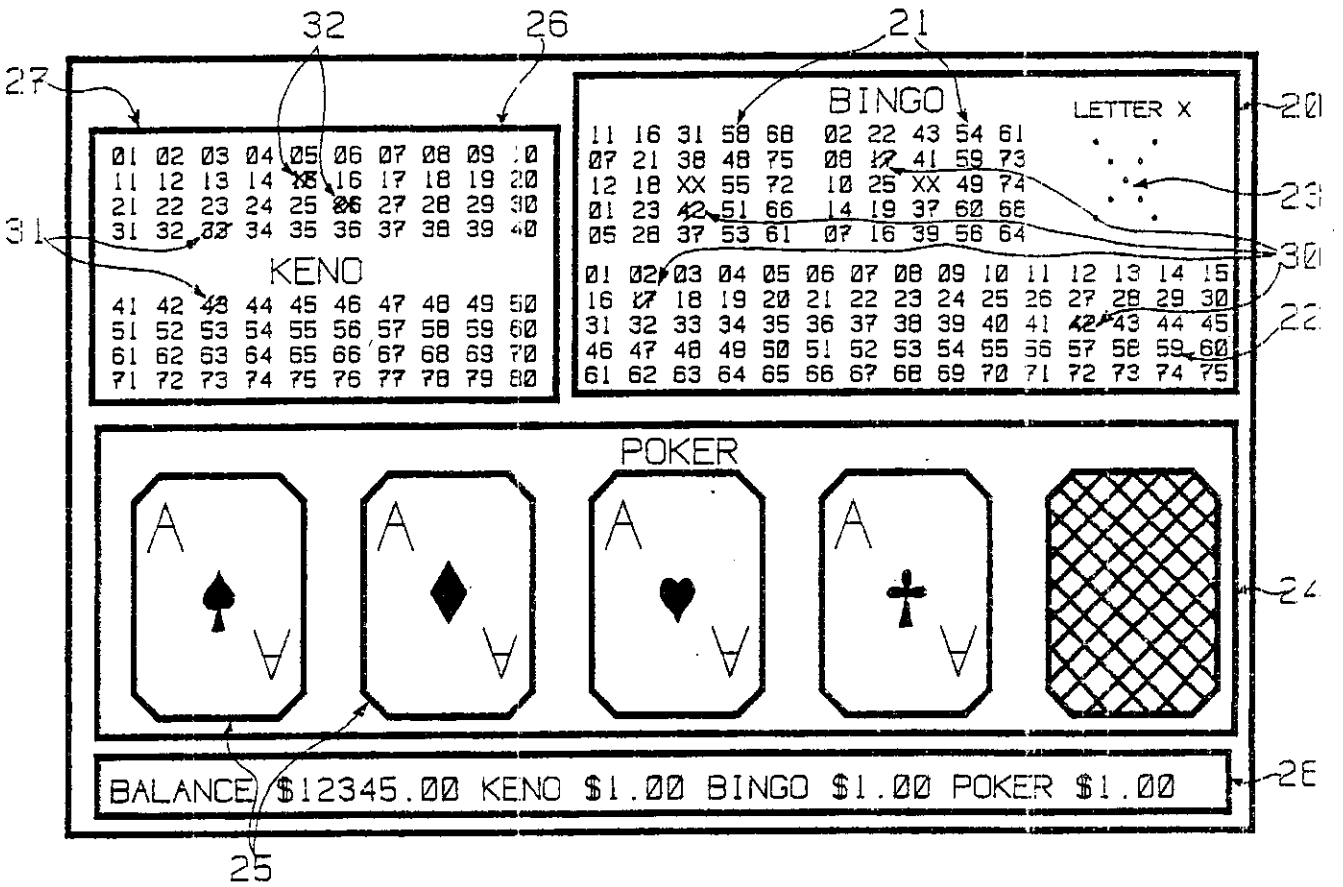

Exhibit A

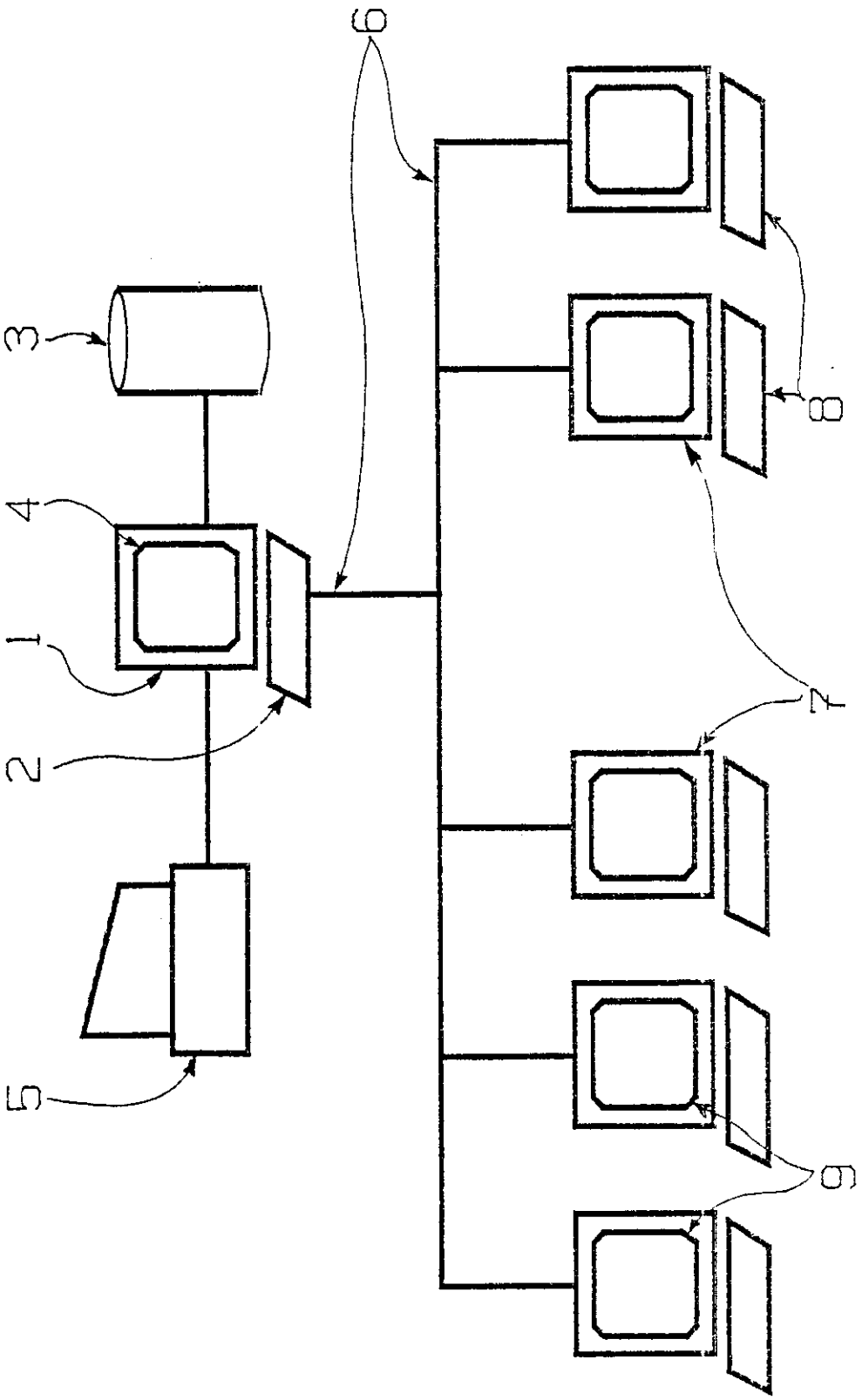

Fig. 1

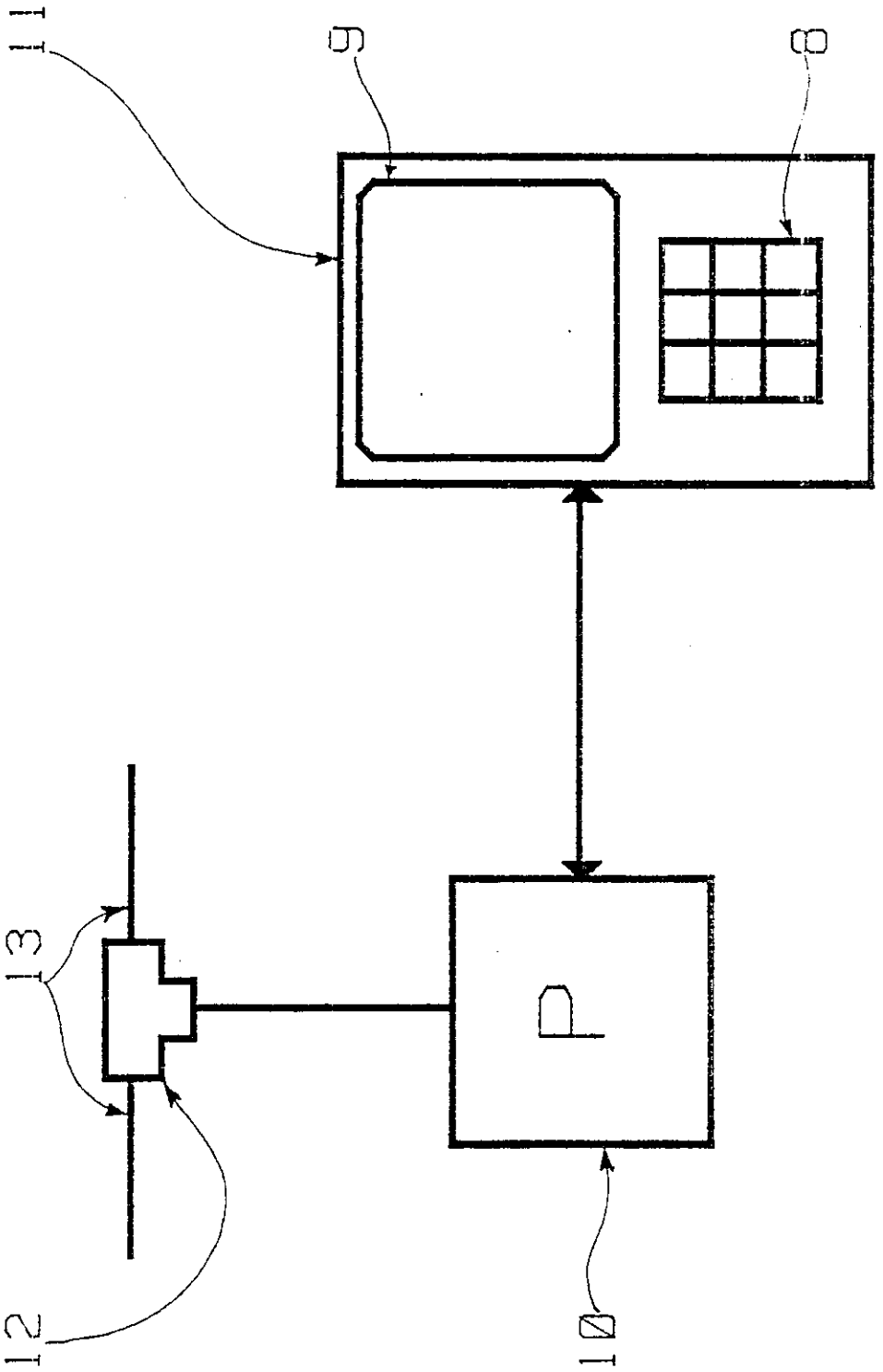

Fig. 2

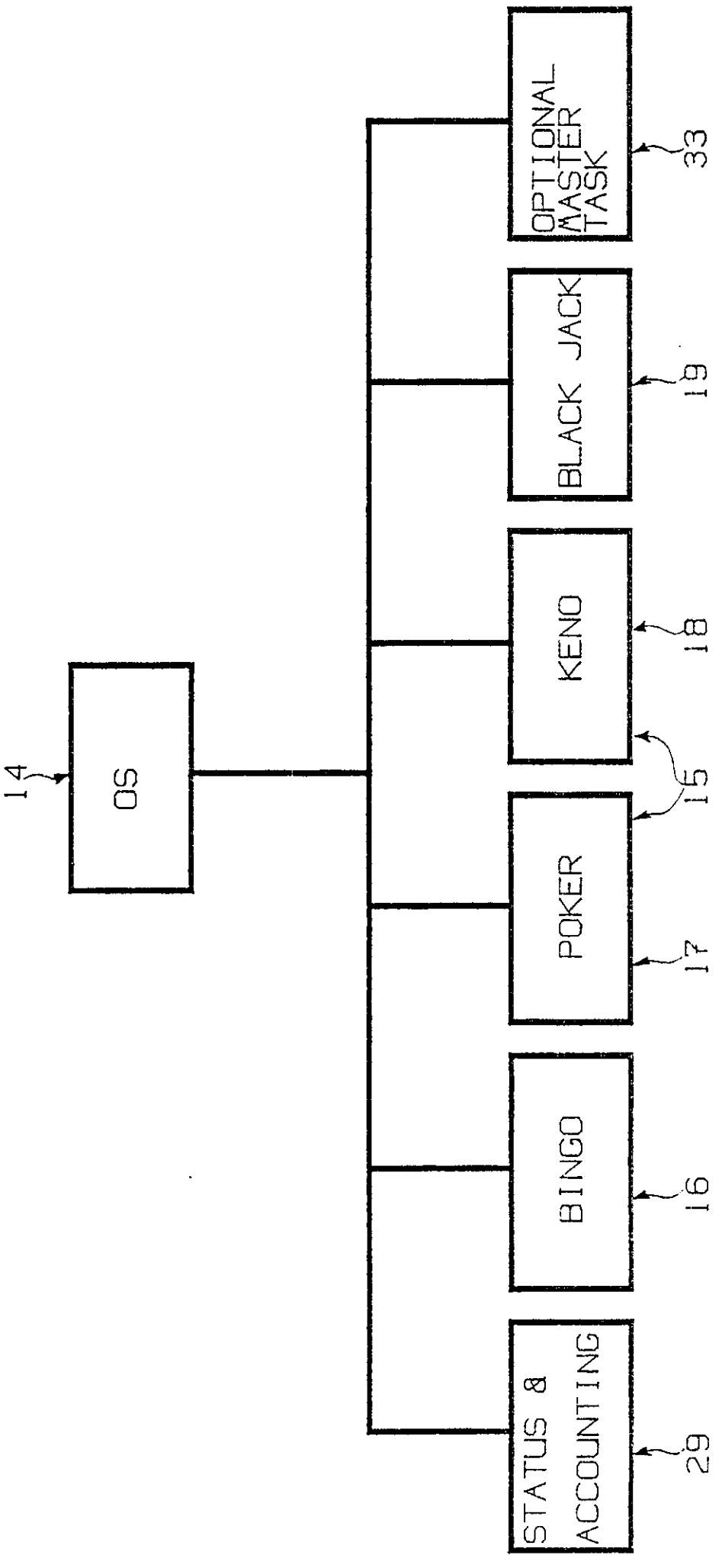
OS
14
OPTIONAL MASTER TASK
33
BLACK JACK
19
KENO
18
15
POKER
17
BINGO
16
STATUS & ACCOUNTING
29

Fig. 3

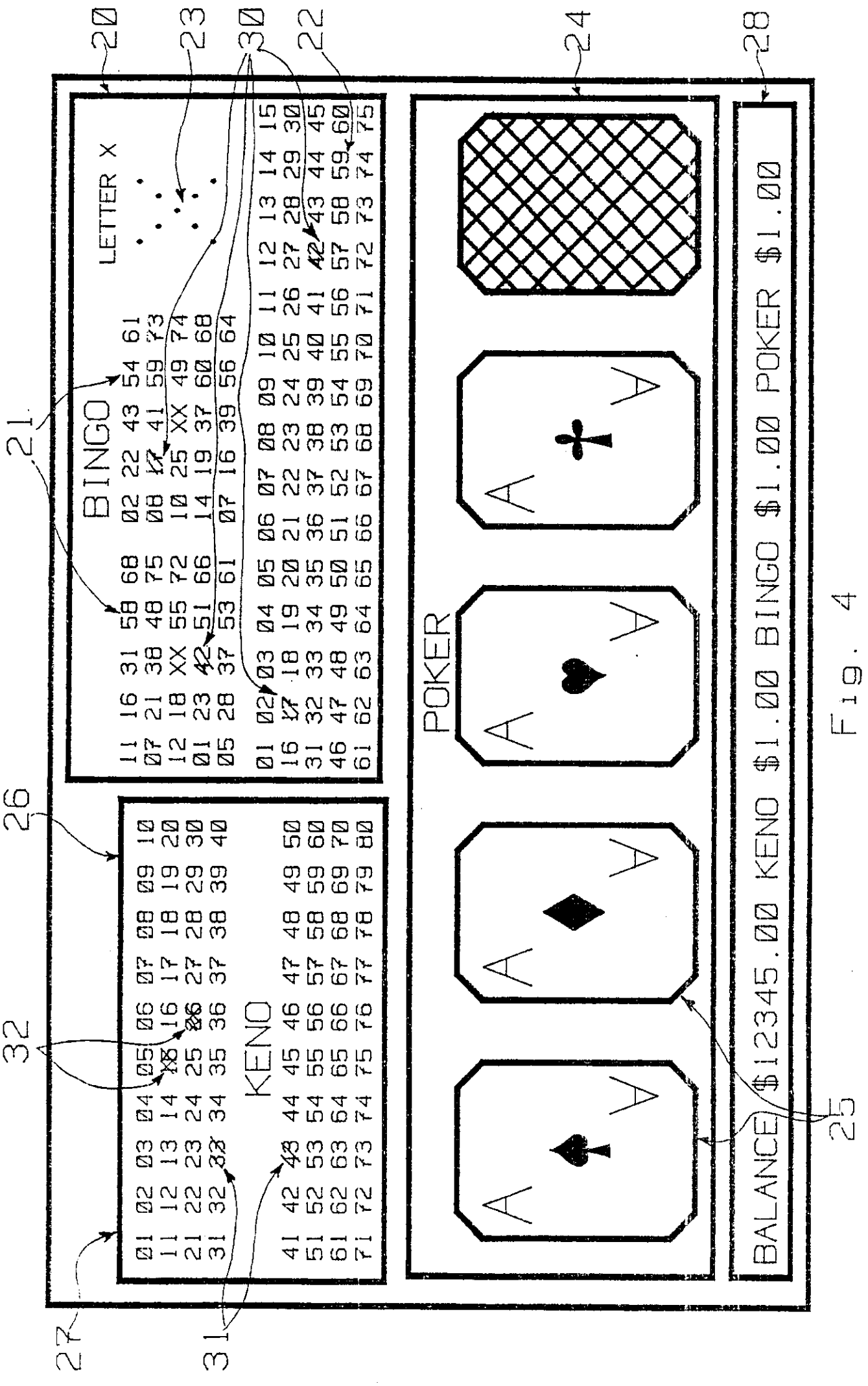
20
23
30
22
24
28
21
LETTER X
BINGO
26
32
KENO
27
31
POKER
BALANCE $12345.00 KENO $1.00 BINGO $1.00 POKER $1.00
25

Fig. 4

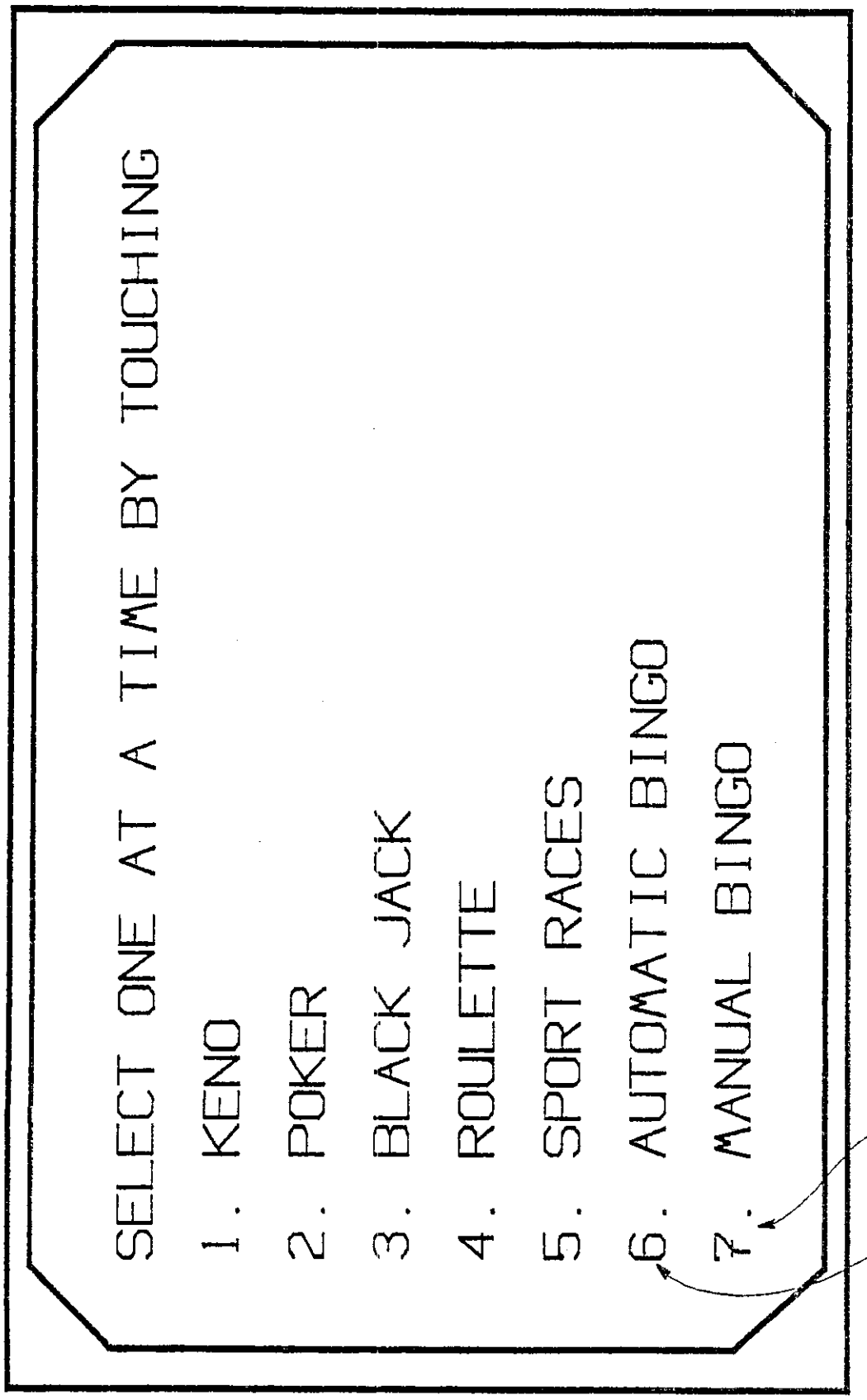
SELECT ONE AT A TIME BY TOUCHING
1. KENO
2. POKER
3. BLACK JACK
4. ROULETTE
5. SPORT RACES
6. AUTOMATIC BINGO
7. MANUAL BINGO
39
40

Fig. 5

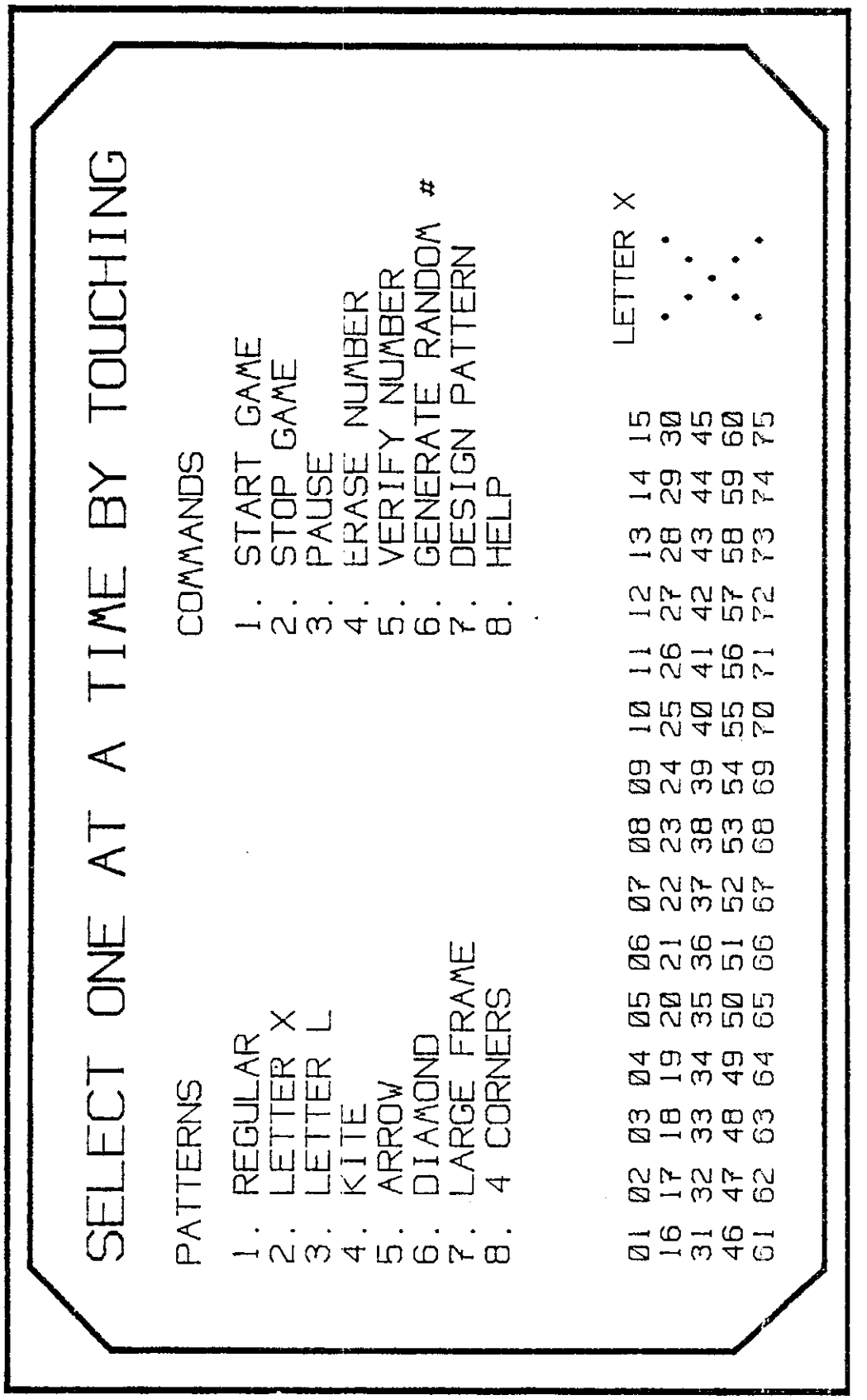
SELECT ONE AT A TIME BY TOUCHING
COMMANDS
1. START GAME
2. STOP GAME
3. PAUSE
4. ERASE NUMBER
5. VERIFY NUMBER
6. GENERATE RANDOM #
7. DESIGN PATTERN
8. HELP
LETTER X
PATTERNS
1. REGULAR
2. LETTER X
3. LETTER L
4. KITE
5. ARROW
6. DIAMOND
7. LARGE FRAME
8. 4 CORNERS

Fig. 6

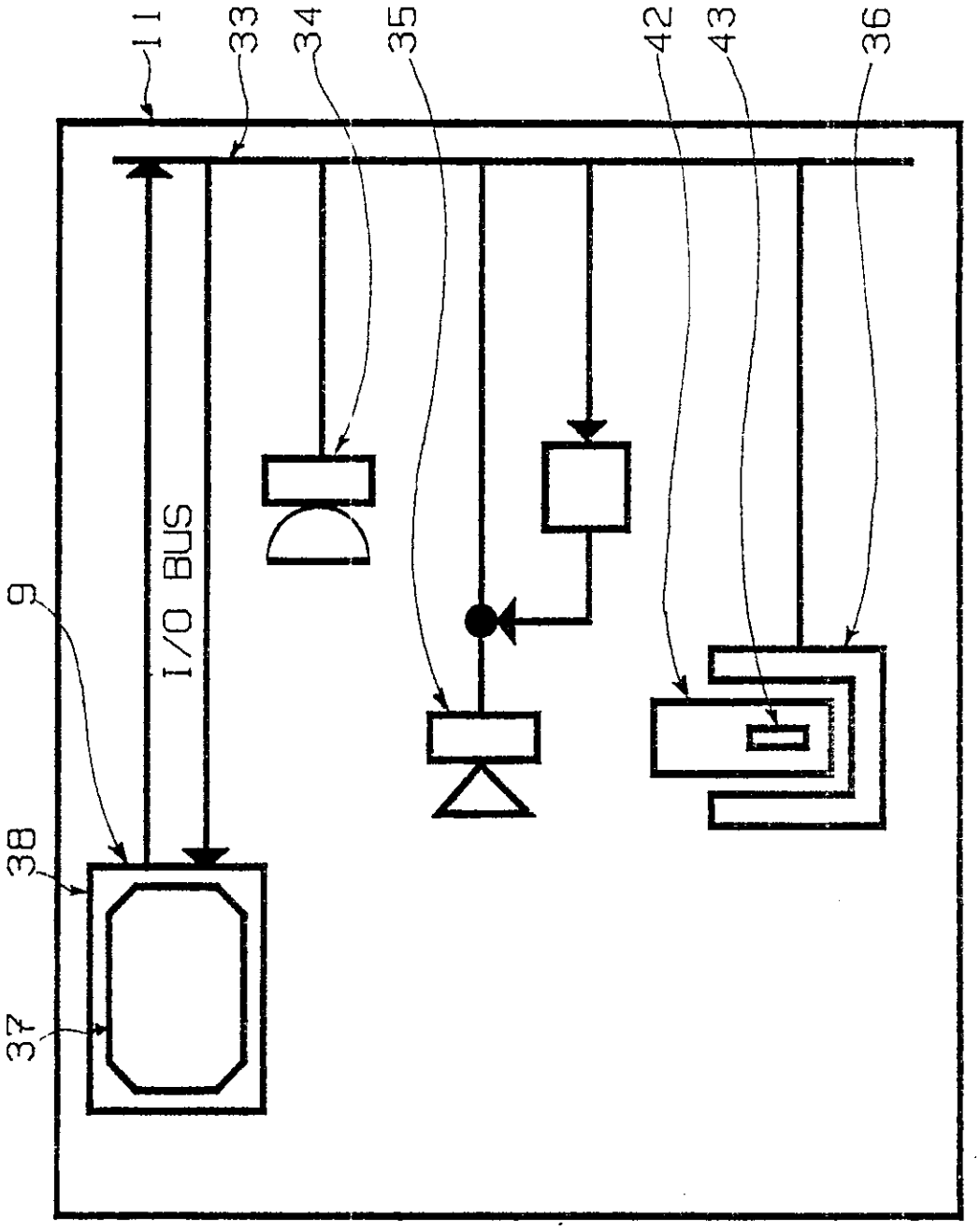

Fig. 7

CONCURRENT GAME NETWORK

This is a continuation of application Ser. No. 826,269, filed Feb. 5, 1986, now abandoned, the entire disclosure of which is hereby incorporated by reference.

BACKGROUND OF THE INVENTION

This invention relates generally to games and game devices and, in particular, to games, such as bingo, keno, poker, and blackjack, and game devices for casinos and game parlors.

The U.S. Pat. No. 4,455,025 disclosed the concept of a game network for playing prepayed card games, such as bingo, keno, and the like. Although the disclosed game network provides a player with a convenient and simple way to play concurrently multiple bingo or keno cards, the U.S. Pat. No. 4,455,025 does not deliniate techniques of real time selection of a specific game to be played. On the other hand, the U.S. Pat. No. 4,467,424 provides the player with a means to select a game, such as keno, to be played on the player's remote terminal while not allowing for playing a large number of game cards with the help of a single players terminal.

Neither of the above patents allows for concurrent playing of multiple different games, e.g. simultaneous playing of poker, bingo, and keno, with just one player's terminal; let alone provisions for concurrent playing of multiple games with multiple sets of game cards in each of the multiple games being played. Similarly, neither of the identified U.S. patents discloses gaming devices for playing other popular casino games, such as poker, blackjack, and sports races, nor teaches the concept of a concurrent playing of these games in combination with other traditional casino games.

These disadvantages restrict a player's freedom of choice and limit the services providable by casinos and game parlors.

SUMMARY OF THE INVENTION

The present invention is a distributed game network comprising a master game device and a number of slave game devices. The master and slave game devices communicate with each other over the network. The slave game devices receive from the master game device commands and random data, such as bingo patterns and bingo and keno numbers called by the game operator. Each slave game device sends to the master game device the local game status and accounting information. The slave game devices execute in real time (play) concurrently a number of menu-selectable card and chance games, such as bingo, keno, poker, blackjack, and the like.

The status of all the games being played with the help of a slave game device is presented on a touch screen display in individual windows dedicated to specific games. The display also shows the accounting data pertinenet to all the games, such as wagers, prizes, and balances. Being a touch screen device, the display facilitates the selection of the games, the modes of playing the selected games, and the values of bets. In addition, the touch screen provides an opportunity to manually mark bingo and keno matches on the screen. The slave game device is also equipped with a smart game card reader and writer. The smart game card associated with the slave game device is equipped with an imbedded microprocessor keeping track of bets and outcomes of the games. In addition, the smart game card stores in

encoded form the information identifying the contents of the game card images presented on the display, e.g. bingo card contents.

The slave game devices may be combined in clusters participating in a common game, e.g. a cluster of slave game devices playing a common poker game with one master game device operated by a card dealer. Slave game devices may also pool together their resources including monetary resources and cooperate in achieving a common goal, e.g. the players operating the pooled slave game devices may split the game prize.

It is the primary objective of this invention to introduce a game network providing each player with an opportunity to select and play simultaneously a variety of different games while facilitating a concurrent playing of multiple game cards for the selected games.

It is an additional objective of this invention to provide a player with an opportunity to select a degree of difficalty of playing a game of his or her choice. It is another objective of this invention to provide a player with a convenient means of identifying the current status of the games being played with the help of the game device. It is also an objective of this invention to provide a coinless betting means in conjunction with the operation of the game network. These and other objectives will become more apparent upon further reading of the specification.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** shows the hardware architecture of the game network.

FIG. **2** shows the hardware architecture of a game device incorporated into the game network.

FIG. **3** shows the software architecture of the game device.

FIG. **4** shows the slave game device display screen with windows exhibiting status of the games being played.

FIG. **5** shows a slave game device menu of game selections.

FIG. **6** shows a master game device menu of available commands for a bingo game.

FIG. **7** shows the slave game device with an expanded input and output means.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The preferred configuration of the game network exhibited in FIG. **1** incorporates the master game device **1** and a number of slave game devices **7**. The master game device **1** is equiped with the full fledged keyboard **2**, hard disk **3**, the display **4**, and the printer **5**. The master game device is interconnected with the slave game devices **7** via a communication network **6**. Each of the slave game devices **7** is equipped with the simplified keypad **8** and the displays **9**.

The slave game device presented in FIG. **2** is an intelligent (smart) game terminal comprising the microprocessor **10**, the local data input and output means **11** including the keypad **8**, and the transceiver **12**; the latter providing the direct interface with the rest of the network **6** via the coaxial cable **13**.

In the process of a game, the master game device **1** is used by a game operator, slave game device **7** is utilized by a player. The game operator controls the game network by entering predetermined commands and random data into the master game device **1** via the keyboard **2**. Similarly, the player operates the slave gaming

device 7 by entering his or her commands, such as an wager value, via the keypad 8.

The menus of available commands and options including help options are displayed to the game operator and the player upon reset or upon entering a respective command. An example of a master game device bingo game submenu is shown in FIG. 6, and an illustration of the slave game device main menu is provided in FIG. 5. Both, the master and the slave game devices 1 and 7 respectively communicate their responses to the game operator and to the player via respective data input and output means, in particular, displays 4 and 9.

Being a general purpose computer, the master game device is running under a multitasking operating system enabling a concurrent service of all the slave game devices 7. As illustrated in FIG. 3, the microprocessor 10 is also running under the multitasking operating system 14. The operating system 14 governs concurrently a number of tasks 15. Each task 15 executes an individual game. For example, one of the tasks 15, namely the task 16, may be a bingo game, whereas another, namely the task 17, may be a poker game. and the third, namely the task 18, may be a keno game, whereas the fourth task, namely the task 19, may be a blackjack game. Each of the tasks 15 has a display window associated with the task as illustrated in FIG. 4, wherein the window 20 displays two bingo cards 21, the bingo tableau 22 and the bingo pattern 23; the window 24 displays five poker cards 25, and the window 26 displays the keno card 27. In addition, the display also exibits the status window 28 showing accounting information. The status window 28 is governed by the dedicated task 29 under the auspices of the operating system 14.

Since the techniques of computer realization of individual card and chance games such as poker, keno. and bingo are well known and described in multiple U.S. patents, we ommit the detail description of software and hardware realization of the individual games as applicable to the slave game device 7. Also, in view of the wide availability of plentiful information on multitasking operating systems and display windowing techniques, we omit the details of implementation of the operating system 14, the concurrent tasks 15, and the windows 20, 24, 26, and 28.

Instead, the following description concentrates on nontrivial aspects of the design and operation of the suggested game network.

Due to the nature of the poker game, the task 17 runs independently of the operations of the master game device 1. Unlike the poker game, the bingo and the keno games are responsive to the master game device's commands and data being transmitted to all the slave game devices 7 via the communication network 6. In particular, the master game device 1 transmits to the slave game devices 7 the bingo pattern 23 and the called bingo numbers 30 (the numbers called by the game operator). The called bingo numbers 30 are marked in the cards 21 and the tableau 22 by crosshatching the matching number. Similarly, the master game device 1 transmits to the slave game devices the called keno numbers 31 (again, crosshatched in the window 26). The double crosshatched numbers 32 in the window 26 represent the player's selection of the keno number for the current round of the keno game.

The communication between the master game device 1 and the slave game devices 7 is bidirectional. The slave 7 receives commands and data from the master 1 and sends back the game status information and accounting data being generated by the task 29. In particular, if the slave game device 7 determines that a bingo or keno game reached the winning stage, the master 1 is immediately notified via the network 6; so that the respective game can be stopped by the game operator for verification of the winning. On the other hand, the master game device 1 may download a portion of the slave game device 7 software via the network 6 upon receiving a respective request from the latter.

While a specific embodiment of the invention has been shown and described in detail to illustrate the application of the invention principles, it is understood that the invention may be embodied otherwise without departing from such principles.

For example, the above description presumes that the game operator merely repeats and enters in the master game device 1 (echoes in) the bingo or keno numbers drawn in a conventional way. Yet, a conceivable variation of the technique is the utilization of a random number generator built-in the master game device.

Furthermore, the master and slave game devices do not have to be different hardwarewise or softwarewise. In fact, they may be identical (only a respective master task 32 should be added to the repertoire of the slave game device 7 tasks 15) and execute the master role in turns or even concurrently.

Although the FIG. 2 shows only the simplest, minimal hardware configuration of the slave game device, the opportunities of playing a broad number of different games within the framework of the suggested game network can be greately enlarged by an expansion of the input and output (I/O) means 11 of the slave game device 7 as shown in FIG. 7.

This expanded I/O configuration attached to the I/O bus 33 of the microprpcessor 10 includes the touch screen display 9, the microphone 34, the speaker 35, and the electronic card reader and writer 36.

The touch screen display 9 comprising the CRT display 37 and the infrared grid bazel assembly 38 replaces the keypad 8 and simplifies and facilitates player's interaction with the slave game device 7. In particular, the touch screen is very convinient for making the menu selections as well as for the manual marking of the bingo and keno numbers.

As shown in FIG. 5, the slave game device provides two modes of playing the bingo game, namely the automatic mode 39 and the manual mode 40. In the automatic mode 39, the player only enters (via the touch screen display 9) the bingo card identification number (ID); the rest of the monitoring of the current status of the game is automatically done by the slave game device 7 as it is described in the U.S. Pat. No. 4,455,025. The manual mode 40 is a new mode of playing in which the player actively participates in the process of marking the matching bingo numbers 30 by touching respective numbers in the window 20. In response to the manual touch, the slave game device 7 crosshatches the selected number 30 (or shows it in reverse video, or changes the color, etc.)

Note, that the touch screen could be easily replaced with a light pen without a restriction of the scope of the invention. Note also, that the manual mode of playing a bingo game can be realized without the touch screen or a light pen just by utilization of the directional arrow buttons of the keypad 8 or even by a purely software technique, such as "the running cursor method",

wherein the player marks the current location of the cursor by pushing the "Enter" pushbutton.

The microphone **34** allows for voice commands entry and the speaker **35** plays either the role of a tone annunciator in a simplified version of the device **7** or the role of a speech annunciator in a more elaborate version of the device **7** equipped with the voice synthesizer **41** built into the I/O structure **11**.

The electronic card reader and writer **36** serves as the interface with the smart game card **42**. In its preferred form, the smart game card **42** has an appearance of a traditional credit card but, unlike most of the credit cards presently in circulation, the game card **42** has a built-in microprocessor **43**.

The microprocessor **43** keeps track of all the transactions made with the help of the card **42** including bets and outcomes of the games. Also, the microprocessor **43** stores game specific information, such as the bingo or keno game card contents, or the game card identification number (the technique of utilization of the game card identification number as an encoded key to the contents of a bingo game card is disclosed in the U.S. Pat. No. 4,455,025). The slave game device **7** interacts with (reads from and writes to) the microprocessor **43** via the card reader and writer **36**. In particular, the game device **7** writes to the card **42** outcomes of the bets and reads from the microprocessor **43** the current account balance and the game card identification number. Note, that in certain specific applications, the suggested smart card reader and writer may be replaced with a conventional coin collector without departing from the principles of the invention.

It should be clearly understood without a restriction of the scope of this invention that games other than bingo, poker, blackjack, and keno as mentioned above can be played with the help of the suggested game network. Moreover, the slave game device **7** could play simultaneously a number of games of the same type. For example, a player could be playing two or more bingo games at once, specifically one local bingo game restricted to a specific location (e.g. a single casino) and a regional bingo game (e.g. a game encompassing several casinos).

In addition, the game network presents an opportunity for players to pool their resources and share the benefits of the success. Specifically, two or more players could combine their individual slave game devices **7** into a temporary allience utilizing predetemined commands entered via respective keypads **8**. For example, two players may command their slave game devices **7** to bet equal amounts on a bingo game and split the game prize if any of their slave game devices wins. A war-type game where several pools of slave game devices **7** fight each other are also easily implementable within the framework of the invention. A conceivable variation of the resource pooling approach is the concept of clustering slave game devices **7** playing the same card game against the card dealer (the casino). For example, several players may play a common blackjack or poker game using their slave game devices **7**.

It should be understood without a restriction of the scope of the invention that a broad variety of the communication media, communication protocols, and communication network architectures can be utilized in the suggested game network. In particular, coaxial cables, fiber optics, common carrier channels, and radio channels are suitable media, and various various packet switching protocols, such as Carrier Sence Multiple Access and token passing, are applicable. Also, a broad spectrum of the data packet encription techniques and hardware security measures are applicable to the network **6** along with the special security protection means associated with the smart game card **42** and the game card reader and writer **36**.

It will be obvious to those skilled in the art that various changes may be made without departing from the scope of the invention and the invention is not to be considered limited to what is shown in the drawings and described in the specification.

What is claimed is:

1. Game network comprising at least one master game device interconnected with at least one slave game device; said slave game device executing concurrently at least two different distinct and independent games; each of said different distinct and independent games comprising its own unique rules of play and unique random factors; said different distinct and independent games including bingo, keno, poker, blackjack, roulette, slots, gin, and sports book; said master game device providing data for playing said games; and at least one of said two different distinct and independent games being at least partially responsive to said data from said master game device.

2. The combination of claim **1**, wherein said slave game device incorporates a local data input and output means comprising

a display means displaying simultaneously the current status of each of said two distinct and different independent games,

a sound and voice data entry means,

a sound and speech generating means,

a touch responsive data entry means,

a game card reading and writing means.

3. In combination, a smart game card and the combination of claim **2**, wherein said smart game card incorporates an imbedded data storage and data processing means being accessible by and responsive to said game card reading and writing means.

4. The combination of claim **1**, wherein said slave game device incorporates a software and hardware means for controlling the degree of difficulty of playing at least one of said two different distinct and independent games.

5. The combination of claim **1**, wherein said slave game device displays matches between data being transmitted by said master game device and the contents of at least one game card for playing at least one of said two different distinct and independent games.

6. The combination of claim **1**, wherein said slave game device transmits to said master game device accounting data and the current status of at least one of said two different distinct and independent games.

7. The combination of claim **1**, wherein two or more of said slave game devices participate in a common game.

* * * * *

US004856787B1

REEXAMINATION CERTIFICATE (3334th)

United States Patent [19]

Itkis

[11] B1 4,856,787

[45] Certificate Issued Sep. 23, 1997

[54] **CONCURRENT GAME NETWORK**

[75] Inventor: **Boris Itkis**, Arcadia, Calif.

[73] Assignee: **Fortunet Inc.**, Las Vegas, Nev.

Reexamination Request:
No. 90/004,128, Feb. 5, 1996

Reexamination Certificate for:

Patent No.:	**4,856,787**
Issued:	**Aug. 15, 1989**
Appl. No.:	**198,599**
Filed:	**May 3, 1988**

Related U.S. Application Data

[63] Continuation of Ser. No. 826,269, Feb. 5, 1986, abandoned.

[51] Int. Cl.[6] **A63F 3/06**

[52] U.S. Cl. **273/239**; 273/269

[58] Field of Search 273/237, 269, 273/138.1; 364/410, 411, 412

[56] **References Cited**

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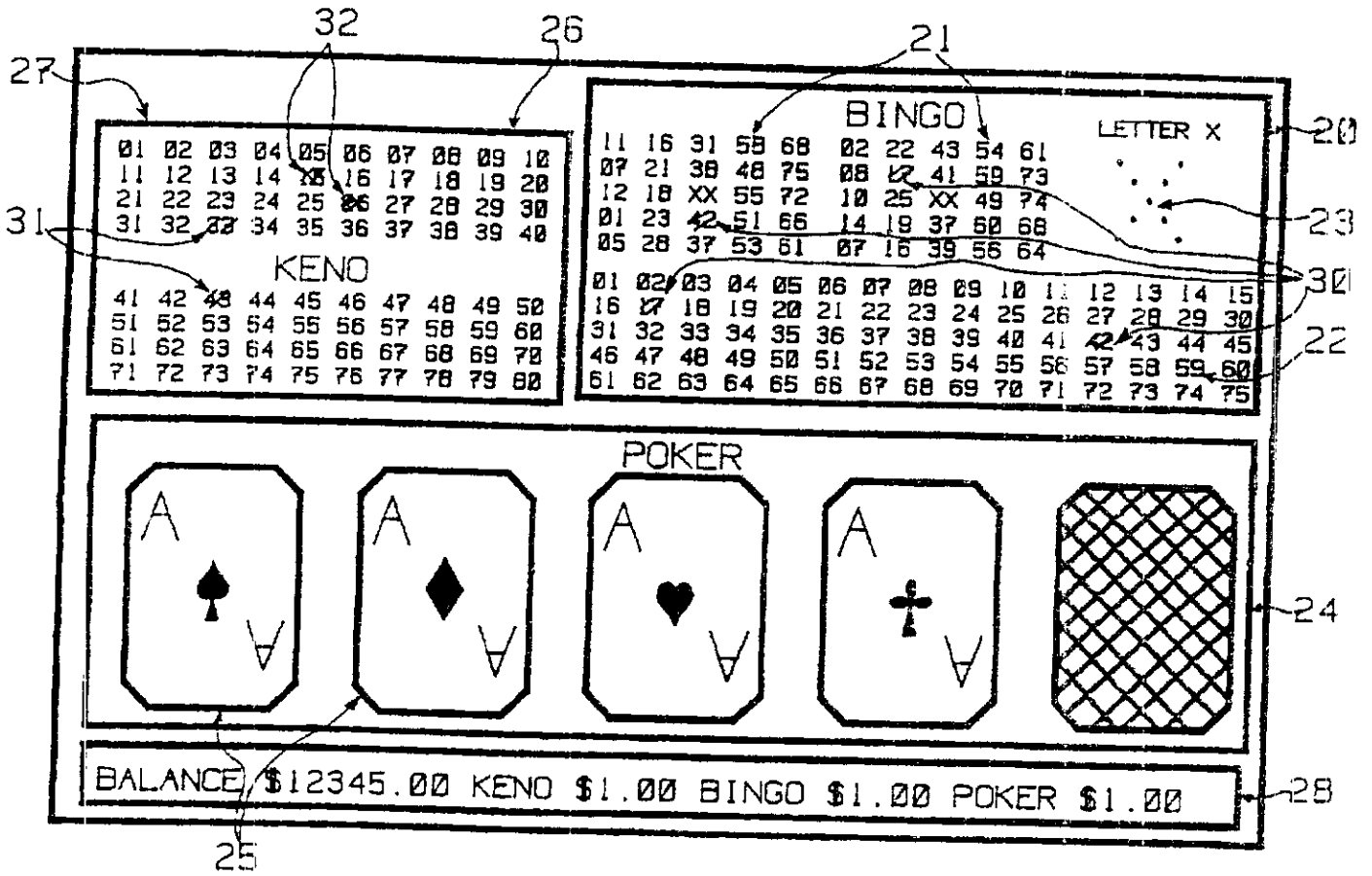
DATA COMMUNICATIONS, Jun. 1982, "Inside the smart card," pp. 36–37, by Edwin E. Mier.

Primary Examiner—William H. Grieb

[57] **ABSTRACT**

A distributed game network comprising a master game device and a number of slave game devices. The slave game device is capable of playing concurrently a number of menu selectable card and chance games, such as poker, bingo, blackjack, and keno. The slave game device receives commands and random data, such as bingo patterns and called bingo and keno numbers, from the master game device and sends the local game status and accounting information to the master game device. The slave game device is equipped with a touch screen display and a smart game card interface. The smart game card associated with the slave game device has an imbedded microprocessor keeping track of wagers and outcomes of the game. The touch screen display exhibits the status of the games being played in display windows and accepts player's commands including menu selections and bingo and keno card marks.



1

REEXAMINATION CERTIFICATE ISSUED UNDER 35 U.S.C. 307

NO AMENDMENTS HAVE BEEN MADE TO THE PATENT

2

AS A RESULT OF REEXAMINATION, IT HAS BEEN DETERMINED THAT:

The patentability of claims 1–7 is confirmed.

* * * * *

Max Pak is the next generation in electronic session bingo. Max Pak plays just like paper by displaying the pack cards border, color and layout (3-on, 6-on, etc.). Max Pak has electronic session bingo features such as changeable daubers, flashboard, daub/autodaub, picture-in-picture television option, on-screen validation, and more!

EXTRA GAMES - What does Max Pak have that others do not? Max Pak allows bingo players to play a variety of class II and class III credit-based extra games before, after, and DURING session bingo. Yes, Max Pak allows players to play additional Super Games right from their units while playing session bingo - directly adding to your bottom line!

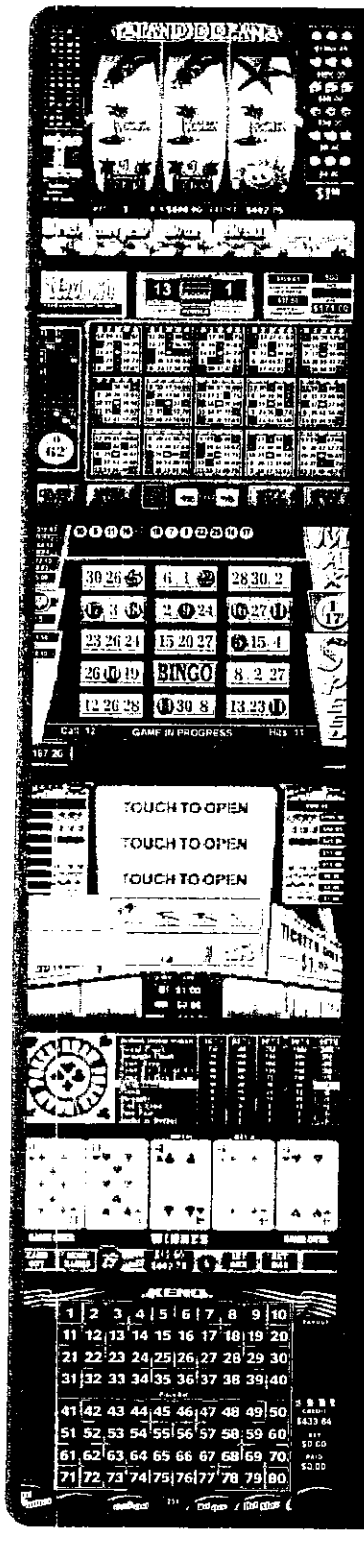
EASY SETUP & CONFIGURATION - The Max Pak System integrates seamlessly with The EPIC System, the best and most comprehensive bingo hall management system available today. Pattern and card setup, card purchase information, and reporting are all handled in one easy-to-manage system. The software is set up in a simple user interface allowing the hall to change electronic packages and games with ease.

With full integration into EPIC your hall will receive comprehensive reporting and players club promotion capabilities, including the ability to offer your players our patented VIPick'ems. The VIPick'em option allows your players to save their favorite sets of pick numbers along with their player demographics. These sets of pick numbers can be recalled at point of sale and downloaded right into their Max Pak units or printed on a paper card.

HARDWARE - The Max Pak System utilizes advanced technology to provide a high-speed, highly reliable, yet easy to operate, gaming network. Player stations include cutting edge computer technology including wireless connectivity, wake-on-lan, and touchscreen monitors. The Max Pak server is the heart of the gaming network. It is built on an enterprise platform utilizing Windows 2000 and SQL technology.

Exhibit B

During your off-session downtime, or even during the bingo session, your players have the choice of playing various credit-based games such as Max Cash bingo, Island Dreams, or electronic pull tabs. Implementation of these extra games generates revenue and gives your players more opportunities to win cash prizes. Both Max Pak and Super Games offer configurable options to suit your specific needs and requirements.



ISLAND DREAMS – Island Dreams gives players more bingo with spinning reel action. Bingo balls are called and a bingo card is daubed while the reels spin. The reels stop to reflect the results of the bingo game and prize payout table. Island Dreams also offers the fun and excitement of a bonus round.

MAX CASH – Another fun variation of bingo! This game starts with three reels spinning to select a single, double, or triple bingo pattern to be played. Max Cash calls and daubs automatically. The first player to bingo on the selected pattern wins the designated prize amount, and the winning card is displayed on all stations.

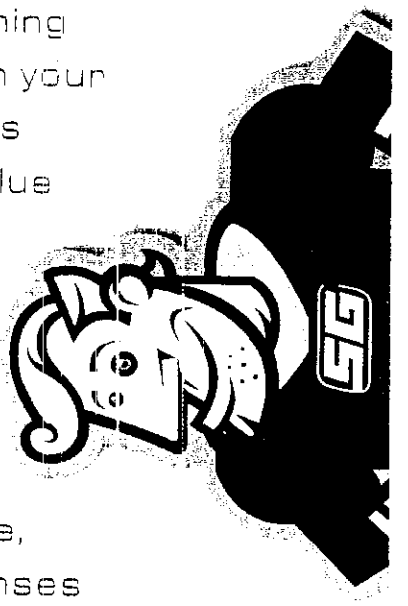
MAX SPEED – Lightning-style bingo delivers fast fun! Players select three-number face bingo cards and play against other Max Speed players. This computerized pari-mutuel game delivers lightning-fast payouts right into the players' credits.

ELECTRONIC PULL TABS – All of our electronic pull tabs display the payout table and a table with the number of winners at each level. Each play reveals the tab window's content. If the player matches a winning combination, the credits won are added to the credit balance.

POKER – We have several varieties of poker to choose from, including Draw Poker, Bonus Draw Poker, Double Bonus Draw Poker, and Progressive Double Bonus Draw Poker. Players can pick the style of poker and the denomination that they prefer.

KENO – Players can select up to 10 numbers. As each number is selected the pay table is updated. As the 20 numbers are called, ball hits are displayed on the screen. Credits won are updated instantly.

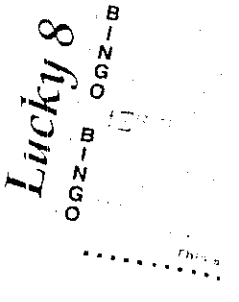
Super Games - Melange's SUPER GAMES maximize your gaming revenue. We work with you to create a bingo paper game with your hall in mind. We consider all aspects when designing your hall's games such as average and low attendance, special price, value pricing, pattern statistics, and aesthetics, to name a few. Detailed spreadsheets, statistics, and game paper are presented for your approval. Most of our games are designed to hold 20%-40%. Some hold more!



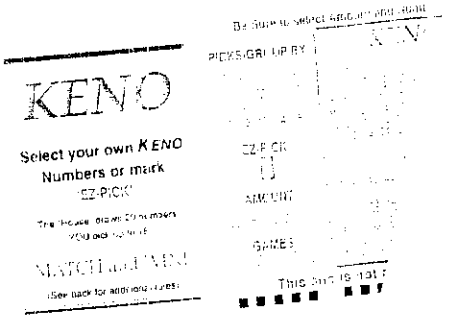
With all of our high stakes games (Super Games, Do-It-Yourself and Keno), Melange provides the computer hardware, installation, training and support at no charge. The only expenses that your hall will incur are game paper and toner for the printer(s). The equipment used to operate a game is transferred to the hall when the game licensing fee (10% of sales) equals or exceeds the cost of the equipment.

VIPick'em - We offer another version of our computerized "Do-It-Yourself" game that is integrated with EPIC Point-of-Sale. It allows players to store their favorite pick game numbers and have their numbers recalled and purchased at EPIC point-of-sale. As with our "Do-It-Yourself" system, winners are verified instantly on the computer to safeguard against fraud.

Do-It-Yourself - We offer a computerized "Do-It-Yourself" game that eliminates the need for lock boxes, handwritten cards, and carbon copy bingo cards. Because cards are placed electronically, "winners" can be verified instantaneously, saving valuable bingo session time. The security in our system is top notch. If your hall also runs EPIC and our "Do-It-Yourself" game, we offer an automatic link that imports sales figures and builds the progressive jackpot(s).



Keno - Our keno system offers way ticket capability, specialty ways and variants, second chance options, user definable prizes, and reusable customer pay slips. Depending on your state's gaming laws, we also offer computer generated keno numbers to replace keno blower systems. Our Keno system also offers a TV monitor interface. (Melange does not supply the Keno Ball Blower Unit or Viewing Boards.)



Westlaw.

N.R.S. **463.0155**

C

West's Nevada Revised Statutes Annotated Currentness
Title 41. Gaming; Horse Racing; Sporting Events
Chapter 463. Licensing and Control of Gaming (Refs & Annos)
General Provisions

463.0155. "Gaming device" defined

"Gaming device" means any equipment or mechanical, electromechanical or electronic contrivance, component or machine used remotely or directly in connection with gaming or any game which affects the result of a wager by determining win or loss. The term includes:

1. A slot machine.

2. A collection of two or more of the following components:

(a) An assembled electronic circuit which cannot be reasonably demonstrated to have any use other than in a slot machine;

(b) A cabinet with electrical wiring and provisions for mounting a coin, token or currency acceptor and provisions for mounting a dispenser of coins, tokens or anything of value;

(c) A storage medium containing the source language or executable code of a computer program that cannot be reasonably demonstrated to have any use other than in a slot machine;

(d) An assembled video display unit;

(e) An assembled mechanical or electromechanical display unit intended for use in gambling; or

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Exhibit D

N.R.S. **463.0155**

(f) An assembled mechanical or electromechanical unit which cannot be demonstrated to have any use other than in a slot machine.

3. Any mechanical, electrical or other device which may be connected to or used with a slot machine to alter the normal criteria of random selection or affect the outcome of a game.

4. A system for the accounting or management of any game in which the result of the wager is determined electronically by using any combination of hardware or software for computers.

5. Any combination of one of the components set forth in paragraphs (a) to (f), inclusive, of subsection 2 and any other component which the commission determines by regulation to be a machine used directly or remotely in connection with gaming or any game which affects the results of a wager by determining a win or loss.

Added by Laws 1967, p. 1039. Amended by Laws 1981, p. 1074; Laws 1985, p. 2135; Laws 1993, p. 307.

GAMING REGULATION REFERENCES

Gaming devices, see NGR 14.030 et seq.

NOTES OF DECISIONS

In general 1

1. In general

Punchboards as generally described herein are lotteries prohibited by the State Constitution and chapter 462 of NRS and are not gambling games or gaming devices subject to the provisions of the Gaming Control Act Op.Atty.Gen. No. 83-6, June 29, 1983.

N. R. S. **463.0155,** NV ST **463.0155**

Current through the 2003 Regular Session of the 72nd Legislature and the 19th and 20th Special Sessions (2003)

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N.R.S. **463.0155**

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END OF DOCUMENT

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Westlaw.

N.R.S. 598.0915

West's Nevada Revised Statutes Annotated Currentness
Title 52. Trade Regulations and Practices
Chapter 598. Deceptive Trade Practices (Refs & Annos)
General Provisions (Refs & Annos)

➡598.0915. "Deceptive trade practice" defined

A person engages in a "deceptive trade practice" if, in the course of his business or occupation, he:

1. Knowingly passes off goods or services for sale or lease as those of another person.

2. Knowingly makes a false representation as to the source, sponsorship, approval or certification of goods or services for sale or lease.

3. Knowingly makes a false representation as to affiliation, connection, association with or certification by another person.

4. Uses deceptive representations or designations of geographic origin in connection with goods or services for sale or lease.

5. Knowingly makes a false representation as to the characteristics, ingredients, uses, benefits, alterations or quantities of goods or services for sale or lease or a false representation as to the sponsorship, approval, status, affiliation or connection of a person therewith.

6. Represents that goods for sale or lease are original or new if he knows or should know that they are deteriorated, altered, reconditioned, reclaimed, used or secondhand.

7. Represents that goods or services for sale or lease are of a particular standard, quality or grade, or that such goods are of a particular style or model, if he knows or should know that they are of another standard, quality, grade, style or model.

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Exhibit E

N.R.S. 598.0915

8. Disparages the goods, services or business of another person by false or misleading representation of fact.

9. Advertises goods or services with intent not to sell or lease them as advertised.

10. Advertises goods or services for sale or lease with intent not to supply reasonably expectable public demand, unless the advertisement discloses a limitation of quantity.

11. Advertises goods or services as being available free of charge with intent to require payment of undisclosed costs as a condition of receiving the goods or services.

12. Advertises under the guise of obtaining sales personnel when the purpose is to first sell or lease goods or services to the sales personnel applicant.

13. Makes false or misleading statements of fact concerning the price of goods or services for sale or lease, or the reasons for, existence of or amounts of price reductions.

14. Fraudulently alters any contract, written estimate of repair, written statement of charges or other document in connection with the sale or lease of goods or services.

15. Knowingly makes any other false representation in a transaction.

16. Knowingly falsifies an application for credit relating to a retail installment transaction, as defined in NRS 97.115.

Added by Laws 1973, p. 1483. Amended by Laws 1983, p. 881; Laws 1985, p. 2256; Laws 1995, p. 1094; Laws 1997, p. 1375; Laws 1999, p. 3280; Laws 2001, c. 66, § 1, eff. Oct. 1, 2001; Laws 2001, c. 436, § 14, eff. Oct. 1, 2001.

HISTORICAL AND STATUTORY NOTES

2001 Legislation

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N.R.S. 598.0915

Laws 2001, c. 66, § 1, amended the section by adding Subsec. 15. to read "Knowingly falsifies an application for credit relating to a retail installment transaction, as defined in NRS 97.115."

Laws 2001, c. 436, § 14. amended the section by inserting "person" following "another" in Subsecs. 1 and 3; inserting "standard, quality, grade, style or model" following "another" at the end of Subsec. 7; inserting "person" following "another" in Subsec. 8; redesignating Subsecs. 11 through 15 as Subsecs. 12 through 16; adding new Subsec. 11 which reads:

"11. Advertises goods or services as being available free of charge with intent to require payment of undisclosed costs as a condition of receiving the goods or services."

CROSS REFERENCES

Manufactured homes, grounds for disciplinary action,

Memberships in campgrounds, sales, deceptive or unfair practices, see NRS 119B.430.

Time shares, deceptive trade practices, see NRS 119A.710.

LAW REVIEW COMMENTARIES

Celebrity's Right to Publicity. Adrienne Young. 9 Nev. Law. 16 (Feb. 2000).

NOTES OF DECISIONS

In general 1

1. In general

In State's unsuccessful action alleging violations of trade regulations and practices governing automotive repairs, deceptive advertising, and deceptive trade practice, costs were properly awarded against the State. N.R.S. 18.040 (Repealed). State ex rel. List v. Courtesy Motors, 1979, 590 P.2d 163, 95 Nev. 103. States ⚖ 215

In action alleging deceptive advertising and deceptive trade practices in connection with automotive repairs, trial court's reference in its oral decision to the "social relationship" between parties to agreement for repair of automobile was, an oblique, but nonetheless clear, finding relating to credibility of their testimony and did not result in application of improper legal standard. State ex rel. List v. Courtesy Motors, 1979, 590 P.2d 163, 95 Nev. 103. Consumer Protection ⚖ 40

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N.R.S. 598.0915

Even if references to a "social relationship" between parties to agreement for repair of automobile were excised from findings of fact in action alleging deceptive advertising and deceptive trade practices in connection with automobile repair, judgment against State was amply supported by findings and there was substantial, even though conflicting, evidence in record to support the findings. N.R.S. 207.171, 207.173, 598.410, subd. 12. State ex rel. List v. Courtesy Motors, 1979, 590 P.2d 163, 95 Nev. 103. Consumer Protection 39

In State's action alleging violations of trade regulations and practices governing automotive repair, deceptive advertising, and deceptive trade practice, attorney's fees would not be awarded against the State in absence of statute, rule or contract providing for allowance of attorney's fees in case. State ex rel. List v. Courtesy Motors, 1979, 590 P.2d 163, 95 Nev. 103. States 215

Within its police power, legislature may regulate commercial and business affairs in order to promote health, safety, morals and general welfare of its citizens and to protect its citizens from injurious activities. State ex rel. List v. AAA Auto Leasing & Rental, Inc., 1977, 568 P.2d 1230, 93 Nev. 483. Constitutional Law 81

Pursuant to its police power, legislature may regulate otherwise legitimate business which, if conducted improperly, is detrimental to public, or it may prohibit business activity which is essentially injurious to public welfare, provided such legislation is not prohibited by Constitutions of United States or State. State ex rel. List v. AAA Auto Leasing & Rental, Inc., 1977, 568 P.2d 1230, 93 Nev. 483. Constitutional Law 81

Statutes proscribing use of deceptive trade practices clearly contemplate only injunctions against use of such practices and not injunctions which prohibit individual from engaging in particular business or occupation. N.R.S. 598.540, subd. 1, 598.570. State ex rel. List v. AAA Auto Leasing & Rental, Inc., 1977, 568 P.2d 1230, 93 Nev. 483. Trade Regulation 864

Section of Trade Regulation and Practices Act which permitted commissioner of consumer affairs to apply for injunction prohibiting person from continuing deceptive trade practices and section which permitted district attorney to bring action in State's name for injunction against any person who was using, had used or was about to use any deceptive trade practices, did not give court absolute discretion to take any measure, including completely barring individual from engaging in business, necessary to prevent fraud against public in form of deceptive trade practices. N.R.S. 598.540, subd. 1, 598.570. State ex rel. List v. AAA Auto Leasing & Rental, Inc., 1977, 568 P.2d 1230, 93 Nev. 483. Consumer Protection 41

N. R. S. 598.0915, NV ST 598.0915

Current through the 2003 Regular Session of the 72nd Legislature and the 19th and 20th Special Sessions (2003)

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Westlaw.

N.R.S. 598.0923

West's Nevada Revised Statutes Annotated Currentness
Title 52. Trade Regulations and Practices
Chapter 598. Deceptive Trade Practices (Refs & Annos)
General Provisions (Refs & Annos)

598.0923. "Deceptive trade practice" defined

A person engages in a "deceptive trade practice" when in the course of his business or occupation he knowingly:

1. Conducts the business or occupation without all required state, county or city licenses.

2. Fails to disclose a material fact in connection with the sale or lease of goods or services.

3. Violates a state or federal statute or regulation relating to the sale or lease of goods or services.

4. Uses coercion, duress or intimidation in a transaction.

Added by Laws 1985, p. 2256. Amended by Laws 1999, p. 3282.

UNITED STATES SUPREME COURT

Contracts,

Duress,

Voidability of acts induced by duress, see Barnette v. Wells Fargo Nevada Nat. Bank of San Francisco, U.S.Cal.1926, 46 S.Ct. 326, 270 U.S. 438, 70 L.Ed. 669.

N. R. S. 598.0923, NV ST 598.0923

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(12) **United States Patent**
Wei et al.

(10) **Patent No.: US 6,656,045 B2**
(45) **Date of Patent: *Dec. 2, 2003**

(54) **METHOD AND SYSTEM FOR STORING PRESELECTED NUMBERS FOR USE IN GAMES OF BINGO**

(75) Inventors: **William Wei**, Williamston, MI (US); **Jeffery A. Dettloff**, Lansing, MI (US); **Ronald J. Austin**, Lansing, MI (US); **Richard G. Bean**, Lansing, MI (US); **Harrold J. Rappold**, Laingsburg, MI (US); **James L. Green**, Grand Ledge, MI (US)

(73) Assignee: **Melange Computer Services, Inc.**, Lansing, MI (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

This patent is subject to a terminal disclaimer.

(21) Appl. No.: **10/160,725**

(22) Filed: **Jun. 3, 2002**

(65) **Prior Publication Data**

US 2003/0003986 A1 Jan. 2, 2003

Related U.S. Application Data

(63) Continuation of application No. 09/478,685, filed on Jan. 6, 2000, now Pat. No. 6,398,646.

(51) **Int. Cl.**[7] **A63F 13/12**

(52) **U.S. Cl.** **463/19**; 463/16; 463/17; 463/18; 463/20; 463/21; 463/22

(58) **Field of Search** ..... 463/16–22; 273/143 R

(56) **References Cited**

U.S. PATENT DOCUMENTS

4,909,516	A		3/1990	Kolinsky
5,007,649	A		4/1991	Richardson
5,472,209	A	*	12/1995	Goldfarb 273/269
5,687,971	A		11/1997	Khaladkar
5,890,432	A		4/1999	Rogaliner et al.
6,086,477	A	*	7/2000	Walker et al. 463/17

* cited by examiner

Primary Examiner—Jessica Harrison
Assistant Examiner—Carmen D. White
(74) *Attorney, Agent, or Firm*—Mary M. Moyne; Ian C. McLeod

(57) **ABSTRACT**

A method and system (**10**) for storing preselected Bingo numbers which allows a player to play the same sets of Bingo numbers (**56**) in multiple sessions of Bingo. The player preselects Bingo numbers to play in multiple Bingo sessions. The numbers are stored in the memory (**16**) of the computer (**12**). The player selects which preselected Bingo numbers to play for a specific session of Bingo. A ticket is provided having the selected sets of Bingo numbers with a control number (**58**) for each selected set of numbers and a validation number (**60**) for the ticket.

30 Claims, 11 Drawing Sheets

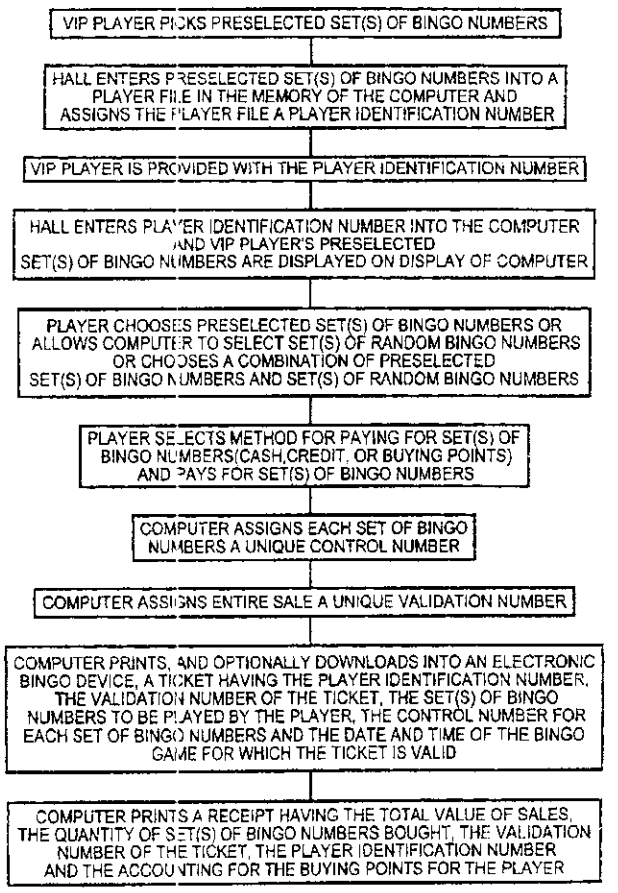

Exhibit F

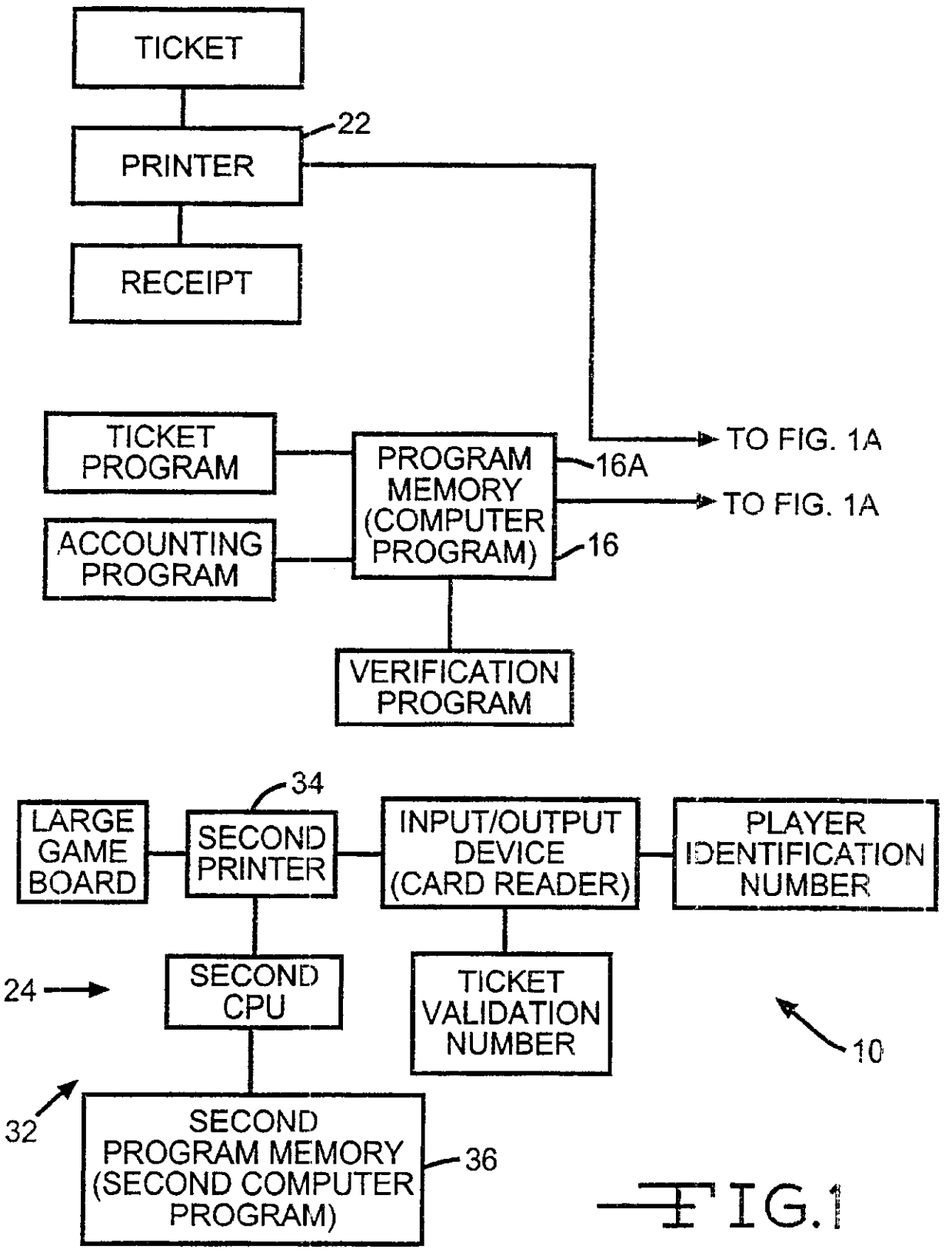
TICKET
PRINTER
22
RECEIPT
TICKET PROGRAM
ACCOUNTING PROGRAM
PROGRAM MEMORY (COMPUTER PROGRAM)
16A
16
TO FIG. 1A
TO FIG. 1A
VERIFICATION PROGRAM
LARGE GAME BOARD
34
SECOND PRINTER
INPUT/OUTPUT DEVICE (CARD READER)
PLAYER IDENTIFICATION NUMBER
24
SECOND CPU
TICKET VALIDATION NUMBER
10
32
SECOND PROGRAM MEMORY (SECOND COMPUTER PROGRAM)
36

FIG. 1

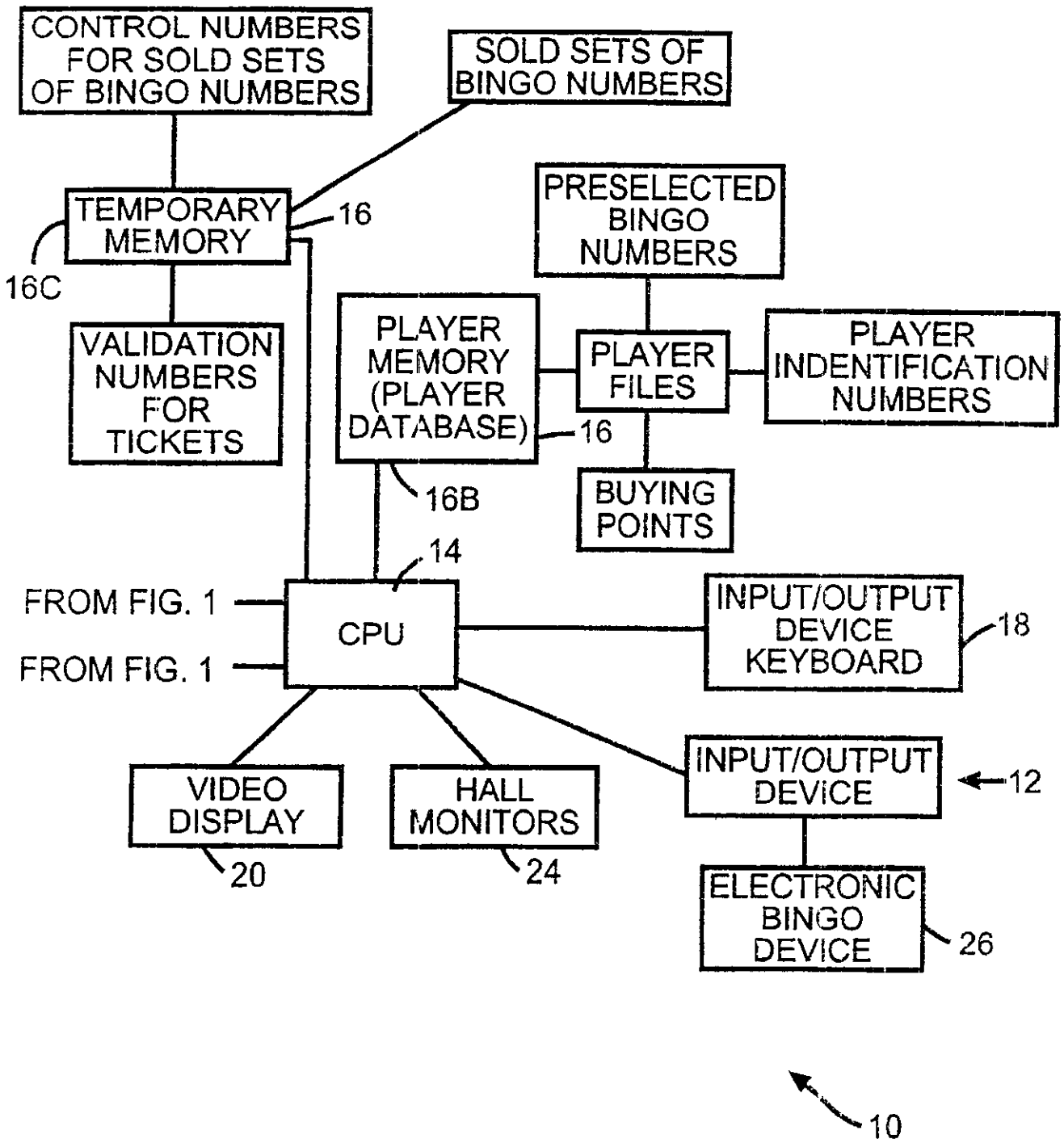
CONTROL NUMBERS FOR SOLD SETS OF BINGO NUMBERS
SOLD SETS OF BINGO NUMBERS
TEMPORARY MEMORY
16
16C
PRESELECTED BINGO NUMBERS
VALIDATION NUMBERS FOR TICKETS
PLAYER MEMORY (PLAYER DATABASE)
16
16B
PLAYER FILES
PLAYER INDENTIFICATION NUMBERS
BUYING POINTS
14
FROM FIG. 1
FROM FIG. 1
CPU
INPUT/OUTPUT DEVICE KEYBOARD
18
VIDEO DISPLAY
20
HALL MONITORS
24
INPUT/OUTPUT DEVICE
12
ELECTRONIC BINGO DEVICE
26
10

FIG.1A

Validation #: 001548704 — 60
General Public

Qty	Description	Each	Price
1	VIPick-em(9)	5.00	5.00

Total Value of Sales: 5.00
Amount Due: 5.00
Amount Received: 5.00 ← 50
Change Due: 0.00

EPICTEST-Rons
Night Session
13:13:25 04/15/99
Register: RONSTA
Operator: MELANGE
All coupons MUST be used on the same day they are validated. GOOD LUCK!!!

FIG. 2

Start of DO-IT-YOURSELF Ticket

Validation #: 001548704 — 60
General Public
04/15/99 Night Session

0001598* 2 11 19 27 29 33 36 37

0001599* 1 2 19 21 28 49 61 75

0001600* 3 13 15 18 36 42 60 61 ← 52

0001601* 13 19 26 34 47 56 59 65

0001602* 6 11 14 18 39 48 63 66

0001603* 4 13 14 17 22 26 56 59

0001604* 16 23 25 35 36 40 54 67

0001605* 7 18 19 25 27 62 64 67

0001606* 19 25 50 52 61 62 64 74

End of DO-IT-YOURSELF Ticket

FIG. 3

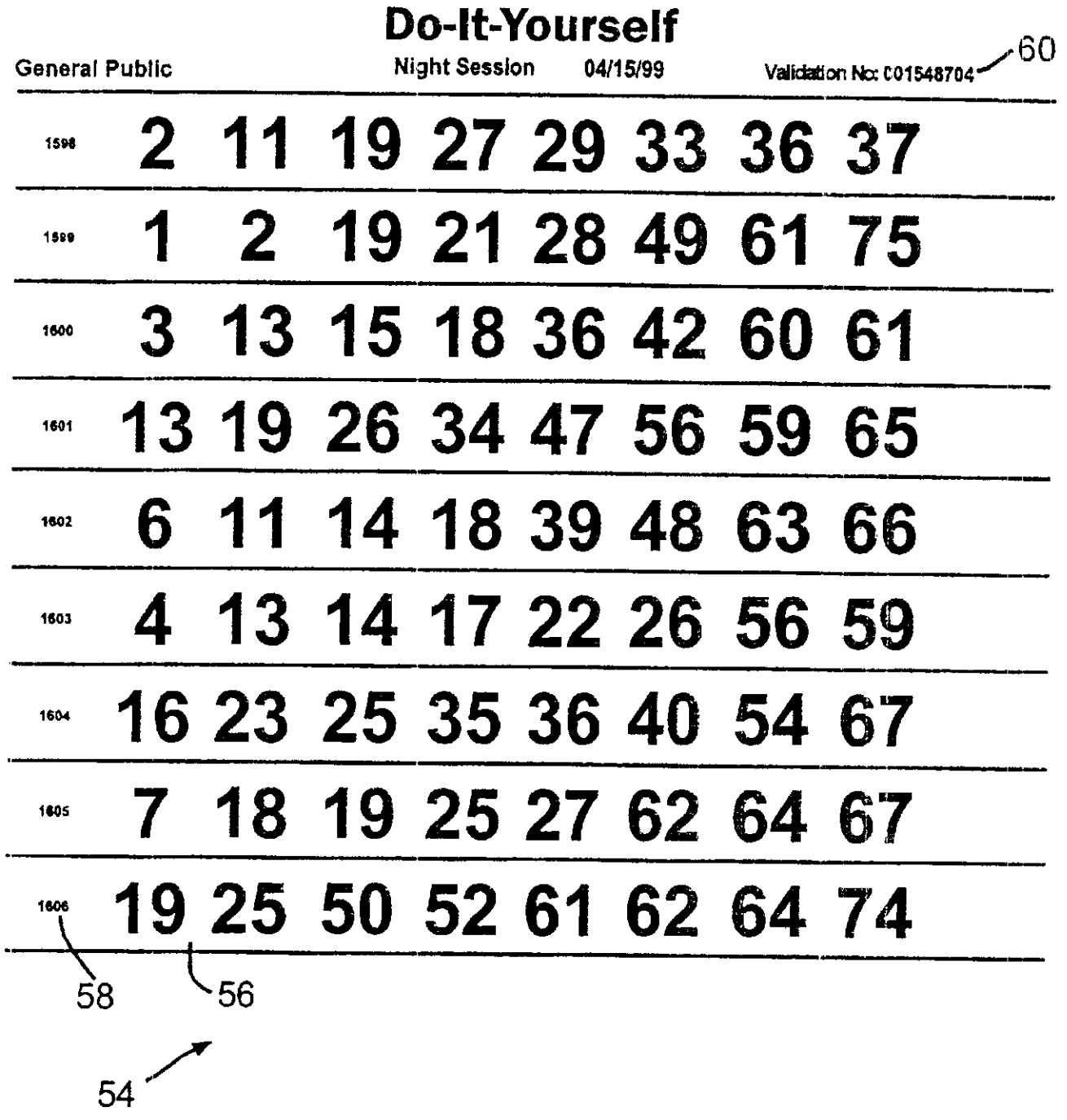
Do-It-Yourself
General Public
Night Session 04/15/99
Validation No: C01548704
60
1598 2 11 19 27 29 33 36 37
1599 1 2 19 21 28 49 61 75
1600 3 13 15 18 36 42 60 61
1601 13 19 26 34 47 56 59 65
1602 6 11 14 18 39 48 63 66
1603 4 13 14 17 22 26 56 59
1604 16 23 25 35 36 40 54 67
1605 7 18 19 25 27 62 64 67
1606 19 25 50 52 61 62 64 74
58
56
54
Must have Original Receipt for Verification
This game sheet is for convenience only,
all winners will be verified from original receipt.
Please compare the numbers on this game sheet to your original receipt.

FIG. 4

Validation #; 001548705 — 60
RON AUSTIN
VIP #: 000000012 — 62

Qty	Description	Each	Price
1	VIPick-em(9)	5.00	5.00

Total Value of Sales: 5.00
Amount Due: 5.00 ← 50
Amount Received: 5.00
Change Due: 0.00

Beg. Point Total: 981,993.00
Points Redeemed: 0.00
Points Earned: 5.00
New Point Total: 981,998.00
Dollar Value of Points: $9,819.98

EPICTEST-Rons
Night Session
13:14:51 04/15/99
Register: RONSTA
Operator: MELANGE
All coupons MUST be used on the same day they are validated. GOOD LUCK!!!

FIG. 5

Start of DO-IT-YOURSELF Ticket

Validation #: 001548705 — 60
RON AUSTIN
04/15/99 Night Session

58

0001607 10 14 20 21 43 61 64 73
0001608 14 22 30 42 52 62 67 73
0001609 13 15 17 30 34 40 53 73 ← 52
0001610 4 15 33 35 37 43 52 74
0001611 6 13 15 61 64 68 73 75
0001612 18 23 34 36 39 43 44 46
0001613 13 17 31 45 54 58 60 73
0001614 7 8 14 21 38 57 63 75
0001615 7 12 13 16 22 44 53 57 — 56

End of DO-IT-YOURSELF Ticket

FIG.6

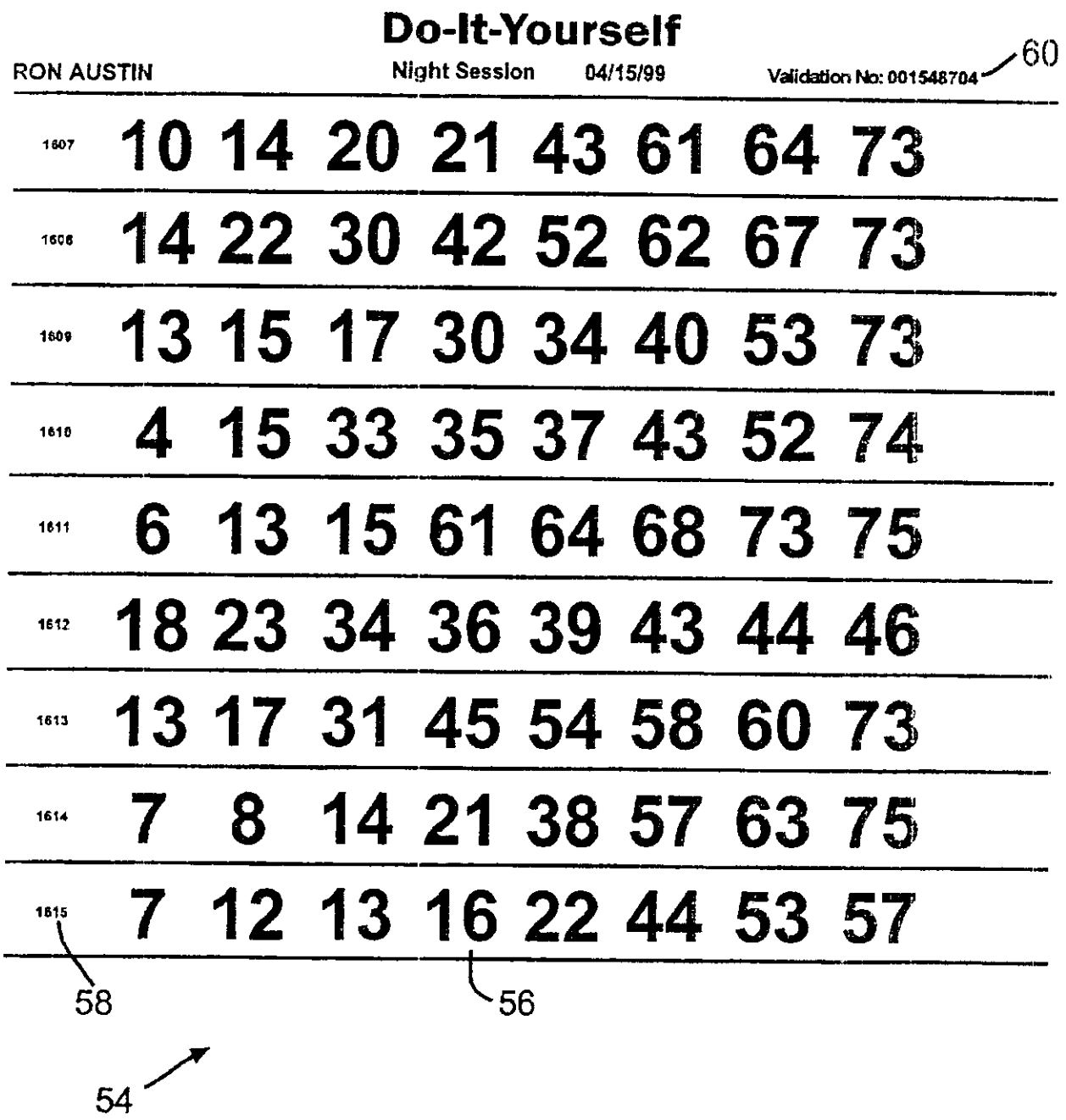
Do-It-Yourself
RON AUSTIN
Night Session 04/15/99
Validation No: 001548704
60
1607 10 14 20 21 43 61 64 73
1608 14 22 30 42 52 62 67 73
1609 13 15 17 30 34 40 53 73
1610 4 15 33 35 37 43 52 74
1611 6 13 15 61 64 68 73 75
1612 18 23 34 36 39 43 44 46
1613 13 17 31 45 54 58 60 73
1614 7 8 14 21 38 57 63 75
1615 7 12 13 16 22 44 53 57
58
56
54
Must have Original Receipt for Verification
This game sheet is for convenience only,
all winners will be verified from original receipt.
Please compare the numbers on this game sheet to your original receipt.

FIG. 7

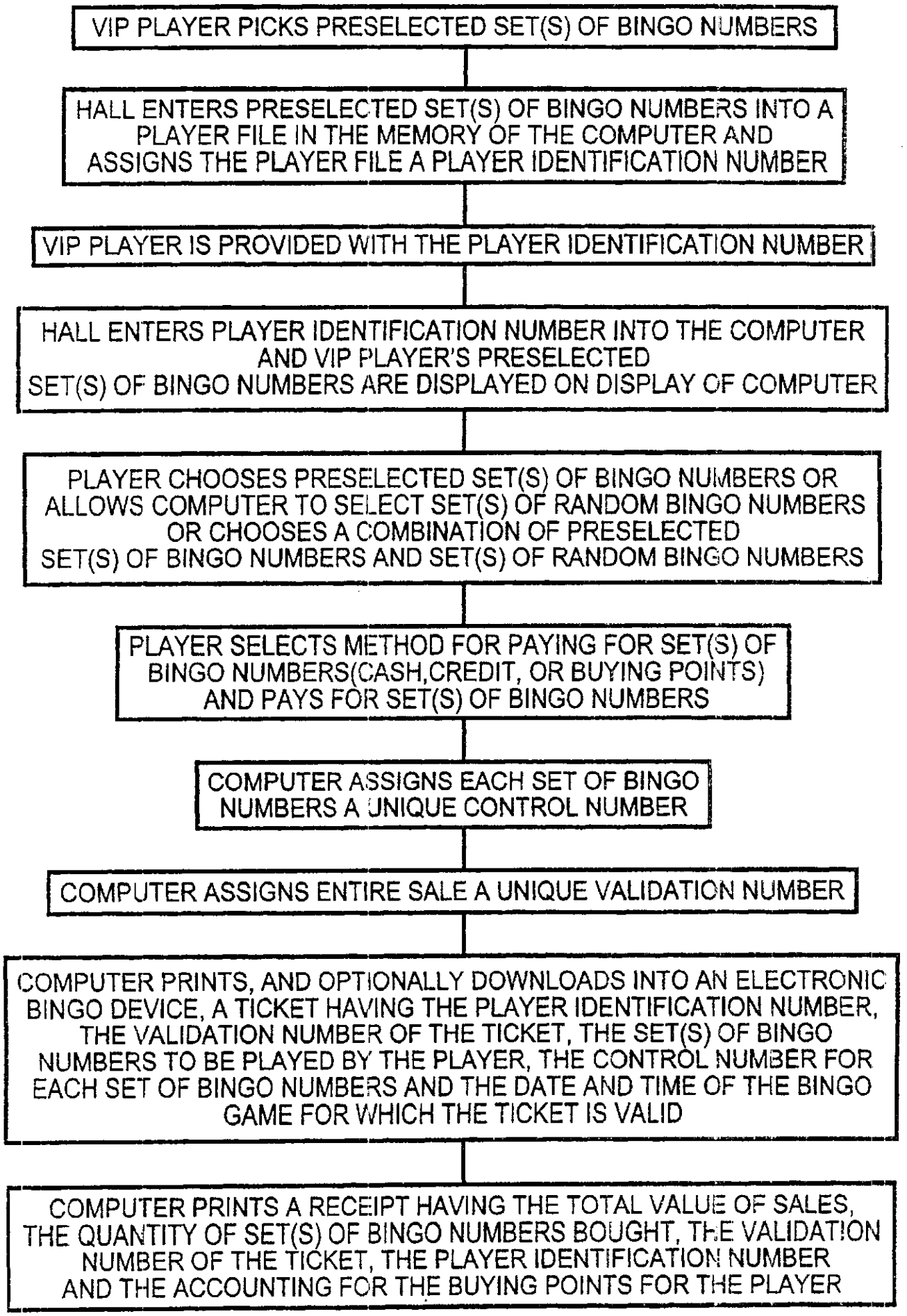
VIP PLAYER PICKS PRESELECTED SET(S) OF BINGO NUMBERS
HALL ENTERS PRESELECTED SET(S) OF BINGO NUMBERS INTO A PLAYER FILE IN THE MEMORY OF THE COMPUTER AND ASSIGNS THE PLAYER FILE A PLAYER IDENTIFICATION NUMBER
VIP PLAYER IS PROVIDED WITH THE PLAYER IDENTIFICATION NUMBER
HALL ENTERS PLAYER IDENTIFICATION NUMBER INTO THE COMPUTER AND VIP PLAYER'S PRESELECTED SET(S) OF BINGO NUMBERS ARE DISPLAYED ON DISPLAY OF COMPUTER
PLAYER CHOOSES PRESELECTED SET(S) OF BINGO NUMBERS OR ALLOWS COMPUTER TO SELECT SET(S) OF RANDOM BINGO NUMBERS OR CHOOSES A COMBINATION OF PRESELECTED SET(S) OF BINGO NUMBERS AND SET(S) OF RANDOM BINGO NUMBERS
PLAYER SELECTS METHOD FOR PAYING FOR SET(S) OF BINGO NUMBERS(CASH,CREDIT, OR BUYING POINTS) AND PAYS FOR SET(S) OF BINGO NUMBERS
COMPUTER ASSIGNS EACH SET OF BINGO NUMBERS A UNIQUE CONTROL NUMBER
COMPUTER ASSIGNS ENTIRE SALE A UNIQUE VALIDATION NUMBER
COMPUTER PRINTS, AND OPTIONALLY DOWNLOADS INTO AN ELECTRONIC BINGO DEVICE, A TICKET HAVING THE PLAYER IDENTIFICATION NUMBER, THE VALIDATION NUMBER OF THE TICKET, THE SET(S) OF BINGO NUMBERS TO BE PLAYED BY THE PLAYER, THE CONTROL NUMBER FOR EACH SET OF BINGO NUMBERS AND THE DATE AND TIME OF THE BINGO GAME FOR WHICH THE TICKET IS VALID
COMPUTER PRINTS A RECEIPT HAVING THE TOTAL VALUE OF SALES, THE QUANTITY OF SET(S) OF BINGO NUMBERS BOUGHT, THE VALIDATION NUMBER OF THE TICKET, THE PLAYER IDENTIFICATION NUMBER AND THE ACCOUNTING FOR THE BUYING POINTS FOR THE PLAYER

FIG.8

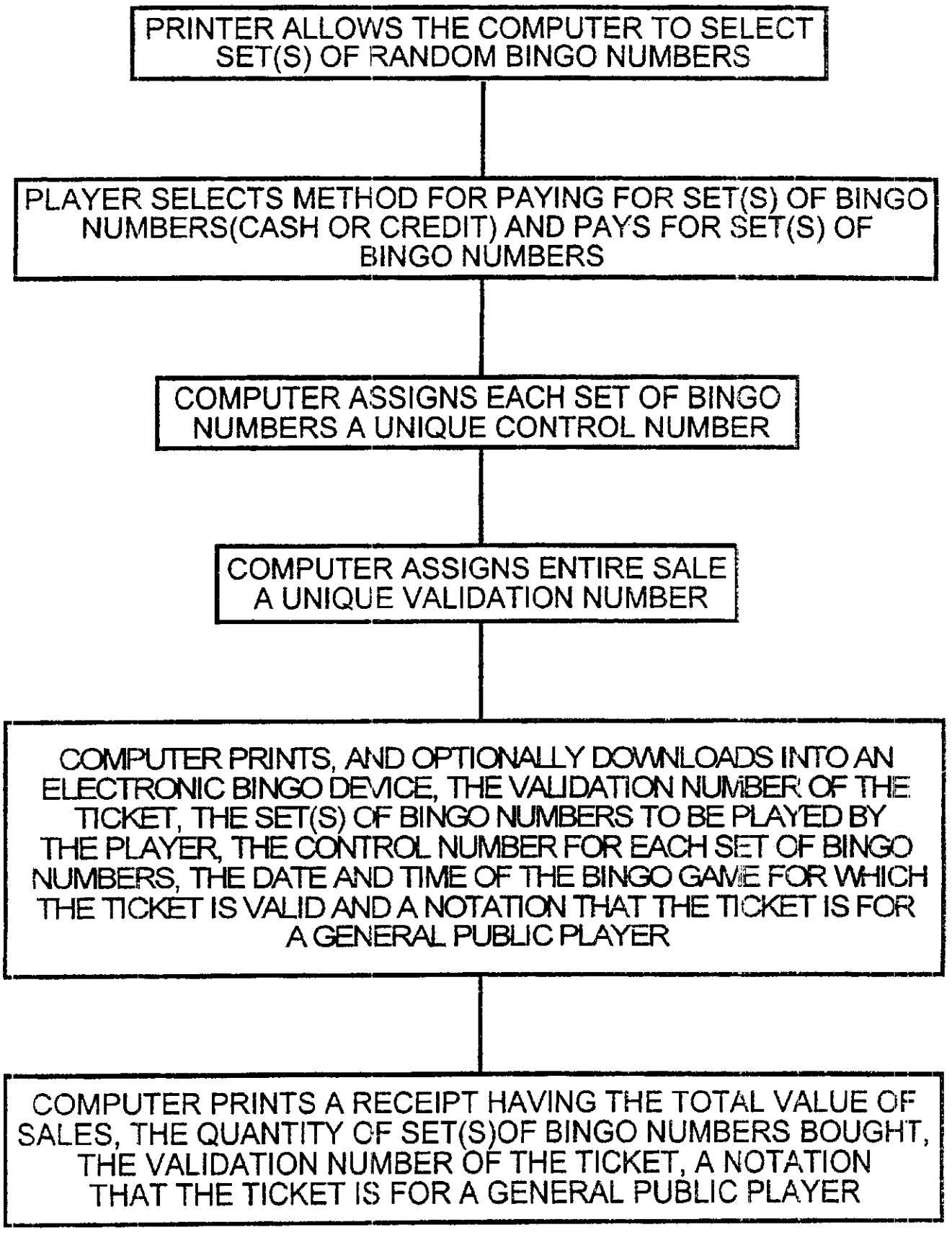
PRINTER ALLOWS THE COMPUTER TO SELECT SET(S) OF RANDOM BINGO NUMBERS
PLAYER SELECTS METHOD FOR PAYING FOR SET(S) OF BINGO NUMBERS(CASH OR CREDIT) AND PAYS FOR SET(S) OF BINGO NUMBERS
COMPUTER ASSIGNS EACH SET OF BINGO NUMBERS A UNIQUE CONTROL NUMBER
COMPUTER ASSIGNS ENTIRE SALE A UNIQUE VALIDATION NUMBER
COMPUTER PRINTS, AND OPTIONALLY DOWNLOADS INTO AN ELECTRONIC BINGO DEVICE, THE VALIDATION NUMBER OF THE TICKET, THE SET(S) OF BINGO NUMBERS TO BE PLAYED BY THE PLAYER, THE CONTROL NUMBER FOR EACH SET OF BINGO NUMBERS, THE DATE AND TIME OF THE BINGO GAME FOR WHICH THE TICKET IS VALID AND A NOTATION THAT THE TICKET IS FOR A GENERAL PUBLIC PLAYER
COMPUTER PRINTS A RECEIPT HAVING THE TOTAL VALUE OF SALES, THE QUANTITY OF SET(S)OF BINGO NUMBERS BOUGHT, THE VALIDATION NUMBER OF THE TICKET, A NOTATION THAT THE TICKET IS FOR A GENERAL PUBLIC PLAYER

FIG. 9

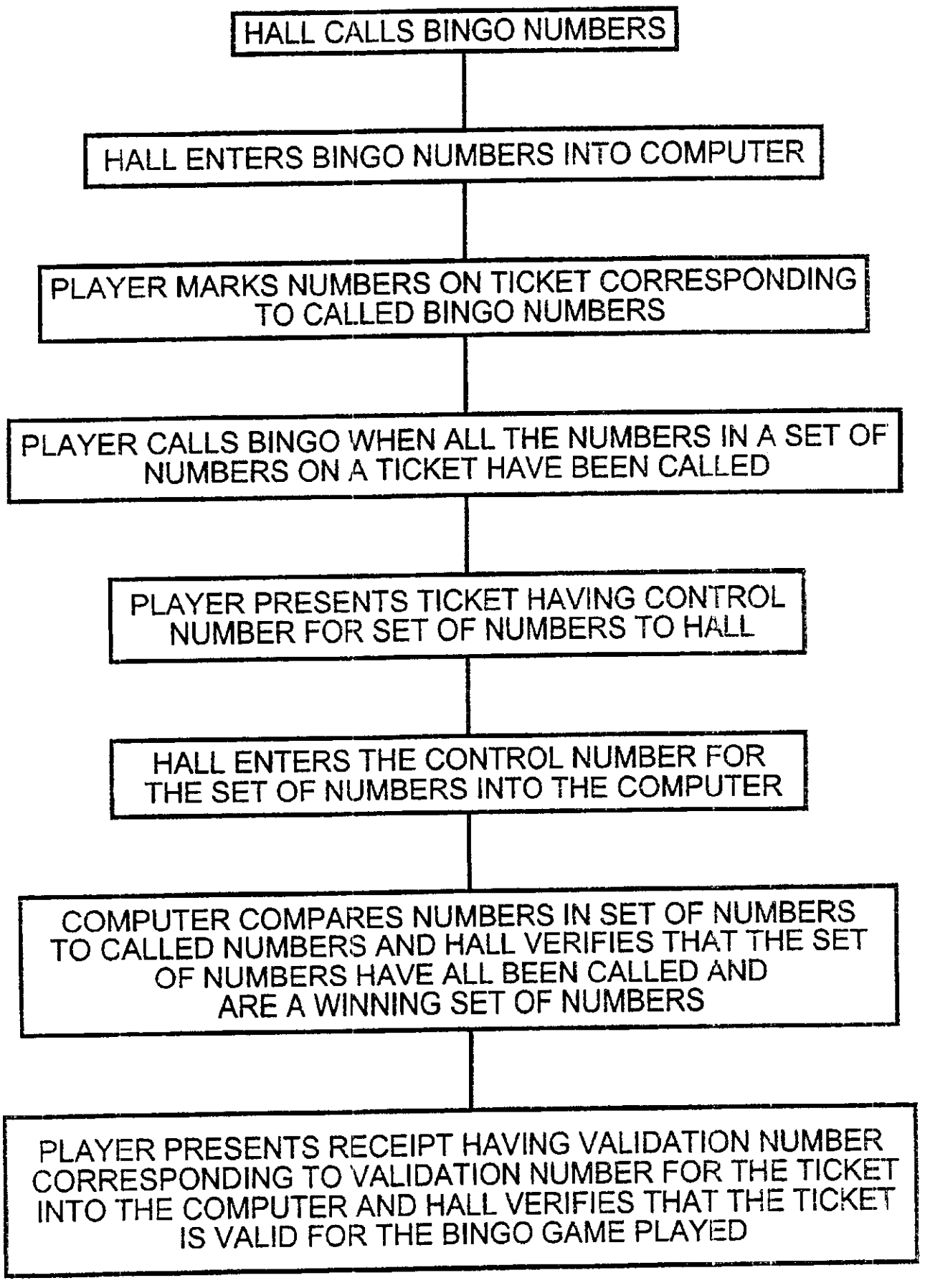
HALL CALLS BINGO NUMBERS
HALL ENTERS BINGO NUMBERS INTO COMPUTER
PLAYER MARKS NUMBERS ON TICKET CORRESPONDING TO CALLED BINGO NUMBERS
PLAYER CALLS BINGO WHEN ALL THE NUMBERS IN A SET OF NUMBERS ON A TICKET HAVE BEEN CALLED
PLAYER PRESENTS TICKET HAVING CONTROL NUMBER FOR SET OF NUMBERS TO HALL
HALL ENTERS THE CONTROL NUMBER FOR THE SET OF NUMBERS INTO THE COMPUTER
COMPUTER COMPARES NUMBERS IN SET OF NUMBERS TO CALLED NUMBERS AND HALL VERIFIES THAT THE SET OF NUMBERS HAVE ALL BEEN CALLED AND ARE A WINNING SET OF NUMBERS
PLAYER PRESENTS RECEIPT HAVING VALIDATION NUMBER CORRESPONDING TO VALIDATION NUMBER FOR THE TICKET INTO THE COMPUTER AND HALL VERIFIES THAT THE TICKET IS VALID FOR THE BINGO GAME PLAYED

FIG. 10

METHOD AND SYSTEM FOR STORING PRESELECTED NUMBERS FOR USE IN GAMES OF BINGO

This application is a continuation of application Ser. No. 09/478,685 filed on Jan. 6, 2000, now U.S. Pat. No. 6,398,646.

CROSS-REFERENCE TO RELATED APPLICATIONS

Not Applicable

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

Not Applicable

REFERENCE TO A "COMPUTER LISTING APPENDIX SUBMITTED ON A COMPACT DISC"

A Computer Program Listing Appendix on a compact disc is submitted with this application. A duplicate copy of the compact disc is also submitted with this application. Each compact disc contains a file entitled "VIPickem.txt". The file was created on Jun. 3, 2002 and is 314,671 bytes in size. The material contained on the compact disc is incorporated herein by reference.

BACKGROUND OF THE INVENTION

(1) Field of the Invention

The present invention relates to an automated Bingo system having the ability to print sets of numbers on tickets on site. The system uses a computer to print the tickets, track the sale of the tickets and to validate winning tickets. In particular, the present invention relates to an automated system for playing Bingo where a computer stores the specific sets of Bingo numbers for a player and prints the tickets having the player's specific set of Bingo numbers to enable the player to play his specific Bingo numbers for various sessions of Bingo.

(2) Description of the Related Art

The related art has shown various automated Bingo games where a computer is used to produce and track the game boards and to validate the winning game boards on site. Illustrative are U.S. Pat. Nos. 5,007,649 to Richardson and 5,687,971 to Khaladkar.

Richardson describes an automatic gaming system having a system base station, electronic gaming boards and validation units. The base station of the system includes a gaming library which contains a plurality of gaming cards created beforehand by the players. This allows the players to select the numbers on their cards. The gaming cards are downloaded from the base station into the electronic gaming boards. The base station retains auditing information about the downloaded cards. A validation code can also be downloaded into the electronic gaming boards. The electronic gaming boards can also have timers to prevent changing the gaming boards once the game has begun.

Khaladkar describes a Bingo system using a computer to print Bingo cards on site and to track the sale of the cards. The system generates a fixed series of cards. The series needs to be fixed in order to keep track of the cards in the game. The system extracts from the data memory, a plurality of series of the Bingo cards which are different and separate and there is no duplication within a series or between series

of the Bingo cards set forth in that series. The system uses a single paper for the entire book of Bingo cards to avoid possible tampering. Each Bingo card is associated with a serial number which identifies the particular Bingo card uniquely so that each Bingo card can be retrieved from the memory by entry into the memory of the serial number. The serial number on the card is used to verify the winner. Cards are preprinted before the game. The customer does not select numbers on the cards. The system can also be used with video display Bingo cards.

Also, of interest is U.S. Pat. No. 4,909,516 to Kolinsk which describes a computerized Bingo game where the computer plays all the Bingo cards simultaneously.

Only of minimal interest is U.S. Pat. No. 5,890,432 to Rogaliner et al which describes a method of manufacturing Bingo paper.

There remains the need for an automated Bingo system which allows players to select their own numbers and store their numbers in the automated system for use in later sessions of Bingo. The present invention allows for the printing of game tickets on site having the player's preselected sets of Bingo numbers and for tracking and validating the sets of numbers using the automated system.

SUMMARY OF THE INVENTION

The present invention relates to a method and system for managing a Bingo game. The method and system of the present invention allow repeat players to easily play their favorite sets of numbers in multiple sessions of Bingo. The method and system also allow the hall to track the sale of Bingo tickets, easily verify the Bingo winners and keep track of VIP or repeat players. The use of the computer with the accounting, ticket and receipt and the verification programs allows for on site, point-of-sale printing of tickets with minimal risk of tampering. The system enables players to store preselected Bingo numbers or sets of Bingo numbers in the memory or database of the computer. The Bingo numbers are then-able to be retrieved by a player when the player wishes to play the preselected Bingo numbers in a Bingo game. In the method of using the system, the VIP player preselects numbers which he wishes to play in multiple Bingo sessions. The hall enters the numbers into the memory of the computer. On the date of the Bingo game, the VIP player gives the hall his VIP player identification number. The hall enters the VIP player identification number into the computer and the VIP player's preselected numbers are displayed on the display of the computer. The VIP player then chooses which preselected Bingo numbers to play in the particular game. The VIP player pays for the Bingo numbers. The VIP player can pay for the numbers using VIP points which the player has accumulated from previous games. Upon paying for the numbers, the player is provided with a ticket. The ticket includes the preselected numbers with a control number for each set of numbers and a validation number for the ticket. The sets of numbers are printed on a ticket. The player has the option of also having the sets of numbers downloaded into an electronic Bingo device. The ticket can also be enlarged to a game board by the system at the player's option. The VIP player is also provided with a receipt indicating the number of preselected sets of numbers which the player bought, the validation number for the ticket and the time and date of the Bingo game for which the ticket is valid. The receipt may also list the sales agent and the identification number of the computer which sold the ticket. The Bingo game is then played with the called Bingo numbers being entered into the computer.

When a player calls BINGO, the hall enters the control number of the potentially winning set of Bingo numbers into the computer. The computer will instantly notify the hall whether or not the player has a winning set of Bingo numbers. To collect his prize, the player must present his receipt having the correct validation number.

The present invention relates to a system for managing a game of Bingo which comprises: a computer with a central processing unit (CPU) and with a memory and with a printer connected to the CPU; an input and output terminal connected to the CPU and memory of the computer; and a program in the computer enabling: (i) input of at least one set of numbers which is preselected by a player for repetitive play in games of Bingo over a period of time; (ii) addition by the computer of a control number for each set of numbers which is preselected by the player; (iii) output of a receipt with the control number, the set of numbers which is preselected, a price for the set of numbers which is preselected, a date of the game of Bingo and optionally a computer identification number; and (iv) output for verification of a winning set of numbers by means of the control number which is input into the computer by a manager of the game of Bingo.

Further, the present invention relates to a method for playing a game of Bingo which comprises the steps of: providing a system for managing a game of Bingo which comprises: a computer with a central processing unit (CPU) and with a memory and with a printer connected to the CPU; an input and output terminal connected to the CPU and memory of the computer; and a program in the computer enabling: (i) input of a set of numbers which is preselected by a player for repetitive play in games of Bingo over a period of time; (ii) addition by the computer of a control number for the set of numbers which is preselected by the player; (iii) output of a receipt with the control number, the set of numbers which is preselected, a price for the set of numbers which is preselected, a date of the game of Bingo and optionally a computer identification number; and (iv) output for verification of a winning set of numbers by means of the control number which is input into the computer by a manager of the game of Bingo; playing the game of Bingo using the set of numbers; and verifying the winning set of numbers with the control number with the program.

Still further, the present invention relates to a method using a programmable computer to track a set of numbers selected by a player to be played in a game of Bingo which comprises the steps of: receiving the set of numbers selected by the player to be played in the game of Bingo; assigning a control identifier to the set of numbers; storing the set of numbers and the control identifier on a computer readable medium; displaying the set of numbers to be played in the game of Bingo along with the control identifier; receiving a potentially winning control identifier corresponding to a potentially winning set of numbers after the game of Bingo has been played; and displaying the set of numbers corresponding to the potentially winning control identifier to determine whether the potentially winning set of numbers is a winning set of numbers.

Further still, the present invention relates to a method using a programmable computer to track a set of numbers selected by a player to be played in a game of Bingo which comprises the steps of: receiving a preselected set of numbers; assigning a player identifier to a group having the preselected set of numbers wherein all preselected sets of numbers corresponding to one player belong to one group and are assigned one player identifier; storing the preselected set of numbers and the player identifier on a computer readable medium; receiving the player identifier for the player to retrieve the group having the preselected set of numbers corresponding to the player; receiving the set of numbers to be played in the game of Bingo from the preselected set of numbers; assigning a control identifier for the set of numbers to be played in the game of Bingo; storing the control identifier for the set of numbers to be played in the game of Bingo on the computer readable medium; displaying the set of numbers to be played in the game of Bingo along with the corresponding control identifier; receiving a potentially winning control identifier corresponding to a potentially winning set of numbers after the game of Bingo has been played; and displaying the set of numbers corresponding to the potentially winning control identifier to determine whether the potentially winning set of numbers is a winning set of numbers.

The substance and advantages of the present invention will become increasingly apparent by reference to the following drawings and the description.

BRIEF DESCRIPTION OF THE DRAWING(S)

FIGS. **1** and **1A** are schematic representations of the system **10** of the present invention.

FIG. **2** is a printout of a player receipt **50** for a one time player.

FIG. **3** is a printout of a player ticket **52** for a one time player.

FIG. **4** is a printout of a game board **54** for a one time player.

FIG. **5** is a printout of a player receipt **50** for a VIP player.

FIG. **6** is a printout of a player ticket **52** for a VIP player.

FIG. **7** is a printout of a game board **54** for a VIP player.

FIG. **8** is a flowchart showing the method of using the Bingo system **10** to purchase numbers for a Bingo game by a VIP player.

FIG. **9** is a flowchart showing the method of using the system **10** to purchase Bingo numbers for a Bingo game by a general public player.

FIG. **10** is a flowchart showing the method of playing a Bingo game using the system **10** for either type of player after the set(s) of Bingo numbers **56** are purchased.

DESCRIPTION OF THE PREFERRED EMBODIMENT(S)

The automated Bingo system **10** of the present invention allows for managing all aspects of a Bingo game. The system **10** preferably can be used with any version of the game of Bingo. In the preferred embodiment, the system **10** is used with a version of Bingo commonly referred to as "U-PICK-EM", "PICK", "PICK 7", "PICK 6", "SELECT 8", "PICK 8" and "DO IT YOURSELF". In this version of the game of Bingo, a player or the computer selects sets of numbers to be played in the game. Each set of numbers has the same amount of numbers. For example, for the game entitled "PICK 7", all sets of numbers would have seven (7) numbers. The sets of numbers are displayed in horizontal rows. Preferably, the numbers range from 1 to 75; although, any range of numbers can be used. The hall or manager of the Bingo session calls the Bingo numbers in the range of numbers available for the particular game. Unlike standard Bingo, a letter in the word BINGO is not associated with the numbers. As the hall calls the numbers, the players mark their ticket or game boards. To win, a player must mark all numbers in a set of numbers which corresponds to marking

one (1) horizontal row. In an alternative version of the "UPICK-EM" Bingo game, the hall has a second jackpot called a "hot ball", "fish bowl", "pickle jar" or "cookie jar". To win this second jackpot, a player must achieve a winning Bingo configuration on a predetermined Bingo number as selected by the hall. Another alternative version of the "U-PICK-EM" Bingo game is the matrix option. In this version, a player or computer chooses the same number of sets of numbers as there are numbers in the set. For example, 5 sets of 5 numbers, 6 sets of 6 numbers, 7 sets of 7 numbers, etc. The sets are arranged in rows and columns with the number of rows equal to the number of columns. A player can win by marking all the numbers in either a row or column. For example, a ticket for a matrix version having 8 sets of 8 numbers would have 64 numbers with 16 sets of numbers in play allowing 16 different ways to achieve Bingo. The system **10** also allows for two (2) different types of Bingo players. The first type of player is a VIP or repeat player. A VIP player is a player who has played Bingo at the hall in the past and consistently plays Bingo at the hall. The second type of player is a general public player. A general public player is not a consistently, repeat player at the hall.

As shown in FIGS. **1** and **1**A, the system **10** of the present invention includes a computer **12** having a CPU **14**, a display or monitor **20**, at least one (1) input/output device **18** and a printer **22**. A second computer **32** with a second printer **34** may also be included in the system **10**. The memory **16** of the computer **12** includes a computer memory **16** having a computer program **16** A which allows for managing most aspects of the Bingo game. The computer program **16** A is able to keep track of all the accounting involved in running a Bingo game, prepare the ticket **52** for the player and verify a winning set of Bingo numbers **56** and a winning ticket **52**. In particular, the computer program **16** A includes an accounting program which keeps track of the number of sets of numbers **56** sold for a specific Bingo game as well as the amount of money or number of buying points paid for each set of numbers **56**. The accounting program also allows for printing a receipt **50** for a player confirming the purchase of the sets of numbers **56**. The accounting program is able to keep track of the amount of money paid to various winners during each session. The accounting program also allows for special pricing of set(s) of numbers. For example, a player may receive a discount for purchasing multiple sets of numbers **56**. Preferably, the accounting program used in the system **10** is similar to the EPICT™ accounting program sold by Melange Computer Services, Inc. The computer program also includes a ticket program which prints tickets **52** having the sets of numbers **56** bought by the player at the point of sale. Alternatively, the ticket program downloads the ticket **52** into a portable electronic Bingo device **26** at the point of sale. Finally, the computer program includes a verification program. The verification program allows the hall to quickly and accurately verify that a ticket **52** has a winning set of Bingo numbers 56 and that the ticket 52 was valid for the particular Bingo game. An example of a computer program which will perform the method of the present invention is "VIPickem.txt" which is contained in the computer program listing appendix located on the compact disc submitted herewith and is incorporated herein by reference.

The memory **16** of the computer **12** also includes a player database **16** B having player files. The player files contain the favorite set or sets of Bingo numbers **56** which each VIP player likes to play for multiple sessions of the game of Bingo (FIG. **8**). If the player is a general public player, then the player does not have a player file. The sets of Bingo numbers **56** in the player file are preselected by the player and are input into the player file. The player file is then given a player identification number **62** which is given to the VIP player. The player identification number **62** can be encoded on a magnetic strip on a VIP card (not shown). In the preferred embodiment, the preselected sets of Bingo numbers **56** are only entered once into the player database **16** B. In the preferred embodiment a VIP player is able to modify the preselected sets of numbers **56** in a player file at any time. Preferably, the player database **16** B can have an unlimited number of player files. In addition, preferably each player file has subfiles for each different version of the Bingo game. Thus, each subfile would include sets of Bingo numbers **56** which a VIP player has preselected to play in a specific version of the Bingo game. These subfiles are important where a hall plays several versions of Bingo. Preferably inactive player files which have not been accessed for a predetermined period of time are deleted from the player database **16** B. The memory **16** of the computer **12** also includes a temporary memory **16** C. The temporary memory **16** C includes the sets of numbers **56** selected by a player for a specific session of Bingo. The temporary memory **16** C also includes the control numbers **58** and the validation number **60** relating to a specific session of Bingo. The temporary memory **16** C is preferably erased after each session of Bingo.

For a VIP player to use the system **10**, the VIP player swipes his player identification card through a reader at the cashier counter where the Bingo tickets **52** are sold (FIG. **8**). Alternatively, the cashier or computer operator types the player identification number **62** into the computer **12** using the input/output device **18** which is preferably a keyboard. The player's name may be inputted into the computer **12** to obtain the player's identification number **62**. The VIP player's player file is then displayed on the video display, video screen or monitor **20** of the computer system **10**. If the player's file contains subfiles then the player or cashier selects the subfile which corresponds to the version of the Bingo game which is to be played. The VIP player then selects the sets of numbers **56** he wishes to play. In combination with the sets of numbers **56** he selects, the VIP player can, also have the computer **12** select random sets of numbers **56**. Alternatively, the VIP player can choose to play only computer selected sets of random Bingo numbers **56**. For a general public player, to purchase sets of numbers **56** for a Bingo game, the general public player indicates to the cashier how many sets of numbers **56** he wishes to play (FIG. **9**). The computer **12** then randomly picks the numbers for the number of sets of numbers **56** to be purchased by the player. These sets of numbers **56** may be displayed on the monitor **20** of the computer **12** prior to the player buying the sets of numbers **56**. It is possible that a player may request that the computer **12** reselect the sets of numbers **56** if the player does not like the sets of numbers **56** originally selected by the computer **12**. If a general player would like to choose specific sets of numbers **56**, a player can start a player file directly prior to a game and become a VIP player.

Once the sets of numbers **56** are selected, the computer **12** assigns each set of numbers **56** a unique control number **58** (FIGS. **3** and **6**). If the game is a matrix game, the columns as well as the rows are provided with a control number **58**. The accounting program then calculates the cost of the sets of numbers **56** to be played by the player. The VIP player then pays for the sets of numbers **56**. The VIP player can pay by cash or credit. In the preferred embodiment, the credit card information for a client is stored in the player file which eliminates the need for the player to produce a credit card.

The player can also purchase sets of numbers **56** using buying points. Buying points are points earned by a player during previous games. The points result from a winning Bingo by a player. Alternatively, the player earns buying points based on the amount of sets of numbers **56** he purchases. Preferably, the accounting program calculates the total buying points a player has after each sale to a player and after each Bingo game, the total is then stored in the player's file in the player database **16**B of the computer **12**. In the preferred embodiment, the number of buying points a player has in his account is displayed on the monitor **20** along with the preselected set of numbers **56**, when the VIP player identification number **62** is entered into the computer **12**. However, a general public player can not purchase sets of numbers **56** using buying points since the player does not have a player file or an account to track his buying points. In addition, buying points are not awarded to general public players since there is no player file for those players. Once the VIP or general public player purchases the sets of numbers **56**, the computer **12** assigns the transaction or sale a single, unique validation number **60**. The player then receives a ticket **52** and a receipt **50**. The computer **12** also stores the sets of numbers **56** sold, the corresponding control numbers **58** and the validation number **60** in a temporary memory **16**C. The temporary memory **16**C preferably also includes the time and date of the particular session which the sets of numbers **56** and ticket **52** are valid. In the preferred embodiment, the information for a particular session of Bingo is deleted from the temporary memory **16**C after. a predetermined amount of time.

The ticket **52** issued to the player is printed on a printer **22** of the computer **12** (FIGS. **3** and **6**). The printed ticket **52** is preferably the size of a standard store receipt. In addition, the ticket **52** can be downloaded into an electronic Bingo device **26**. The ticket **52** preferably has a listing of the sets of numbers **56** to be played by the player. The sets of numbers **56** are preferably arranged in horizontal rows. Each set of numbers **56** is provided with a unique transaction control number **58**. The unique control number **58** for each set of numbers **56** is preferably adjacent each row having the set of numbers **56**. For a matrix session, the control numbers **58** are preferably adjacent each row and at the top or bottom of each column. The ticket **52** also has the validation number **60** for that ticket **52** or sale. In addition, the time and date of the game is indicated on the ticket **52**. If the player is a VIP player, the ticket **52** also preferably includes the player's name or player identification number **62**. If the player is a general public player, then the ticket **52** preferably includes the words "general public" or includes a standard general public identification number. Once the sale is made and the ticket **52** is provided to the player, the player may enter his identification number **62** or the validation number **60** into a second computer **32** having a second program memory **36** with a second computer program. The second printer **34** prints a large game sheet or game board **54** having the sets of numbers **56** (FIGS. **4** and **7**). The larger game board **54** preferably includes the same information as the original ticket **52**. The larger game board **54** makes it easier for a player to mark his card.

The player is also provided with a receipt **50**. The receipt **50** preferably has the validation number **60**, the amount of sets of numbers **56** purchased, the session of the game for which the sets of numbers **56** were purchased, the total value of the sales of the sets of numbers **56** and the amount due, amount received and change due for the sale (FIGS. **2** and **5**). The receipt **50** also preferably includes the date and time the sets of numbers **56** were purchased, the name of the hall having the Bingo game, the identification of the computer **12** which sold the sets of numbers **56** and the identification of the operator of the computer **12**. If the player is a VIP player, the ticket **52** may also include a buying point transaction accounting including the buying point total, the points redeemed, points earned, the new point total and the dollar value of the points (FIG. **5**).

In the preferred embodiment, only one (1) Bingo game is on sale at one time. However, it is possible that multiple Bingo games could be sold at the same time. Preferably, all sets of numbers **56** for a particular game must be purchased the day of the game. The sales of sets of numbers **56** for a particular session of Bingo are preferably stopped 5 minutes before the start of the game. This prevents players from selecting sets having numbers which have already been called. In an alternative embodiment, the sets of numbers **56** must be purchased directly before the-game. In the preferred embodiment, the computer **12** keeps track of only one game and the sets of numbers **56** for that game. Preferably, the sets of numbers **56** for a specific game would be printed on a single ticket **52** with a corresponding separate receipt **50**.

The "U-PICK-EM" Bingo game is preferably played similarly to standard Bingo games (FIG. **10**). The hall randomly selects numbers and calls the numbers. Any well known means can be used to select the numbers. In the preferred embodiment, the selection of numbers and calling of numbers is not done using the computer **12**. However, the computer **12** may automatically enter the Bingo numbers as they are selected or called. The computer **12** can use a ball call interface to automatically enter the winning Bingo numbers into the computer **12**. A ball call interface is a device that reads the Bingo numbers once they are called and placed into the ball call blower rack. Alternatively, the Bingo numbers can be manually entered into the computer **12**. As the numbers are called, each player marks their ticket **52**, game board **54** or electronic Bingo device **26** appropriately. When a player or players have covered all of the numbers of a set of numbers **56**, the player signals a Bingo. Alternatively, where the game is a matrix game, the player would signal when all the numbers in either a row or column on the ticket **52** is covered. Therefore in a matrix game, a winning set of numbers **56** may not be a set of numbers **56** selected by a player but rather include a single number for each set of numbers **56** selected by a player. When a player signals a Bingo, the player shows his ticket **52** and receipt **50** to the hall. The hall enters the control number **58** of the set of numbers **56** forming the winning Bingo into the computer **12**. The computer **12** compares the player's set of numbers **56** with the called numbers. The computer **12** then indicates whether the set of numbers **56** was sold for that particular session and whether the set of numbers **56** is a winning set of numbers **56**. If the set of numbers **56** is verified as a winning set, the set of numbers **56** is preferably displayed on monitors **24** in the hall so that the remaining players can see the winning set of numbers **56**. To collect a winning jackpot, the player must show his original receipt **50** to the hall. The hall compares the validation numbers **60** of the receipt **50** and ticket **52** to confirm that the ticket **52** was purchased for that particular session.

It is intended that the foregoing description by only illustrative of the present invention and that the present invention be limited only by the hereinafter appended claims.

We claim:

1. A system for managing a game of Bingo which comprises:

(a) a computer having a central processing unit (CPU) and a memory;

(b) an input device connected to the computer.

(c) an output device connected to the computer; and

(d) a computer program operating on the computer enabling:

(i) input of at least two sets of Bingo numbers preselected by a player without payment by the player;

(ii) storage of the sets of Bingo numbers preselected by the player in the memory of the computer;

(iii) assignment of a single player identifier unique to the player for the sets of Bingo numbers preselected by the player and stored in the memory of the computer wherein the player identifier is assigned to the sets of Bingo numbers for multiple sessions of Bingo;

(iv) retrieval of all the sets of Bingo numbers using the player identifier;

(v) selection, upon retrieval of all the sets of Bingo numbers, of at least one of the sets of Bingo numbers preselected by the player and stored in the memory of the computer, for play in a selected game of Bingo in a specific session of Bingo;

(vi) assignment by the computer of a control number for each set of Bingo numbers selected for play in the selected game of Bingo;

(vii) payment by the player of an amount necessary to purchase the selected Bingo numbers for play in the selected game of Bingo;

(viii) output of a receipt with the control number, the set of Bingo numbers selected for play in the selected game of Bingo and a validation number;

(ix) input into the computer of the control number of a potentially winning set of Bingo numbers for verification that the potentially winning set of Bingo numbers is a winning set of Bingo numbers; and

(x) input into the computer of the validation number for verification of the winning set of Bingo numbers.

2. The system of claim **1** wherein the computer system or a second computer system with a second program enables use of the validation number to receive an output of the set of Bingo numbers selected for play in the selected game of Bingo to be used by the player for the selected game of Bingo.

3. The system of claim **1** wherein the player inputs the set of Bingo numbers which is preselected into the computer using the input device.

4. The system of claim **1** wherein a portable terminal is configured to be connected to the CPU to receive the sets of Bingo numbers selected by the player from the sets of Bingo numbers preselected by the player and stored in the memory of the computer and paid for by the player after selection for play in a selected game of Bingo.

5. A method for playing a game of Bingo which comprises the steps of:

(a) providing a computer having a central processing unit (CPU) and a memory;

(b) providing an input device connected to the computer;

(c) providing an output device connected to the computer;

(d) providing a computer program capable of operating on the computer;

(e) inputting at least two sets of Bingo numbers preselected by a player into the computer for repetitive play in games of Bingo over a period of time;

(f) storing the sets of Bingo numbers preselected by the player in the memory of the computer;

(g) assigning a single player identifier unique to the player to the sets of Bingo numbers preselected by the player and stored in the memory of the computer for multiple sessions of Bingo;

(h) retrieving all the sets of Bingo numbers preselected by the player and stored in the memory of the computer using the single player identifier;

(i) selecting at least one set of Bingo numbers preselected by the player and stored in the memory of the computer for play in a selected game of Bingo in a specific session of Bingo;

(j) assigning a separate control number for each set of Bingo numbers selected for play in the selected game of Bingo;

(k) paying an amount necessary to purchase the sets of Bingo numbers selected for play in the selected game of Bingo in the specific session of Bingo to enable the player to play the sets of Bingo numbers selected for play in the selected game of Bingo in the specific session of Bingo;

(l) outputting a receipt having the sets of Bingo numbers selected for play in the selected game of Bingo and the control numbers;

(m) playing the game of Bingo using the sets of Bingo numbers selected for play in the selected game of Bingo wherein the player signals a Bingo to indicate one of the sets of Bingo numbers is a winning set of Bingo numbers; and

(n) verifying the winning set of Bingo numbers.

6. The method of claim **5** wherein in step (n), the winning set of Bingo numbers is verified using the computer program.

7. The method of claim **5** wherein the computer or a second computer with a second program enables an output of a print of the set of Bingo numbers selected for play in the selected game of Bingo and the control number wherein the print is used by the player for the game of Bingo.

8. The method of claim **5** further comprising after step (i), the steps of:

receiving an easy pick identifier and randomly generating a random set of Bingo numbers to be played in the selected game of Bingo in response to the easy pick identifier.

9. The method of claim **8** wherein an accounting of the set of Bingo numbers preselected by the player for play in the selected game of Bingo is provided further comprising the steps of:

receiving an amount of buying points corresponding to the player;

storing the amount of buying points in the memory of the computer;

in step (g), assigning the player identifier to the buying points wherein one player identifier is assigned to the buying points and the preselected set of Bingo numbers corresponding to one player;

in step (h), retrieving the buying points along with all the sets of Bingo numbers preselected by the player;

in step (k) subtracting from the amount of buying points a number of buying points corresponding to the amount necessary to purchase the set of Bingo numbers selected by the player to be played in the selected game of Bingo;

displaying a new amount of buying points with the set of Bingo numbers to be played in the selected game of Bingo in step (h); and

replacing the amount of buying points with the new amount of buying points in the memory of the computer.

10. A system for managing a game of Bingo which comprises:

(a) a computer having a central processing unit (CPU) and a memory;

(b) an input device connected to the computer;

(c) an output device connected to the computer; and

(d) a computer program operating on the computer enabling:

(i) input of at least two sets of Bingo numbers preselected by a player;

(ii) storage of the sets of Bingo numbers preselected by the player in the memory of the computer;

(iii) assignment of a single player identifier unique to the player to the sets of Bingo numbers preselected by the player and stored in the memory of the computer wherein the player identifier is assigned to the sets of Bingo numbers for multiple sessions of Bingo;

(iv) retrieval of all the sets of Bingo numbers using the player identifier;

(v) selection, upon retrieval of all the sets of Bingo numbers, of at least one of the sets of Bingo numbers and less than all the sets of Bingo numbers preselected by the player and stored in the memory of the computer, for play in a selected game of Bingo in a specific session of Bingo;

(vi) addition by the computer of a control number for each set of Bingo numbers selected for play in the selected game of Bingo;

(vii) output of a receipt with the control number and the set of Bingo numbers selected for play in the selected game of Bingo;

(viii) input into the computer of the control number of a winning set of Bingo numbers; and

(ix) verification of the winning set of Bingo numbers by means of the control number.

11. The system of claim 10 wherein the computer system or a second computer system with a second program enables an output of a print of the set of Bingo numbers selected for play in the selected game of Bingo and the control number to be used by the player for the selected game of Bingo.

12. The system of claim 10 wherein the player inputs the set of Bingo numbers which is preselected into the computer using the input device.

13. The system of claim 10 wherein an operator of the computer inputs the set of Bingo numbers which is preselected by the player using the input device.

14. The system of claim 10 wherein the output of the verification of the winning set of Bingo numbers with the control number is printed by a printer connected to the computer.

15. The system of claim 10 wherein the computer program enables selective retrieval by the player of at least one of the sets of Bingo numbers preselected by the player and stored in the memory of the computer into a portable terminal for play in the selected game of Bingo.

16. The system of claim 15 wherein the portable terminal is configured to be connected to the CPU to receive at least two of the sets of Bingo numbers preselected by the player and stored in the memory of the computer and selectively retrieved by the player for playing in a selected game of Bingo.

17. A method for playing a game of Bingo which comprises the steps of:

(a) providing a computer having a central processing unit (CPU) and a memory;

(b) providing an input device connected to the computer;

(c) providing an output device connected to the computer;

(d) providing a computer program capable of operating on the computer;

(e) inputting at least two sets of Bingo numbers preselected by a player into the computer;

(f) storing the sets of Bingo numbers preselected by the player in the memory of the computer;

(g) associating a single player identifier unique to the player to the sets of Bingo numbers preselected by the player and stored in the memory of the computer for multiple sessions of Bingo;

(h) retrieving all the sets of Bingo numbers preselected by the player and stored in the memory of the computer using the single player identifier;

(i) selecting at least one set of Bingo numbers and less than all sets of Bingo numbers preselected by the player and stored in the memory of the computer for play in a selected game of Bingo in a specific session of Bingo;

(j) outputting a receipt having the sets of Bingo numbers selected for play in the selected game of Bingo;

(k) playing the game of Bingo using the sets of Bingo numbers selected for play in the selected game of Bingo wherein the player signals a Bingo to indicate one of the sets of Bingo numbers is a winning set of Bingo numbers; and

(l) verifying the winning set of Bingo numbers.

18. The method of claim 17 wherein in step (l), the winning set of Bingo numbers is verified using the computer program.

19. The method of claim 17 wherein the computer or a second computer with a second program enables an output of a print of the set of Bingo numbers selected for play in the selected game of Bingo and wherein the print is used by the player for the game of Bingo.

20. The method of claim 17 wherein in step (e), the player inputs the sets of Bingo numbers which are preselected into the computer.

21. The method of claim 17 wherein in step (e), an operator of the computer inputs the sets of Bingo numbers which are preselected by the player.

22. The method of claim 17 wherein an output of a verification of the winning set of Bingo numbers is printed by a printer.

23. A method using a programmable computer having a memory to track a set of Bingo numbers selected by a player to be played in a selected game of Bingo which comprises the steps of:

(a) receiving at least two sets of Bingo numbers preselected by the player to be played in at least one game of Bingo;

(b) storing the sets of Bingo numbers preselected by the player;

(c) assigning a single player identifier unique to the player to all the sets of Bingo numbers preselected by the player wherein the single player identifier is assigned to all the sets of Bingo numbers for multiple sessions of Bingo;

(d) retrieving all the stored sets of Bingo numbers preselected by the player using the player identifier;

(e) selecting at least one of the sets of Bingo numbers and less than all the sets of Bingo numbers preselected by the player and stored, for play in a selected game of Bingo in a specific session of Bingo;

(f) assigning a separate control identifier to each set of Bingo numbers selected by the player to be played in the selected game of Bingo;

(g) storing each set of Bingo numbers selected by the player to be played in the selected game of Bingo along with its assigned control identifier;

(h) displaying each set of Bingo numbers to be played in the selected game of Bingo along with its assigned control identifier;

(i) receiving a potentially winning control identifier corresponding to one set of Bingo numbers selected by the player to be played in the selected game of Bingo after the selected game of Bingo has been played wherein the set of Bingo numbers is a potentially winning set of Bingo numbers; and

(j) verifying that the set of Bingo numbers selected by the player corresponding to the potentially winning control identifier is a winning set of Bingo numbers.

24. The method of claim **23** wherein in step (h), the set of Bingo numbers and the control identifier are displayed as a printed receipt and wherein the printed receipt is used to obtain a Bingo card having the set of Bingo numbers selected by the player for play in the selected game of Bingo.

25. The method of claim **24** wherein the printed receipt has a receipt validation number and wherein the receipt validation number is received by the computer or a second computer to obtain the Bingo card having the set of Bingo numbers selected by the player for play in the selected game of Bingo.

26. The method of claim **23** wherein in step (h), the display is received by a portable terminal.

27. The method of claim **23** wherein after step (h), and after or during the game of Bingo, winning numbers are received, wherein in step (j), the set of Bingo numbers corresponding to the potentially winning control identifier is compared to the winning numbers to determine whether the potentially winning set of Bingo numbers is the winning set of Bingo numbers.

28. The method of claim **23** wherein in step (h), the set of Bingo numbers and the control identifier is displayed as a printed receipt and wherein the printed receipt also includes a date of the selected game of Bingo, a price for the set of Bingo numbers to be played in the game of Bingo and a computer identification number.

29. The method of claim **23** further comprising after step (f), the steps of:

receiving an easy pick identifier and randomly generating a random set of Bingo numbers to be played in the selected game of Bingo in response to the easy pick identifier; and

assigning a random control identifier for the random set of Bingo numbers and wherein in step (g), the random control identifier for the random set of Bingo numbers to be played in the game of Bingo is stored with the control identifier for the set of Bingo numbers to be played in the selected game of Bingo.

30. The method of claim **23** wherein an accounting of the set of Bingo numbers preselected by the player for play in the selected game of Bingo is provided further comprising the steps of:

receiving an amount of buying points corresponding to the player;

storing the amount of buying points in the memory of the computer;

assigning the player identifier to the buying points wherein one player identifier is assigned to the buying points and the preselected set of Bingo numbers corresponding to one player;

retrieving the buying points along with all the sets of Bingo numbers preselected by the player;

subtracting from the amount of buying points a number of buying points corresponding to each set of Bingo numbers selected by the player to be played in the selected game of Bingo;

displaying a new amount of buying points with the set of Bingo numbers to be played in the selected game of Bingo in step (h); and

replacing the amount of buying points with the new amount of buying points in the memory of the computer.

* * * * *

Exhibit "G"

US 6,398,646B1

(12) **United States Patent**
Wei et al.

(10) **Patent No.: US 6,398,646 B1**
(45) **Date of Patent: Jun. 4, 2002**

(54) **METHOD AND SYSTEM FOR STORING PRESELECTED NUMBERS FOR USE IN GAMES OF BINGO**

(75) Inventors: **William Wei**, Williamston; **Jeffery A. Dettloff**, Lansing; **Ronald J. Austin**, Lansing; **Richard G. Bean**, Lansing; **Harrold J. Rappold**, Laingsburg; **James L. Green**, Grand Ledge, all of MI (US)

(73) Assignee: **Melange Computer Services, Inc.**, Lansing, MI (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

(21) Appl. No.: **09/478,685**

(22) Filed: **Jan. 6, 2000**

(51) **Int. Cl.**[7] **A63F 13/12**
(52) **U.S. Cl.** **463/19**; 463/16; 463/17; 463/18; 463/20; 463/21; 463/22
(58) **Field of Search** 463/16–22

(56) **References Cited**

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* cited by examiner

Primary Examiner—Valencia Martin-Wallace
Assistant Examiner—Carmen D. White
(74) *Attorney, Agent, or Firm*—Mary M. Moyne; Ian C. McLeod

(57) **ABSTRACT**

A method and system for managing a Bingo game while allowing a repeat player to play the same sets of numbers in multiple sessions of Bingo. The player preselects numbers which he wishes to play in multiple Bingo sessions. The hall stores the numbers in the memory of the computer. On the date of the Bingo game, the player chooses which preselected Bingo numbers to play. The player is provided with a ticket having the preselected numbers with a control number for each set of numbers and a validation number for the ticket. The player is also provided with a receipt indicating the number of preselected sets of numbers bought by the player and the validation number for the ticket. When a player calls Bingo, the hall enters the control number of the potentially winning set of numbers into the computer to verify the set of numbers is a winner.

27 Claims, 11 Drawing Sheets

Microfiche Appendix Included
(2 Microfiche, 160 Pages)

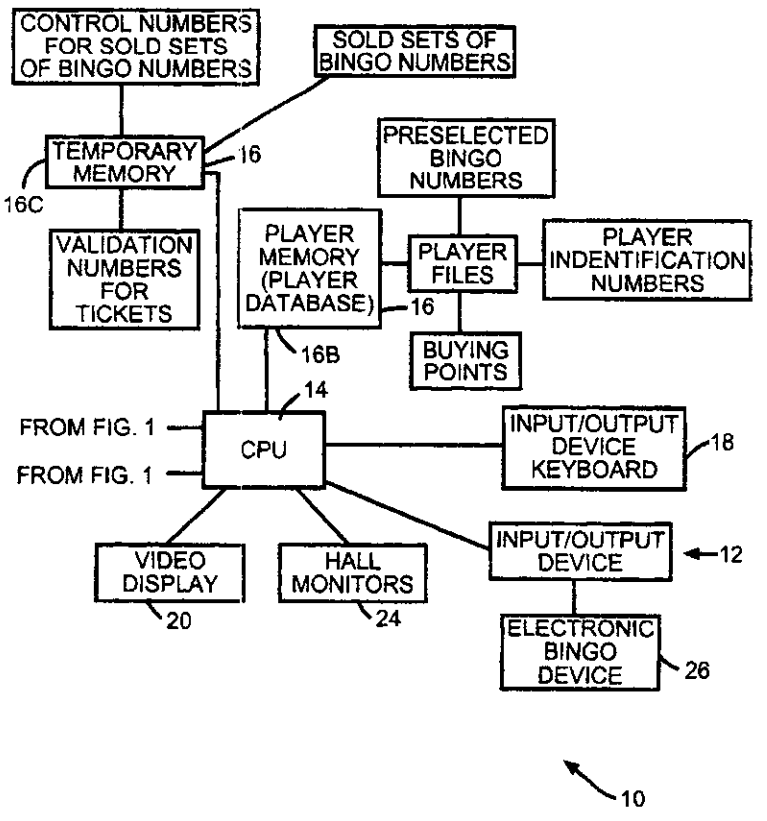

Exhibit G

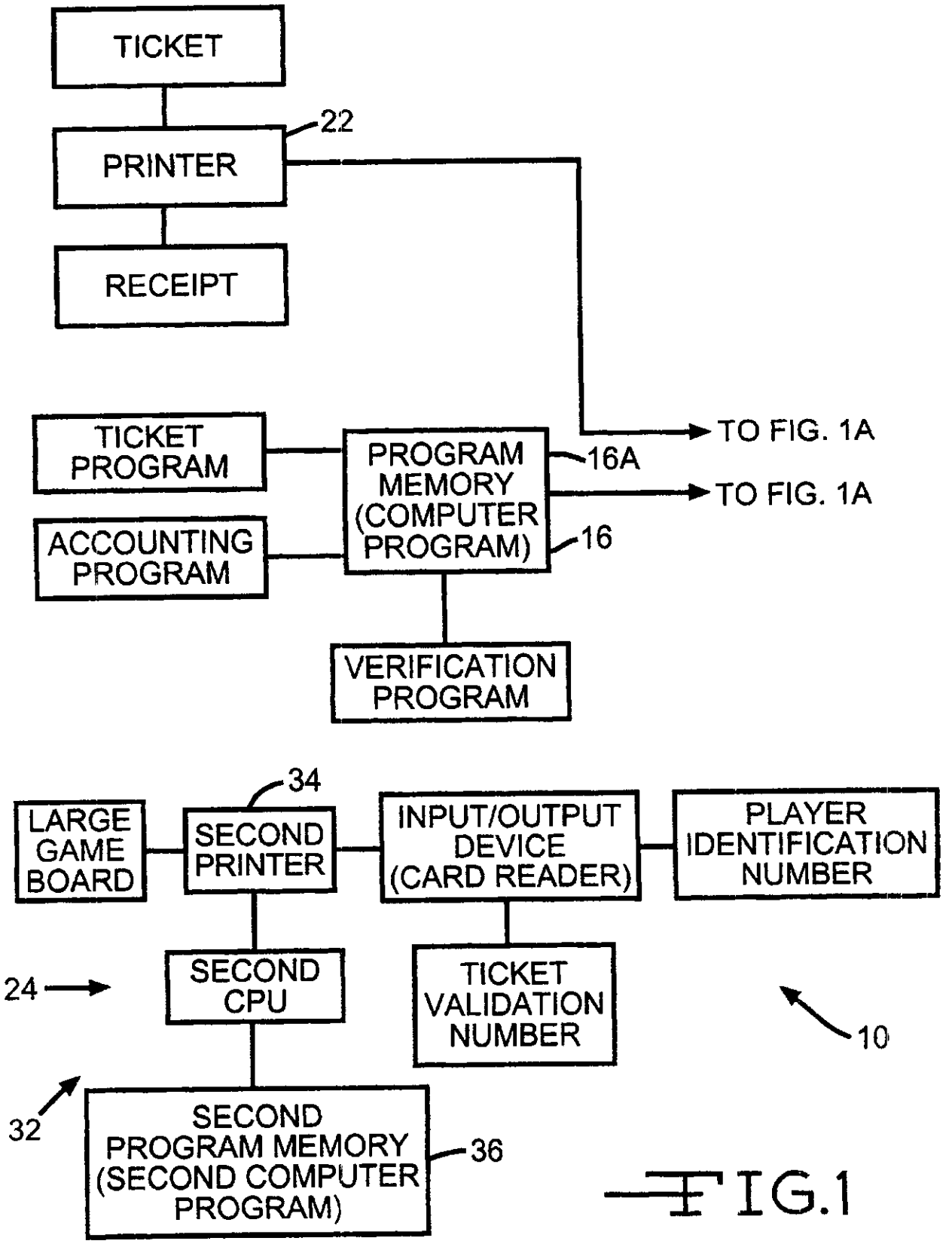
TICKET
22
PRINTER
RECEIPT
TICKET PROGRAM
ACCOUNTING PROGRAM
PROGRAM MEMORY (COMPUTER PROGRAM)
16A
16
TO FIG. 1A
TO FIG. 1A
VERIFICATION PROGRAM
34
LARGE GAME BOARD
SECOND PRINTER
INPUT/OUTPUT DEVICE (CARD READER)
PLAYER IDENTIFICATION NUMBER
24
SECOND CPU
TICKET VALIDATION NUMBER
10
32
SECOND PROGRAM MEMORY (SECOND COMPUTER PROGRAM)
36

FIG.1

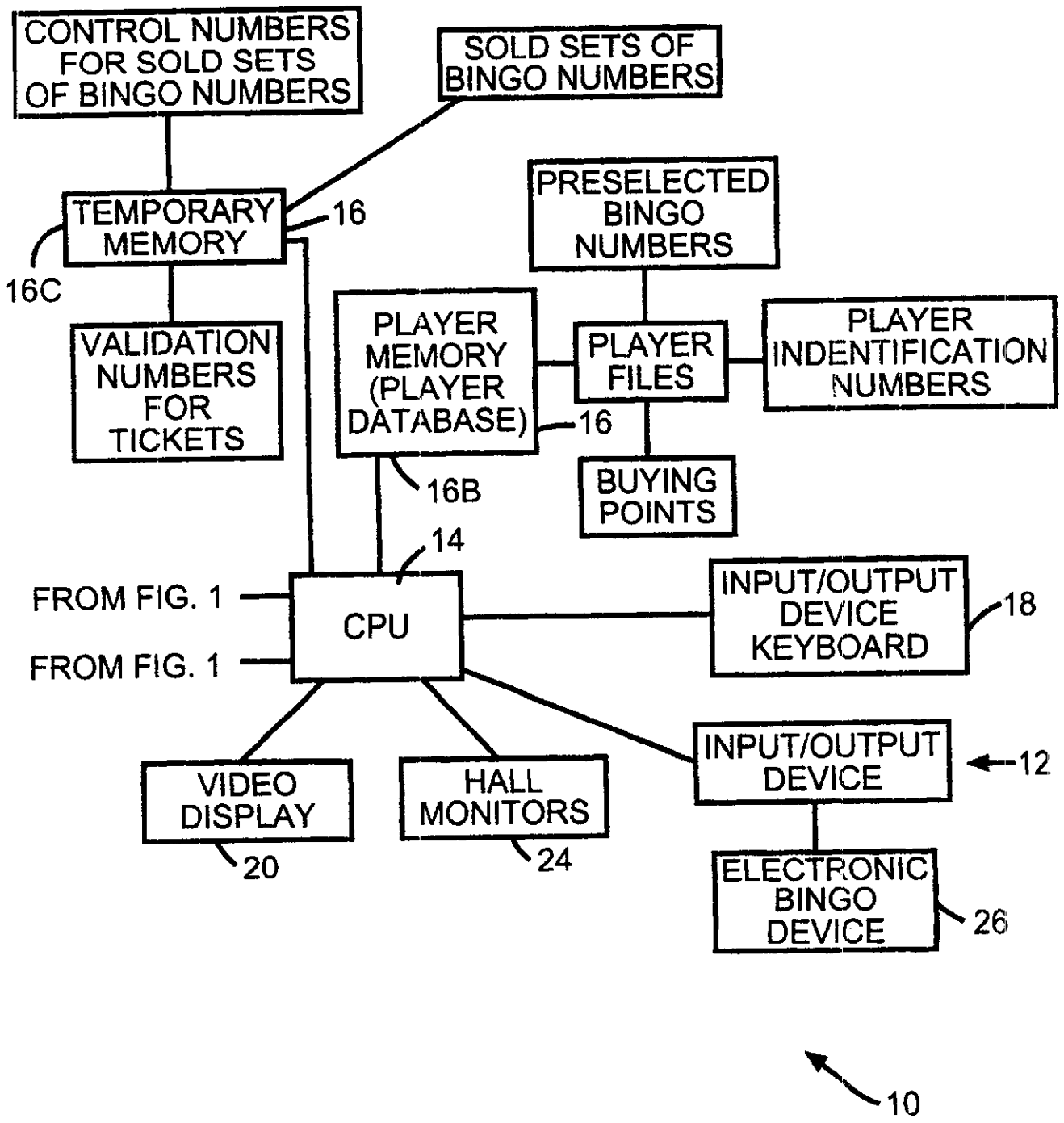
CONTROL NUMBERS FOR SOLD SETS OF BINGO NUMBERS
SOLD SETS OF BINGO NUMBERS
TEMPORARY MEMORY
16
16C
VALIDATION NUMBERS FOR TICKETS
PRESELECTED BINGO NUMBERS
PLAYER MEMORY (PLAYER DATABASE)
16
PLAYER FILES
PLAYER INDENTIFICATION NUMBERS
BUYING POINTS
16B
14
FROM FIG. 1
FROM FIG. 1
CPU
INPUT/OUTPUT DEVICE KEYBOARD
18
INPUT/OUTPUT DEVICE
12
VIDEO DISPLAY
20
HALL MONITORS
24
ELECTRONIC BINGO DEVICE
26
10

FIG.1A

Validation #: 001548704 — 60
General Public

Qty	Description	Each	Price
1	VIPick-em(9)	5.00	5.00

Total Value of Sales: 5.00
Amount Due: 5.00
Amount Received: 5.00 ← 50
Change Due: 0.00

EPICTEST-Rons
Night Session
13:13:25 04/15/99
Register: RONSTA
Operator: MELANGE
All coupons MUST be used on the same day they are validated. GOOD LUCK!!!

FIG. 2

Start of DO-IT-YOURSELF Ticket

Validation #: 001548704 — 60
General Public
04/15/99 Night Session

0001598* 2 11 19 27 29 33 36 37

0001599* 1 2 19 21 28 49 61 75

0001600* 3 13 15 18 36 42 60 61 ← 52

0001601* 13 19 26 34 47 56 59 65

0001602* 6 11 14 18 39 48 63 66

0001603* 4 13 14 17 22 26 56 59

0001604* 16 23 25 35 36 40 54 67

0001605* 7 18 19 25 27 62 64 67

0001606* 19 25 50 52 61 62 64 74

End of DO-IT-YOURSELF Ticket

FIG. 3

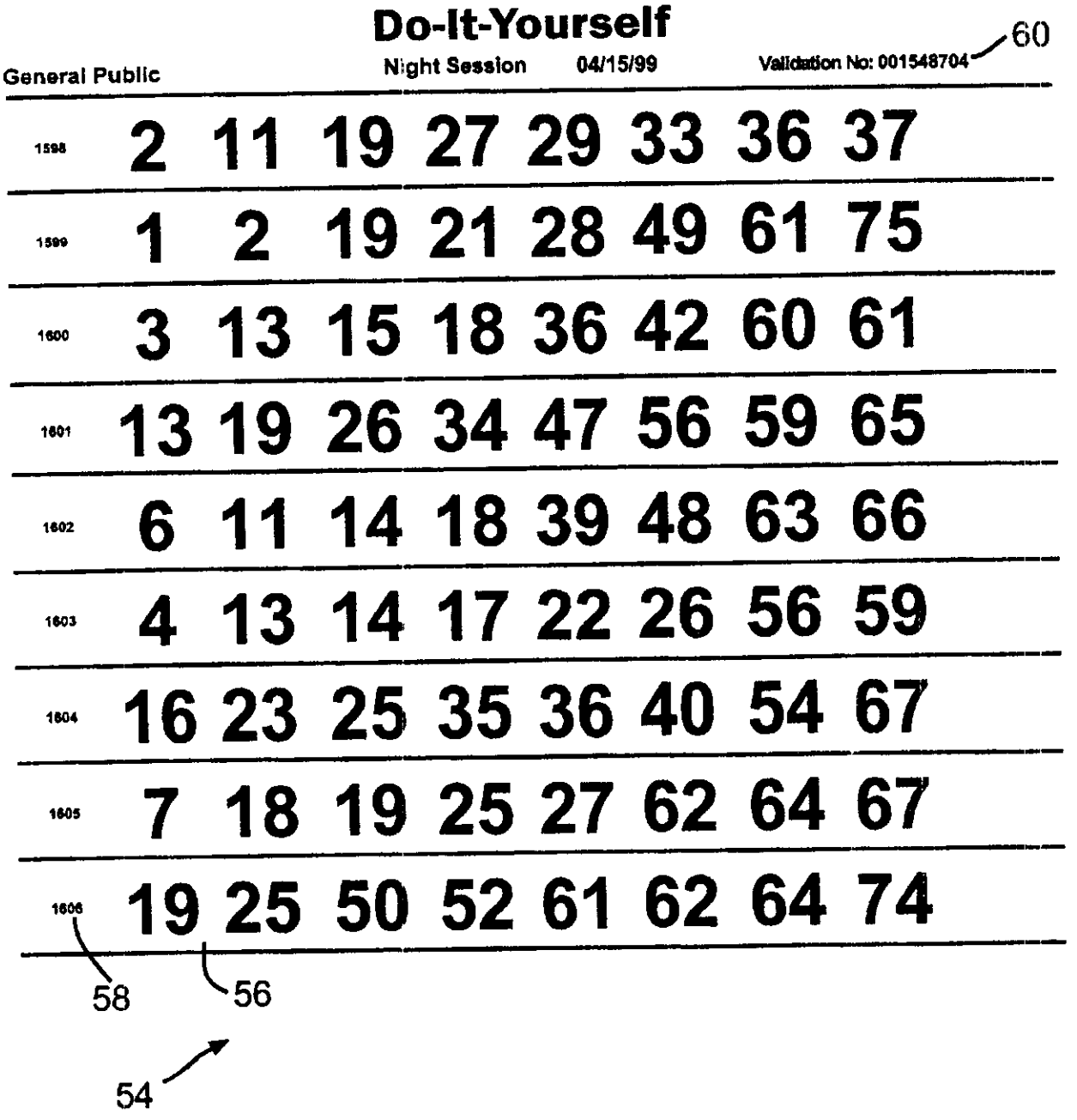
Do-It-Yourself
General Public
Night Session 04/15/99
Validation No: 001548704
60
1598 2 11 19 27 29 33 36 37
1599 1 2 19 21 28 49 61 75
1600 3 13 15 18 36 42 60 61
1601 13 19 26 34 47 56 59 65
1602 6 11 14 18 39 48 63 66
1603 4 13 14 17 22 26 56 59
1604 16 23 25 35 36 40 54 67
1605 7 18 19 25 27 62 64 67
1606 19 25 50 52 61 62 64 74
58
56
54
Must have Original Receipt for Verification
This game sheet is for convenience only,
all winners will be verified from original receipt.
Please compare the numbers on this game sheet to your original receipt.

FIG. 4

Validation #; 001548705 — 60
RON AUSTIN
VIP #: 000000012 — 62

Qty	Description	Each	Price
1	VIPick-em(9)	5.00	5.00

Total Value of Sales: 5.00
Amount Due: 5.00 ← 50
Amount Received: 5.00
Change Due: 0.00

Beg. Point Total: 981,993.00
Points Earned: 5.00
New Point Total: 981,998.00
Dollar Value of Points: $9,819.98

EPICTEST-Rons
Night Session
13:14:51 04/15/99
Register: RONSTA
Operator: MELANGE
All coupons MUST be used on the same day they are validated. GOOD LUCK!!!

FIG.5

Start of DO-IT-YOURSELF Ticket

Validation #: 001548705 — 60
RON AUSTIN
04/15/99 Night Session

58

0001607 10 14 20 21 43 61 64 73

0001608 14 22 30 42 52 62 67 73

0001609 13 15 17 30 34 40 53 73 ← 52

0001610 4 15 33 35 37 43 52 74

0001611 6 13 15 61 64 68 73 75

0001612 18 23 34 36 39 43 44 46

0001613 13 17 31 45 54 58 60 73

0001614 7 8 14 21 38 57 63 75

0001615 7 12 13 16 22 44 53 57 — 56

End of DO-IT-YOURSELF Ticket

FIG.6

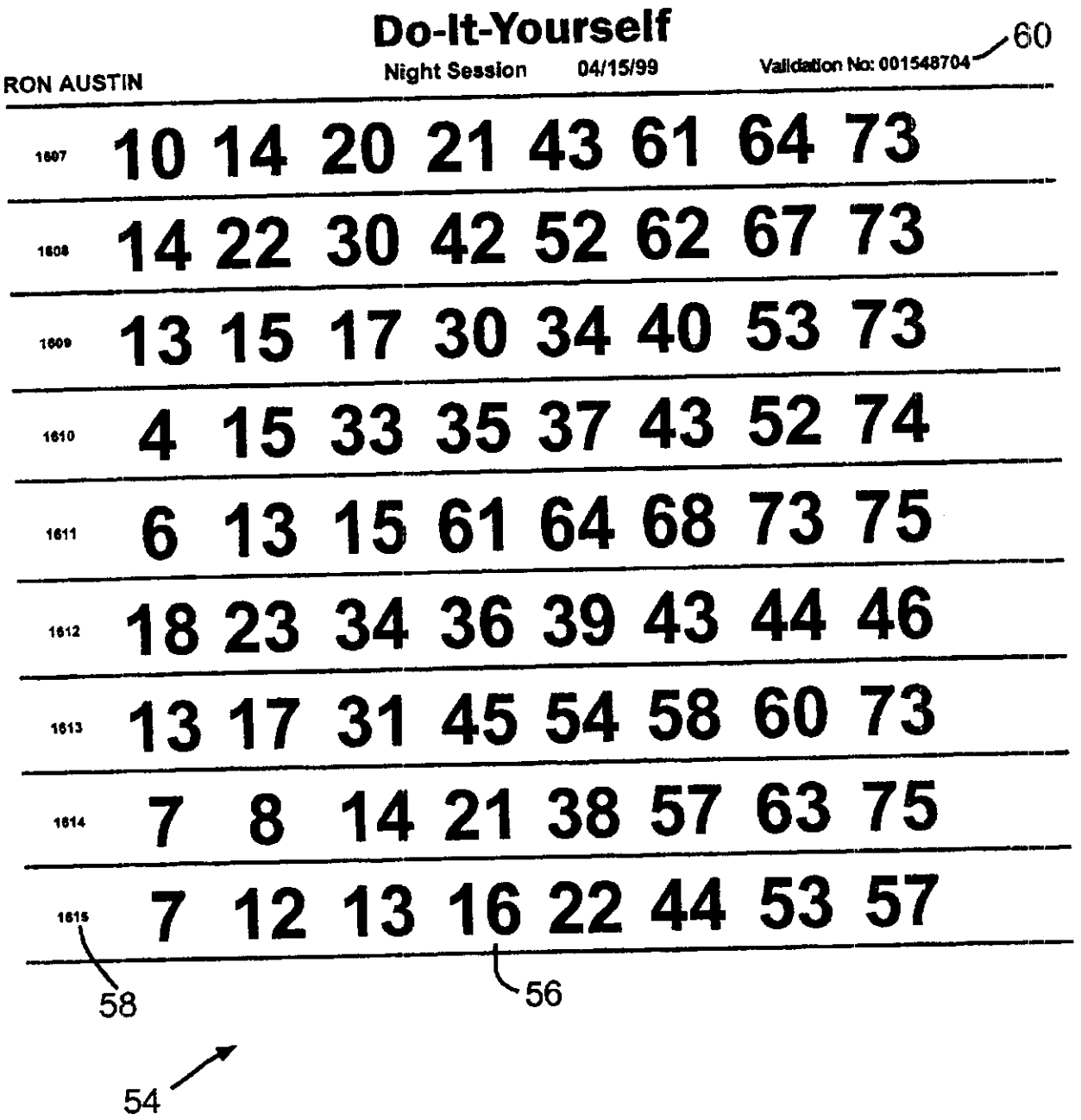
Do-It-Yourself
RON AUSTIN
Night Session 04/15/99
Validation No: 001548704
60
1607 10 14 20 21 43 61 64 73
1608 14 22 30 42 52 62 67 73
1609 13 15 17 30 34 40 53 73
1610 4 15 33 35 37 43 52 74
1611 6 13 15 61 64 68 73 75
1612 18 23 34 36 39 43 44 46
1613 13 17 31 45 54 58 60 73
1614 7 8 14 21 38 57 63 75
1615 7 12 13 16 22 44 53 57
58
56
54
Must have Original Receipt for Verification
This game sheet is for convenience only,
all winners will be verified from original receipt.
Please compare the numbers on this game sheet to your original receipt.

FIG. 7

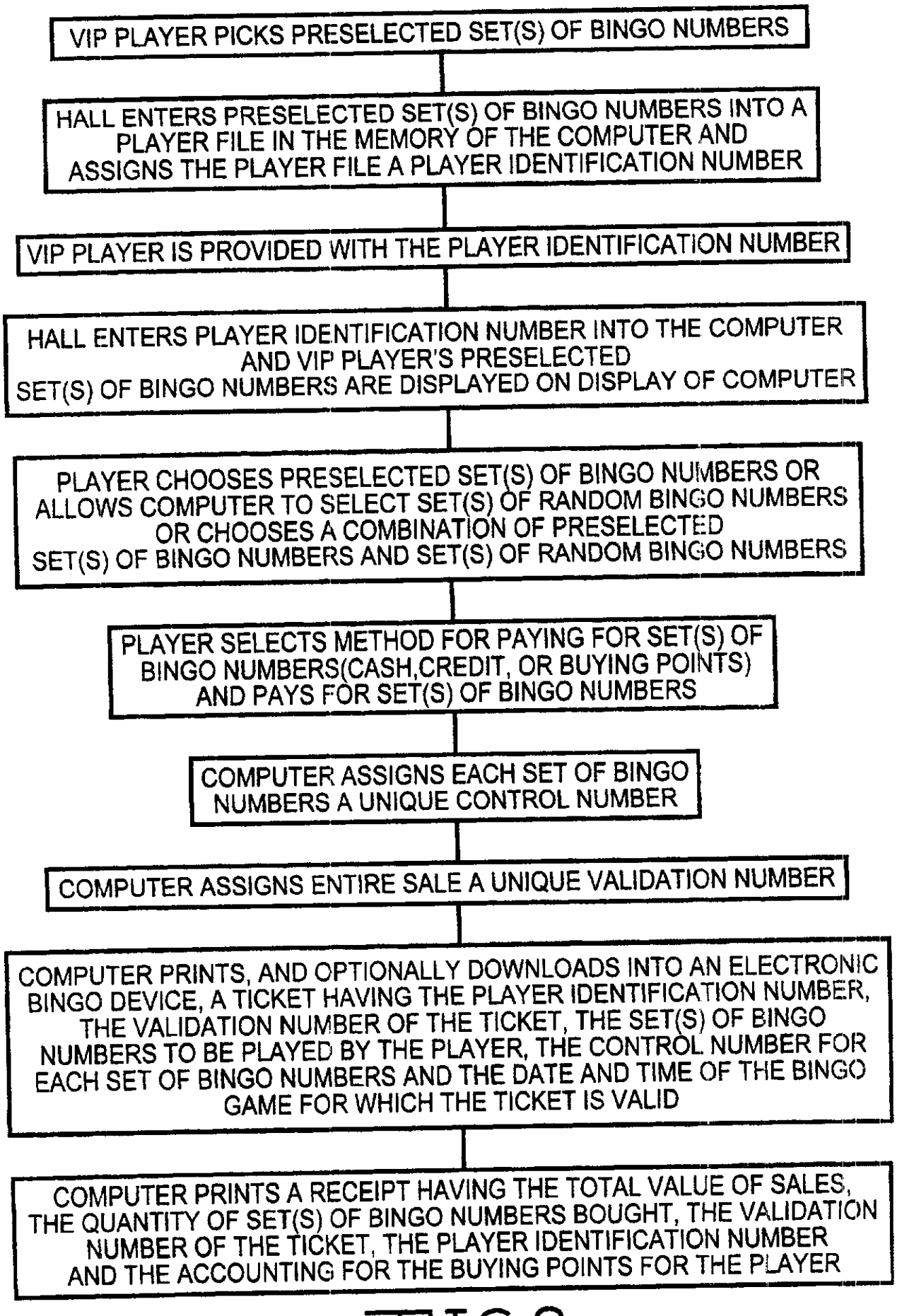
VIP PLAYER PICKS PRESELECTED SET(S) OF BINGO NUMBERS
HALL ENTERS PRESELECTED SET(S) OF BINGO NUMBERS INTO A PLAYER FILE IN THE MEMORY OF THE COMPUTER AND ASSIGNS THE PLAYER FILE A PLAYER IDENTIFICATION NUMBER
VIP PLAYER IS PROVIDED WITH THE PLAYER IDENTIFICATION NUMBER
HALL ENTERS PLAYER IDENTIFICATION NUMBER INTO THE COMPUTER AND VIP PLAYER'S PRESELECTED SET(S) OF BINGO NUMBERS ARE DISPLAYED ON DISPLAY OF COMPUTER
PLAYER CHOOSES PRESELECTED SET(S) OF BINGO NUMBERS OR ALLOWS COMPUTER TO SELECT SET(S) OF RANDOM BINGO NUMBERS OR CHOOSES A COMBINATION OF PRESELECTED SET(S) OF BINGO NUMBERS AND SET(S) OF RANDOM BINGO NUMBERS
PLAYER SELECTS METHOD FOR PAYING FOR SET(S) OF BINGO NUMBERS(CASH,CREDIT, OR BUYING POINTS) AND PAYS FOR SET(S) OF BINGO NUMBERS
COMPUTER ASSIGNS EACH SET OF BINGO NUMBERS A UNIQUE CONTROL NUMBER
COMPUTER ASSIGNS ENTIRE SALE A UNIQUE VALIDATION NUMBER
COMPUTER PRINTS, AND OPTIONALLY DOWNLOADS INTO AN ELECTRONIC BINGO DEVICE, A TICKET HAVING THE PLAYER IDENTIFICATION NUMBER, THE VALIDATION NUMBER OF THE TICKET, THE SET(S) OF BINGO NUMBERS TO BE PLAYED BY THE PLAYER, THE CONTROL NUMBER FOR EACH SET OF BINGO NUMBERS AND THE DATE AND TIME OF THE BINGO GAME FOR WHICH THE TICKET IS VALID
COMPUTER PRINTS A RECEIPT HAVING THE TOTAL VALUE OF SALES, THE QUANTITY OF SET(S) OF BINGO NUMBERS BOUGHT, THE VALIDATION NUMBER OF THE TICKET, THE PLAYER IDENTIFICATION NUMBER AND THE ACCOUNTING FOR THE BUYING POINTS FOR THE PLAYER

FIG.8

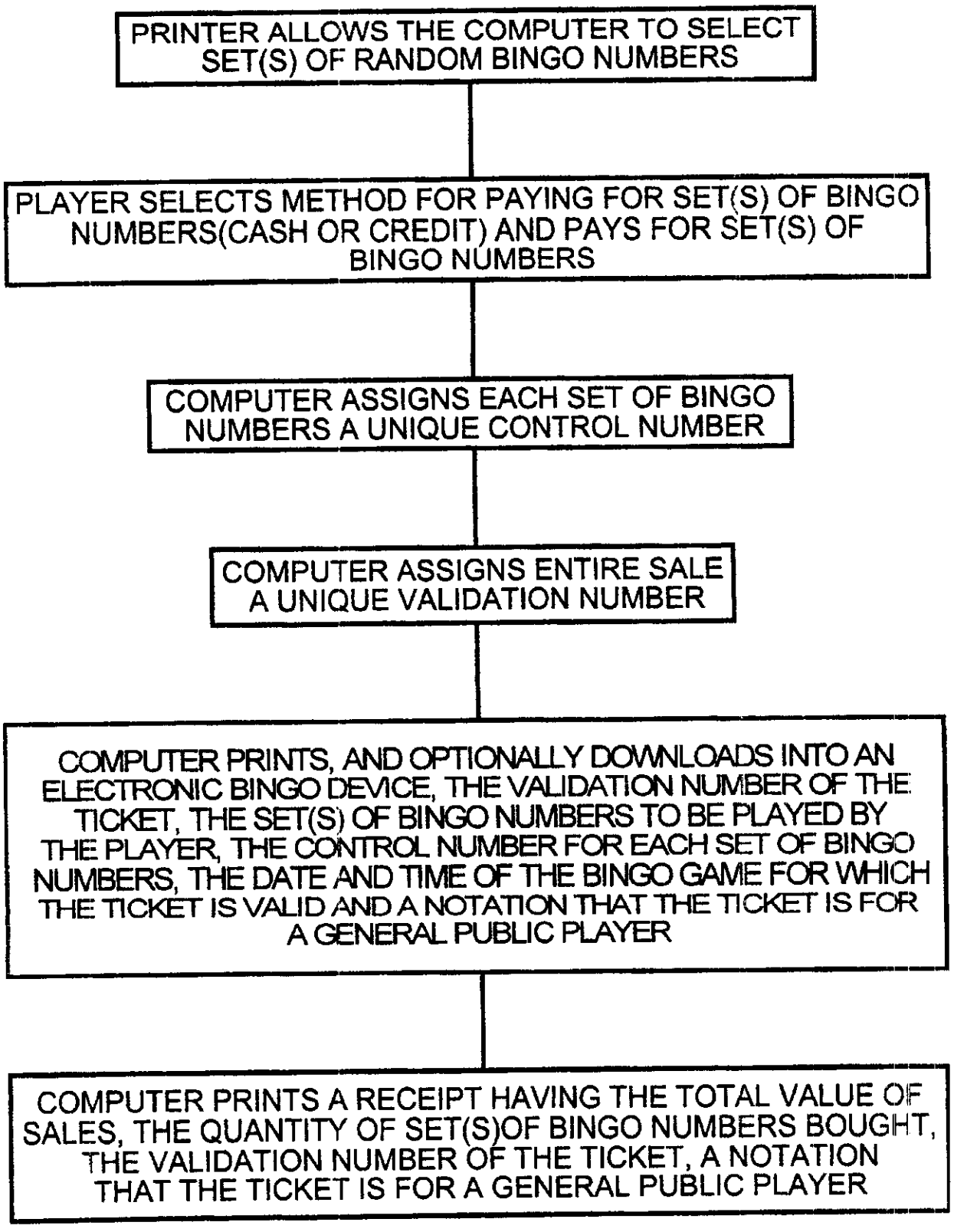
PRINTER ALLOWS THE COMPUTER TO SELECT SET(S) OF RANDOM BINGO NUMBERS
PLAYER SELECTS METHOD FOR PAYING FOR SET(S) OF BINGO NUMBERS(CASH OR CREDIT) AND PAYS FOR SET(S) OF BINGO NUMBERS
COMPUTER ASSIGNS EACH SET OF BINGO NUMBERS A UNIQUE CONTROL NUMBER
COMPUTER ASSIGNS ENTIRE SALE A UNIQUE VALIDATION NUMBER
COMPUTER PRINTS, AND OPTIONALLY DOWNLOADS INTO AN ELECTRONIC BINGO DEVICE, THE VALIDATION NUMBER OF THE TICKET, THE SET(S) OF BINGO NUMBERS TO BE PLAYED BY THE PLAYER, THE CONTROL NUMBER FOR EACH SET OF BINGO NUMBERS, THE DATE AND TIME OF THE BINGO GAME FOR WHICH THE TICKET IS VALID AND A NOTATION THAT THE TICKET IS FOR A GENERAL PUBLIC PLAYER
COMPUTER PRINTS A RECEIPT HAVING THE TOTAL VALUE OF SALES, THE QUANTITY OF SET(S)OF BINGO NUMBERS BOUGHT, THE VALIDATION NUMBER OF THE TICKET, A NOTATION THAT THE TICKET IS FOR A GENERAL PUBLIC PLAYER

FIG. 9

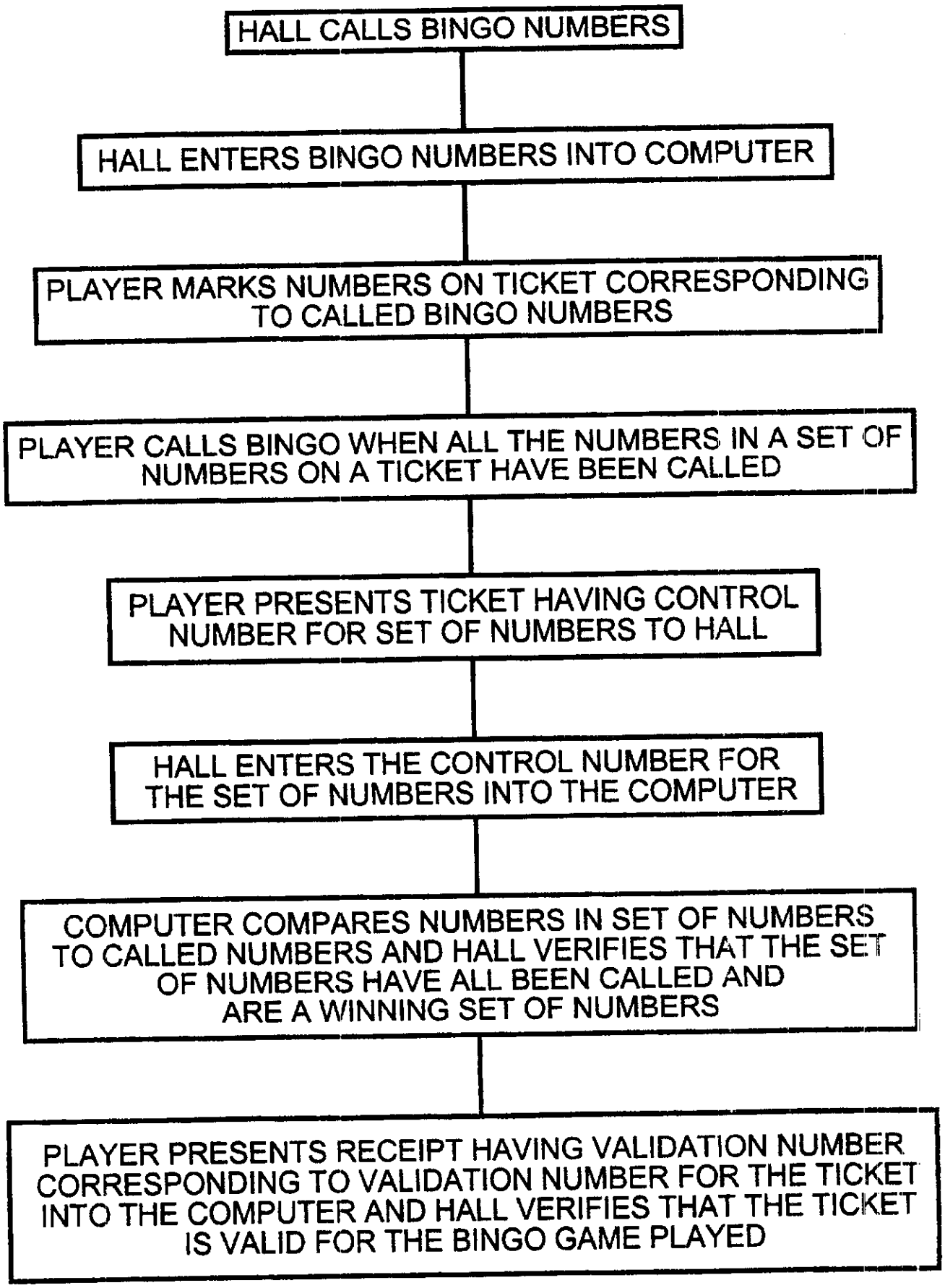
HALL CALLS BINGO NUMBERS
HALL ENTERS BINGO NUMBERS INTO COMPUTER
PLAYER MARKS NUMBERS ON TICKET CORRESPONDING TO CALLED BINGO NUMBERS
PLAYER CALLS BINGO WHEN ALL THE NUMBERS IN A SET OF NUMBERS ON A TICKET HAVE BEEN CALLED
PLAYER PRESENTS TICKET HAVING CONTROL NUMBER FOR SET OF NUMBERS TO HALL
HALL ENTERS THE CONTROL NUMBER FOR THE SET OF NUMBERS INTO THE COMPUTER
COMPUTER COMPARES NUMBERS IN SET OF NUMBERS TO CALLED NUMBERS AND HALL VERIFIES THAT THE SET OF NUMBERS HAVE ALL BEEN CALLED AND ARE A WINNING SET OF NUMBERS
PLAYER PRESENTS RECEIPT HAVING VALIDATION NUMBER CORRESPONDING TO VALIDATION NUMBER FOR THE TICKET INTO THE COMPUTER AND HALL VERIFIES THAT THE TICKET IS VALID FOR THE BINGO GAME PLAYED

FIG. 10

METHOD AND SYSTEM FOR STORING PRESELECTED NUMBERS FOR USE IN GAMES OF BINGO

CROSS-REFERENCE TO RELATED APPLICATIONS

Not Applicable

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

Not Applicable

REFERENCE TO A "MICROFICHE APPENDIX"

This application has 1 microfiche appendix having 2 microfiche with 160 total number of frames.

BACKGROUND OF THE INVENTION

(1) Field of the Invention

The present invention relates to an automated Bingo system having the ability to print sets of numbers on tickets on site. The system uses a computer to print the tickets, track the sale of the tickets and to validate winning tickets. In particular, the present invention relates to an automated system for playing Bingo where a computer stores the specific sets of Bingo numbers for a player and prints the tickets having the player's specific set of Bingo numbers to enable the player to play his specific Bingo numbers for various sessions of Bingo.

(2) Description of the Related Art

The related art has shown various automated Bingo games where a computer is used to produce and track the game boards and to validate the winning game boards on site. Illustrative are U.S. Pat. No. 5,007,649 to Richardson and U.S. Pat. No. 5,687,971 to Khaladkar.

Richardson describes an automatic gaming system having a system base station, electronic gaming boards and validation units. The base station of the system incluces a gaming library which contains a plurality of gaming cards created beforehand by the players. This allows the players to select the numbers on their cards. The gaming cards are downloaded from the base station into the electronic gaming boards. The base station retains auditing information about the downloaded cards. A validation code can also be downloaded into the electronic gaming boards. The electronic gaming boards can also have timers to prevent changing the gaming boards once the game has begun.

Khaladkar describes a Bingo system using a computer to print Bingo cards on site and to track the sale of the cards. The system generates a fixed series of cards. The series needs to be fixed in order to keep track of the cards in the game. The system extracts from the data memory, a plurality of series of the Bingo cards which are different and separate and there is no duplication within a series or between series of the Bingo cards set forth in that series. The system uses a single paper for the entire book of Bingo cards to avoid possible tampering. Each Bingo card is associated with a serial number which identifies the particular Bingo card uniquely so that each Bingo card can be retrieved from the memory by entry into the memory of the serial number. The serial number on the card is used to verify the winner. Cards are preprinted before the game. The customer does not select numbers on the cards. The system can also be used with video display Bingo cards.

Also, of interest is U.S. Pat. No. 4,909,516 to Kolinsky which describes a computerized Bingo game where the computer plays all the Bingo cards simultaneously.

Only of minimal interest is U.S. Pat. No. 5,890,432 to Rogaliner et al which describes a method of manufacturing Bingo paper.

There remains the need for an automated Bingo system which allows players to select their own numbers and store their numbers in the automated system for use in later sessions of Bingo. The present invention allows for the printing of game tickets on site having the player's preselected sets of Bingo numbers and for tracking and validating the sets of numbers using the automated system.

SUMMARY OF THE INVENTION

The present invention relates to a method and system for managing a Bingo game. The method and system of the present invention allow repeat players to easily play their favorite sets of numbers in multiple sessions of Bingo. The method and system also allow the hall to track the sale of Bingo tickets, easily verify the Bingo winners and keep track of VIP or repeat players. The use of the computer with the accounting, ticket and receipt and the verification programs allows for on site, point-of-sale printing of tickets with minimal risk of tampering. The system enables players to store preselected Bingo numbers or sets of Bingo numbers in the memory or database of the computer. The Bingo numbers are then able to be retrieved by a player when the player wishes to play the preselected Bingo numbers in a Bingo game. In the method of using the system, the VIP player preselects numbers which he wishes to play in multiple Bingo sessions. The hall enters the numbers into the memory of the computer. On the date of the Bingo game, the VIP player gives the hall his VIP player identification number. The hall enters the VIP player identification number into the computer and the VIP player's preselected numbers are displayed on the display of the computer. The VIP player then chooses which preselected Bingo numbers to play in the particular game. The VIP player pays for the Bingo numbers. The VIP player can pay for the numbers using VIP points which the player has accumulated from previous games. Upon paying for the numbers, the player is provided with a ticket. The ticket includes the preselected numbers with a control number for each set of numbers and a validation number for the ticket. The sets of numbers are printed on a ticket. The player has the option of also having the sets of numbers downloaded into an electronic Bingo device. The ticket can also be enlarged to a game board by the system at the player's option. The VIP player is also provided with a receipt indicating the number of preselected sets of numbers which the player bought, the validation number for the ticket and the time and date of the Bingo game for which the ticket is valid. The receipt may also list the sales agent and the identification number of the computer which sold the ticket. The Bingo game is then played with the called Bingo numbers being entered into the computer. When a player calls BINGO, the hall enters the control number of the potentially winning set of Bingo numbers into the computer. The computer will instantly notify the hall whether or not the player has a winning set of Bingo numbers. To collect his prize, the player must present his receipt having the correct validation number.

The present invention relates to a system for managing a game of Bingo which comprises: a computer with a central processing unit (CPU) and with a memory and with a printer connected to the CPU; an input and output terminal connected to the CPU and memory of the computer; and a program in the computer enabling: (i) input of at least one set of numbers which is preselected by a player for repetitive play in games of Bingo over a period of time; (ii) addition

by the computer of a control number for each set of numbers which is preselected by the player; (iii) output of a receipt with the control number, the set of numbers which is preselected, a price for the set of numbers which is preselected, a date of the game of Bingo and optionally a computer identification number; and (iv) output for verification of a winning set of numbers by means of the control number which is input into the computer by a manager of the game of Bingo.

Further, the present invention relates to a method for playing a game of Bingo which comprises the steps of: providing a system for managing a game of Bingo which comprises: a computer with a central processing unit (CPU) and with a memory and with a printer connected to the CPU; an input and output terminal connected to the CPU and memory of the computer; and a program in the computer enabling: (i) input of a set of numbers which is preselected by a player for repetitive play in games of Bingo over a period of time; (ii) addition by the computer of a control number for the set of numbers which is preselected by the player; (iii) output of a receipt with the control number, the set of numbers which is preselected, a price for the set of numbers which is preselected, a date of the game of Bingo and optionally a computer identification number; and (iv) output for verification of a winning set of numbers by means of the control number which is input into the computer by a manager of the game of Bingo; playing the game of Bingo using the set of numbers; and verifying the winning set of numbers with the control number with the program.

Still further, the present invention relates to a method using a programmable computer to track a set of numbers selected by a player to be played in a game of Bingo which comprises the steps of: receiving the set of numbers selected by the player to be played in the game of Bingo; assigning a control identifier to the set of numbers; storing the set of numbers and the control identifier on a computer readable medium; displaying the set of numbers to be played in the game of Bingo along with the control identifier; receiving a potentially winning control identifier corresponding to a potentially winning set of numbers after the game of Bingo has been played; and displaying the set of numbers corresponding to the potentially winning control identifier to determine whether the potentially winning set of numbers is a winning set of numbers.

Further still, the present invention relates to a method using a programmable computer to track a set of numbers selected by a player to be played in a game of Bingo which comprises the steps of: receiving a preselected set of numbers; assigning a player identifier to a group having the preselected set of numbers wherein all preselected sets of numbers corresponding to one player belong to one group and are assigned one player identifier; storing the preselected set of numbers and the player identifier on a computer readable medium; receiving the player identifier for the player to retrieve the group having the preselected set of numbers corresponding to the player; receiving the set of numbers to be played in the game of Bingo from the preselected set of numbers; assigning a control identifier for the set of numbers to be played in the game of Bingo; storing the control identifier for the set of numbers to be played in the game of Bingo on the computer readable medium; displaying the set of numbers to be played in the game of Bingo along with the corresponding control identifier; receiving a potentially winning control identifier corresponding to a potentially winning set of numbers after the game of Bingo has been played; and displaying the set of numbers corresponding to the potentially winning control identifier to determine whether the potentially winning set of numbers is a winning set of numbers.

The substance and advantages of the present invention will become increasingly apparent by reference to the following drawings and the description.

BRIEF DESCRIPTION OF THE DRAWING(S)

FIGS. **1** and **1A** are schematic representations of the system **10** of the present invention.

FIG. **2** is a printout of a player receipt **50** for a one time player.

FIG. **3** is a printout of a player ticket **52** for a one time player.

FIG. **4** is a printout of a game board **54** for a one time player.

FIG. **5** is a printout of a player receipt **50** for a VIP player.

FIG. **6** is a printout of a player ticket **52** for a VIP player.

FIG. **7** is a printout of a game board **54** for a VIP player.

FIG. **8** is a flowchart showing the method of using the Bingo system **10** to purchase numbers for a Bingo game by a VIP player.

FIG. **9** is a flowchart showing the method of using the system **10** to purchase Bingo numbers for a Bingo game by a general public player.

FIG. **10** is a flowchart showing the method of playing a Bingo game using the system **10** for either type of player after the set(s) of Bingo numbers **56** are purchased.

DESCRIPTION OF THE PREFERRED EMBODIMENT(S)

The automated Bingo system **10** of the present invention allows for managing all aspects of a Bingo game. The system **10** preferably can be used with any version of the game of Bingo. In the preferred embodiment, the system **10** is used with a version of Bingo commonly referred to as "U-PICK-EM", "PICK 9", "PICK 7", "PICK 6", "SELECT 8", "PICK 8" and "DO IT YOURSELF". In this version of the game of Bingo, a player or the computer selects sets of numbers to be played in the game. Each set of numbers has the same amount of numbers. For example, for the game entitled "PICK 7", all sets of numbers would have seven (7) numbers. The sets of numbers are displayed in horizontal rows. Preferably, the numbers range from 1 to 75; although, any range of numbers can be used. The hall or manager of the Bingo session calls the Bingo numbers in the range of numbers available for the particular game. Unlike standard Bingo, a letter in the word BINGO is not associated with the numbers. As the hall calls the numbers, the players mark their ticket or game boards. To win, a player must mark all numbers in a set of numbers which corresponds to marking one (1) horizontal row. In an alternative version of the "U-PICK-EM" Bingo game, the hall has a second jackpot called a "hot ball", "fish bowl", "pickle jar" or "cookie jar". To win this second jackpot, a player must achieve a winning Bingo configuration on a predetermined Bingo number as selected by the hall. Another alternative version of the "U-PICK-EM" Bingo game is the matrix option. In this version, a player or computer chooses the same number of sets of numbers as there are numbers in the set. For example, 5 sets of 5 numbers, 6 sets of 6 numbers, 7 sets of 7 numbers, etc. The sets are arranged in rows and columns with the number of rows equal to the number of columns. A player can win by marking all the numbers in either a row or column. For example, a ticket for a matrix version having 8

sets of 8 numbers would have 64 numbers with 16 sets of numbers in play allowing 16 different ways to achieve Bingo. The system **10** also allows for two (2) different types of Bingo players. The first type of player is a VIP or repeat player. A VIP player is a player who has played Bingo at the hall in the past and consistently plays Bingo at the hall. The second type of player is a general public player. A general public player is not a consistently, repeat player at the hall.

As shown in FIGS. **1** and **1A**, the system **10** of the present invention includes a computer **12** having a CPU **14**, a display or monitor **20**, at least one (1) input/output device **18** and a printer **22**. A second computer **32** with a second printer **34** may also be included in the system **10**. The memory **16** of the computer **12** includes a computer memory **16** having a computer program **16A** which allows for managing most aspects of the Bingo game. The computer program **16A** is able to keep track of all the accounting involved in running a Bingo game, prepare the ticket **52** for the player and verify a winning set of Bingo numbers **56** and a winning ticket **52**. In particular, the computer program **16A** includes an accounting program which keeps track of the number of sets of numbers **56** sold for a specific Bingo game as well as the amount of money or number of buying points paid for each set of numbers **56**. The accounting program also allows for printing a receipt **50** for a player confirming the purchase of the sets of numbers **56**. The accounting program is able to keep track of the amount of money paid to various winners during each session. The accounting program also allows for special pricing of set(s) of numbers. For example, a player may receive a discount for purchasing multiple sets of numbers **56**. Preferably, the accounting program used in the system **10** is similar to the EPIC™ accounting program sold by Melange Computer Services, Inc. The computer program also includes a ticket program which prints tickets **52** having the sets of numbers **56** bought by the player at the point of sale. Alternatively, the ticket program downloads the ticket **52** into a portable electronic Bingo device **26** at the point of sale. Finally, the computer program includes a verification program. The verification program allows the hall to quickly and accurately verify that a ticket **52** has a winning set of Bingo numbers **56** and that the ticket **52** was valid for the particular Bingo game.

The memory **16** of the computer **12** also includes a player database **16B** having player files. The player files contain the favorite set or sets of Bingo numbers **56** which each VIP player likes to play for multiple sessions of the game of Bingo (FIG. **8**) If the player is a general public player, then the player does not have a player file. The sets of Bingo numbers **56** in the player file are preselected by the player and are input into the player file. The player file is then given a player identification number **62** which is given to the VIP player. The player identification number **62** can be encoded on a magnetic strip on a VIP card (not shown). In the preferred embodiment, the preselected sets of Bingo numbers **56** are only entered once into the player database **16B**. In the preferred embodiment a VIP player is able to modify the preselected sets of numbers **56** in a player file at any time. Preferably, the player database **16B** can have an unlimited number of player files. In addition, preferably each player file has subfiles for each different version of the Bingo game. Thus, each subfile would include sets of Bingo numbers **56** which a VIP player has preselected to play in a specific version of the Bingo game. These subfiles are important where a hall plays several versions of Bingo. Preferably inactive player files which have not been accessed for a predetermined period of time are deleted from the player database **16B**. The memory **16** of the computer **12** also includes a temporary memory **16C**. The temporary memory **16C** includes the sets of numbers **56** selected by a player for a specific session of Bingo. The temporary memory **16C** also includes the control numbers **58** and the validation numbers **60** relating to a specific session of Bingo. The temporary memory **16C** is preferably erased after each session of Bingo.

For a VIP player to use the system **10**, the VIP player swipes his player identification card through a reader at the cashier counter where the Bingo tickets **52** are sold (FIG. **8**). Alternatively, the cashier or computer operator types the player identification number **62** into the computer **12** using the input/output device **18** which is preferably a keyboard. The player's name may be inputted into the computer **12** to obtain the player's identification number **62**. The VIP player's player file is then displayed on the video display, video screen or monitor **20** of the computer system **10**. If the player's file contains subfiles then the player or cashier selects the subfile which corresponds to the version of the Bingo game which is to be played. The VIP player then selects the sets of numbers **56** he wishes to play. In combination with the sets of numbers **56** he selects, the VIP player can also have the computer **12** select random sets of numbers **56**. Alternatively, the VIP player can choose to play only computer selected sets of random Bingo numbers **56**. For a general public player, to purchase sets of numbers **56** for a Bingo game, the general public player indicates to the cashier how many sets of numbers **56** he wishes to play (FIG. **9**). The computer **12** then randomly picks the numbers for the number of sets of numbers **56** to be purchased by the player. These sets of numbers **56** may be displayed on the monitor **20** of the computer **12** prior to the player buying the sets of numbers **56**. It is possible that a player may request that the computer **12** reselect the sets of numbers **56** if the player does not like the sets of numbers **56** originally selected by the computer **12**. If a general player would like to choose specific sets of numbers **56**, a player can start a player file directly prior to a game and become a VIP player.

Once the sets of numbers **56** are selected, the computer **12** assigns each set of numbers **56** a unique control number **58** (FIGS. **3** and **6**). If the game is a matrix game, the columns as well as the rows are provided with a control number **58**. The accounting program then calculates the cost of the sets of numbers **56** to be played by the player. The VIP player then pays for the sets of numbers **56**. The VIP player can pay by cash or credit. In the preferred embodiment, the credit card information for a client is stored in the player file which eliminates the need for the player to produce a credit card. The player can also purchase sets of numbers **56** using buying points. Buying points are points earned by a player during previous games. The points result from a winning Bingo by a player. Alternatively, the player earns buying points based on the amount of sets of numbers **56** he purchases. Preferably, the accounting program calculates the total buying points a player has after each sale to a player and after each Bingo game, the total is then stored in the player's file in the player database **16B** of the computer **12**. In the preferred embodiment, the number of buying points a player has in his account is displayed on the monitor **20** along with the preselected set of numbers **56**, when the VIP player identification number **62** is entered into the computer **12**. However, a general public player can not purchase sets of numbers **56** using buying points since the player does not have a player file or an account to track his buying points. In addition, buying points are not awarded to general public players since there is no player file for those players. Once the VIP or general public player purchases the sets of

numbers **56**, the computer **12** assigns the transaction or sale a single, unique validation number **60**. The player then receives a ticket **52** and a receipt **50**. The computer **12** also stores the sets of numbers **56** sold, the corresponding control numbers **58** and the validation number **60** in a temporary memory **16**C. The temporary memory **16**C preferably also includes the time and date of the particular session which the sets of numbers **56** and ticket **52** are valid. In the preferred embodiment, the information for a particular session of Bingo is deleted from the temporary memory **16**C after. a predetermined amount of time.

The ticket **52** issued to the player is printed on a printer **22** of the computer **12** (FIGS. **3** and **6**). The printed ticket **52** is preferably the size of a standard store receipt. In addition, the ticket **52** can be downloaded into an electronic Bingo device **26**. The ticket **52** preferably has a listing of the sets of numbers **56** to be played by the player. The sets of numbers **56** are preferably arranged in horizontal rows. Each set of numbers **56** is provided with a unique transaction control number **58**. The unique control number **58** for each set of numbers **56** is preferably adjacent each row having the set of numbers **56**. For a matrix session, the control numbers **58** are preferably adjacent each row and at the top or bottom of each column. The ticket **52** also has the validation number **60** for that ticket **52** or sale. In addition, the time and date of the game is indicated on the ticket **52**. If the player is a VIP player, the ticket **52** also preferably includes the player's name or player identification number **62**. If the player is a general public player, then the ticket **52** preferably includes the words "general public" or includes a standard general public identification number. Once the sale is made and the ticket **52** is provided to the player, the player may enter his identification number **62** or the validation number **60** into a second computer **32** having a second program memory **36** with a second computer program. The second printer **34** prints a large game sheet or game board **54** having the sets of numbers **56** (FIGS. **4** and **7**). The larger game board **54** preferably includes the same information as the original ticket **52**. The larger game board **54** makes it easier for a player to mark his card.

The player is also provided with a receipt **50**. The receipt **50** preferably has the validation number **60**, the amount of sets of numbers **56** purchased, the session of the game for which the sets of numbers **56** were purchased, the total value of the sales of the sets of numbers **56** and the amount due, amount received and change due for the sale (FIGS. **2** and **5**). The receipt **50** also preferably includes the date and time the sets of numbers **56** were purchased, the name of the hall having the Bingo game, the identification of the computer **12** which sold the sets of numbers **56** and the identification of the operator of the computer **12**. If the player is a VIP player, the ticket **52** may also include a buying point transaction accounting including the buying point total, the points redeemed, points earned, the new point total and the dollar value of the points (FIG. **5**).

In the preferred embodiment, only one (1) Bingo game is on sale at one time. However, it is possible that multiple Bingo games could be sold at the same time. Preferably, all sets of numbers **56** for a particular game must be purchased the day of the game. The sales of sets of numbers **56** for a particular session of Bingo are preferably stopped 5 minutes before the start of the game. This prevents players from selecting sets having numbers which have already been called. In an alternative embodiment, the sets of numbers **56** must be purchased directly before the game. In the preferred embodiment, the computer **12** keeps track of only one game and the sets of numbers **56** for that game. Preferably, the sets of numbers **56** for a specific game would be printed on a single ticket **52** with a corresponding separate receipt **50**.

The "U-PICK-EM" Bingo game is preferably played similarly to standard Bingo games (FIG. **10**). The hall randomly selects numbers and calls the numbers. Any well known means can be used to select the numbers. In the preferred embodiment, the selection of numbers and calling of numbers is not done using the computer **12**. However, the computer **12** may automatically enter the Bingo numbers as they are selected or called. The computer **12** can use a ball call interface to automatically enter the winning Bingo numbers into the computer **12**. A ball call interface is a device that reads the Bingo numbers once they are called and placed into the ball call blower rack. Alternatively, the Bingo numbers can be manually entered into the computer **12**. As the numbers are called, each player marks their ticket **52**, game board **54** or electronic Bingo device **26** appropriately. When a player or players have covered all of the numbers of a set of numbers **56**, the player signals a Bingo. Alternatively, where the game is a matrix game, the player would signal when all the numbers in either a row or column on the ticket **52** is covered. Therefore in a matrix game, a winning set of numbers **56** may not be a set of numbers **56** selected by a player but rather include a single number for each set of numbers **56** selected by a player. When a player signals a Bingo, the player shows his ticket **52** and receipt **50** to the hall. The hall enters the control number **58** of the set of numbers **56** forming the winning Bingo into the computer **12**. The computer **12** compares the player's set of numbers **56** with the called numbers. The computer **12** then indicates whether the set of numbers **56** was sold for that particular session and whether the set of numbers **56** is a winning set of numbers **56**. If the set of numbers **56** is verified as a winning set, the set of numbers **56** is preferably displayed on monitors **24** in the hall so that the remaining players can see the winning set of numbers **56**. To collect a winning jackpot, the player must show his original receipt **50** to the hall. The hall compares the validation numbers **60** of the receipt **50** and ticket **52** to confirm that the ticket **52** was purchased for that particular session.

It is intended that the foregoing description by only illustrative of the present invention and that the present invention be limited only by the hereinafter appended claims.

What is claimed is:

1. A system for managing a game of Bingo which comprises:

(a) a computer with a central processing unit (CPU) and with a memory and with a printer connected to the CPU;

(b) an input and output terminal connected to the CPU and memory of the computer; and

(c) a program in the computer enabling:

(i) input of at least two sets of Bingo numbers which are preselected by a player to be played in at least one selected game of Bingo in a future period of time;

(ii) storage of the sets of Bingo numbers which are preselected by the player as a group in the memory of the computer;

(iii) assignment by the computer of a player identifier unique to the player for the group having the sets of Bingo numbers which are preselected by the player wherein the player identifier is assigned to the group for multiple sessions of Bingo;

(iv) retrieval of the group using the player identifier;

(v) selection from the group by the player of at least one of the sets of Bingo numbers preselected by the

player and stored in the memory of the computer as the group for play in a selected game of Bingo in a specific session of Bingo wherein a number of sets of Bingo numbers selected for play in the selected game of Bingo is less than a total number of sets of Bingo numbers in the group;

(vi) addition by the computer of a control number for each set of Bingo numbers selected for play in the selected game of Bingo;

(vii) output of a receipt with the control number, the set of Bingo numbers which is preselected and selected by the player, a price for the set of Bingo numbers which is preselected, a date of the game of Bingo and optionally a computer identification number; and

(viii) output for verification of a winning set of Bingo numbers by means of the control number which is input into the computer by a manager of the game of Bingo.

2. The system of claim **1** wherein the computer system or a second computer system with a second program enables an output of a print of the set of Bingo numbers and the control number to be used by the player for the game of Bingo.

3. The system of claim **1** wherein the player inputs the set of Bingo numbers which is preselected into the computer.

4. The system of claim **1** wherein an operator of the computer inputs the set of Bingo numbers which is preselected by the player.

5. The system of claim **1** wherein the input and output terminal includes a video screen which displays the receipt.

6. The system of claim **1** wherein the output of the verification of the winning set of Bingo numbers with the control number is printed by the printer.

7. A method for playing a game of Bingo which comprises the steps of:

(a) providing a system for managing a game of Bingo which comprises: a computer with a central processing unit (CPU) and with a memory and with a printer connected to the CPU; an input and output terminal connected to the CPU and memory of the computer; and a program in the computer enabling:

(i) input of at least two sets of Bingo numbers which are preselected by a player for repetitive play in games of Bingo over a period of time;

(ii) storage of the sets of Bingo numbers which are preselected by the player as a group in the memory of the computer;

(iii) assignment of a player identifier unique to the player for the group having the sets of Bingo numbers which are preselected by the player wherein the player identifier is assigned to the group for multiple sessions of Bingo;

(iv) retrieval of the group using the player identifier;

(v) selection from the group by the player of at least one of the sets of Bingo numbers preselected by the player and stored in the memory of the computer as the group for play in a selected game of Bingo in a specific session of Bingo wherein a number of sets of Bingo numbers selected for play in the selected game of Bingo is less than a total number of sets of Bingo numbers in the group;

(vi) addition by the computer of a control number for the set of Bingo numbers which is selected by the player for play in the selected game of Bingo;

(vii) output of a receipt with the control number, the set of Bingo numbers which is selected for play in the selected game of Bingo, a price for the set of Bingo numbers which is selected for play in the selected game of Bingo, a date of the selected game of Bingo and optionally a computer identification number; and

(viii) output for verification of a winning set of Bingo numbers by means of the control number which is input into the computer by a manager of the game of Bingo;

(b) playing the game of Bingo using the set of Bingo numbers wherein the player signals a Bingo to indicate the set of Bingo numbers which is selected for play in the selected game of Bingo is the winning set of Bingo numbers; and

(c) verifying the winning set of Bingo numbers with the control number with the program.

8. The method of claim **7** wherein the computer system or a second computer system with a second program enables an output of a print of the set of Bingo numbers for play in the selected game of Bingo and the control number to be used by the player for the game of Bingo.

9. The method of claim **7** wherein the player inputs the sets of Bingo numbers which are preselected into the computer.

10. The method of claim **7** wherein an operator of the computer inputs the sets of Bingo numbers which are preselected by the player.

11. The method of claim **7** wherein the input and output terminal includes a video screen which displays the receipt.

12. The method of claim **7** wherein the output of the verification of the winning set of Bingo numbers with the control number is printed by the printer.

13. A method using a programmable computer having a memory to track a set of Bingo numbers selected by a player to be played in a game of Bingo which comprises the steps of:

(a) receiving at least two sets of Bingo numbers preselected by the player to be played in at least one game of Bingo;

(b) storing the sets of Bingo numbers preselected by the player as a group;

(c) assigning a player identifier unique to the player to the group having the sets of Bingo numbers which are preselected by the player wherein the player identifier is assigned to the group for multiple sessions of Bingo;

(d) retrieving the group using the player identifier;

(e) selecting from the group at least one of the set of Bingo numbers preselected by the player and stored in the memory of the computer as the group for play in a selected game of Bingo in a specific session of Bingo wherein a number of sets of Bingo numbers selected for play in the selected game of Bingo is less than a total number of sets of Bingo numbers in the group;

(f) assigning a control identifier to the set of Bingo numbers selected by the player to be played in the selected game of Bingo;

(g) storing the set of Bingo numbers and the control identifier on a computer readable medium;

(h) displaying the set of Bingo numbers to be played in the selected game of Bingo along with the control identifier;

(i) receiving a potentially winning control identifier corresponding to a potentially winning set of Bingo numbers selected by the player after the selected game of Bingo has been played; and

(j) displaying the set of Bingo numbers selected by the player corresponding to the potentially winning control identifier to determine whether the potentially winning set of Bingo numbers is a winning set of Bingo numbers.

14. The method of claim 13 wherein in step (f) the display of the set of Bingo numbers and the control identifier is a printed receipt and wherein the printed receipt is used to obtain a Bingo card having the set of Bingo numbers selected by the player.

15. The method of claim 14 wherein the printed receipt has a receipt validation number and wherein the receipt validation number is received by the computer or a second computer to obtain the Bingo card having the set of Bingo numbers selected by the player.

16. The method of claim 13 wherein in step (f), the display is received by a portable terminal.

17. The method of claim 13 wherein after step (f), and after or during the game of Bingo, winning numbers are received, wherein in step (h), the set of Bingo numbers corresponding to the potentially winning control identifier are compared to the winning numbers to determine whether the potentially winning set of Bingo numbers is a winning set of Bingo numbers.

18. The method of claim 13 wherein in step (f), the display of the set of Bingo numbers and the control identifier is a printed receipt and wherein the printed receipt also includes a date of the game of Bingo, a price for the set of Bingo numbers to be played in the game of Bingo and a computer identification number.

19. A method using a programmable computer to track a set of Bingo numbers selected by a player to be played in a game of Bingo which comprises the steps of:

(a) receiving at least two preselected sets of Bingo numbers from a player;

(b) assigning a player identifier unique to the player to a group having the preselected sets of Bingo numbers wherein all preselected sets of Bingo numbers corresponding to one player belong to one group and are assigned one player identifier and wherein the player identifier is assigned to the group for multiple sessions of Bingo;

(c) storing the group of preselected sets of Bingo numbers and the player identifier on a computer readable medium;

(d) receiving the player identifier for the player and retrieving the group having the preselected sets of Bingo numbers corresponding to the player;

(e) selecting the set of Bingo numbers to be played in the game of Bingo in a specific session of Bingo from the group having the preselected sets of Bingo numbers from the computer readable medium wherein a number of sets of Bingo numbers selected for play in the selected game of Bingo is less than a total number of sets of Bingo numbers in the group;

(f) assigning a control identifier for the set of Bingo numbers to be played in the game of Bingo;

(g) storing the control identifier for the set of Bingo numbers to be played in the game of Bingo on the computer readable medium;

(h) displaying the set of Bingo numbers to be played in the game of Bingo along with the corresponding control identifier;

(i) receiving a potentially winning control identifier corresponding to a potentially winning set of Bingo numbers after the game of Bingo has been played; and

(j) displaying the set of Bingo numbers corresponding to the potentially winning control identifier to determine whether the potentially winning set of Bingo numbers is a winning set of Bingo numbers.

20. The method of claim 19 wherein in step (h), the display of the set of Bingo numbers is a printed receipt and wherein the printed receipt is used to obtain a Bingo card having the set of Bingo numbers.

21. The method of claim 20 wherein the printed receipt has a receipt validation number and wherein the receipt validation number is received by the computer or a second computer to obtain the Bingo card having the set of Bingo numbers.

22. The method of claim 19 wherein in step (h), the display is received by a portable Bingo terminal.

23. The method of claim 19 wherein when the winning set of Bingo numbers is determined, the control identifier for the set of Bingo numbers to be played in the game of Bingo is erased from the computer readable medium and the method is repeated starting at step (d) for a new game of Bingo.

24. The method of claim 19 comprising additional steps after step (f) of:

(a) receiving an easy pick identifier and randomly generating a random set of Bingo numbers to be played in the game of Bingo in response to the easy pick identifier; and

(b) assigning a control identifier for the random set of Bingo numbers and wherein in step (g), the control identifier for the random set of Bingo numbers to be played in the game of Bingo is stored with the control identifier for the set of Bingo numbers to be played in the game of Bingo.

25. The method of claim 19 wherein an accounting of the set of Bingo numbers which is selected by the player for play in the game of Bingo is provided comprising the additional steps before step (b) of:

receiving an amount of buying points corresponding to the player;

storing the amount of buying points on the computer readable medium;

assigning the player identifier to the buying points wherein one player identifier is assigned to the buying points and the preselected set of Bingo numbers corresponding to one player;

retrieving the buying points along with the group having the preselected set of Bingo numbers corresponding to the player in step (d);

subtracting from the amount of buying points a number of buying points corresponding to each set of Bingo numbers selected by the player to be played in the game of Bingo;

displaying a new amount of buying points with the set of Bingo numbers to be played in the game of Bingo in step (h); and

replacing the amount of buying points with the new amount of buying points on the computer readable medium.

26. The system of claim 1 wherein the program enables selective retrieval by the player of at least one of the set of Bingo numbers preselected by the player and stored in the memory of the computer into a portable terminal for play in a selected game of Bingo.

27. The system of claim 26 wherein a portable terminal is configured to be connected to the CPU to receive at least two of the sets of Bingo numbers preselected by the player and stored in the memory of the computer and selectively retrieved by the player for playing in a selected game of Bingo.

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United States Patent [19]

Wei et al.

[11] Patent Number: 6,079,711

[45] Date of Patent: Jun. 27, 2000

[54] **COMBINATION BINGO AND POKER GAME**

[75] Inventors: **William Wei**, Williamston; **Jeffery A. Dettloff**, Lansing; **Ronald J. Austin**, Lansing; **Richard G. Bean**, Lansing; **Harrold J. Rappold**, Laingsburg; **James L. Green**, Grand Ledge, all of Mich.

[73] Assignee: **Melange Computer Services, Inc.**, Lansing, Mich.

[21] Appl. No.: **09/116,358**

[22] Filed: **Jul. 16, 1998**

[51] **Int. Cl.**[7] **A63F 1/00**

[52] **U.S. Cl.** **273/269**; 273/274; 273/292

[58] **Field of Search** 273/274, 292, 273/269, 270, 264, 271

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Primary Examiner—William M. Pierce

Attorney, Agent, or Firm—Mary M. Moyne; Ian C. McLeod

[57] **ABSTRACT**

A combination Bingo and Poker game is described. The game uses a game board (**10**) containing a matrix of Bingo places (**16**). The Bingo places each have a Bingo number (**26**) and playing card indicia (**28**). The game is played similarly to standard Bingo with the players marking the places on the game board as the numbers are selected by the host entity (**12A**). A player has a winning BINGO when the marked places form a winning Bingo configuration. The playing card indicia of the places of the winning Bingo configuration are then used to form a potentially winning Poker hand.

12 Claims, 4 Drawing Sheets

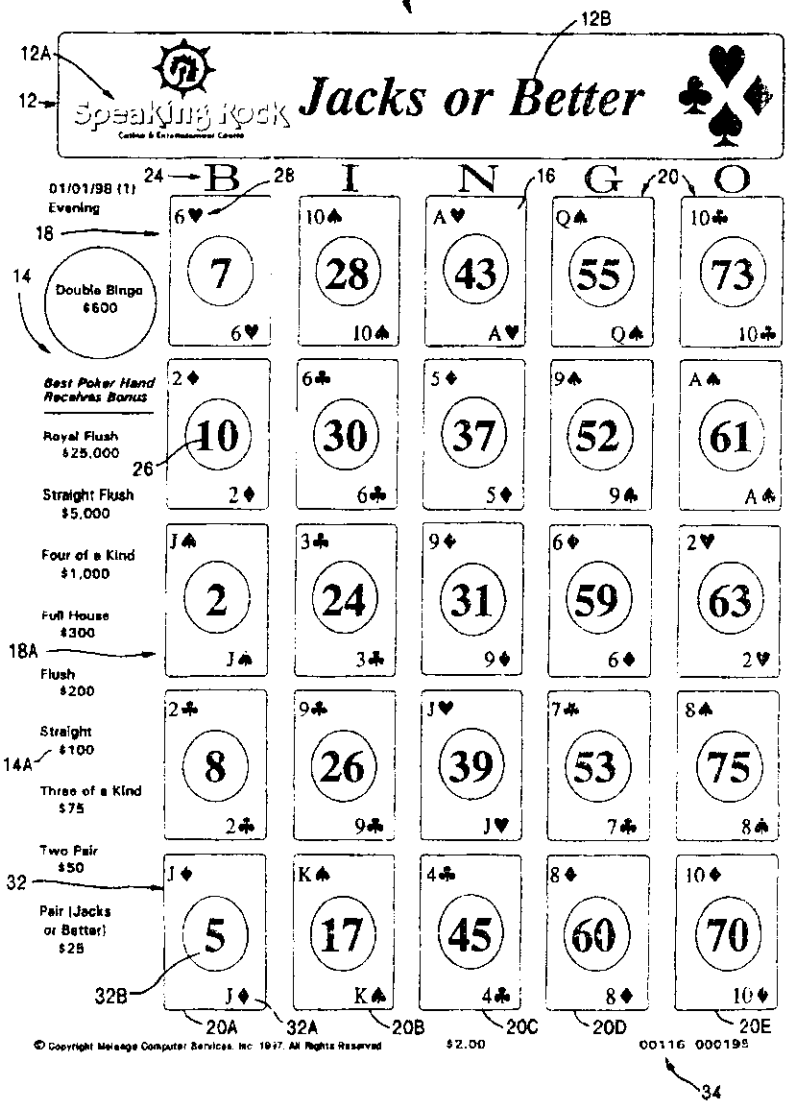


Exhibit H

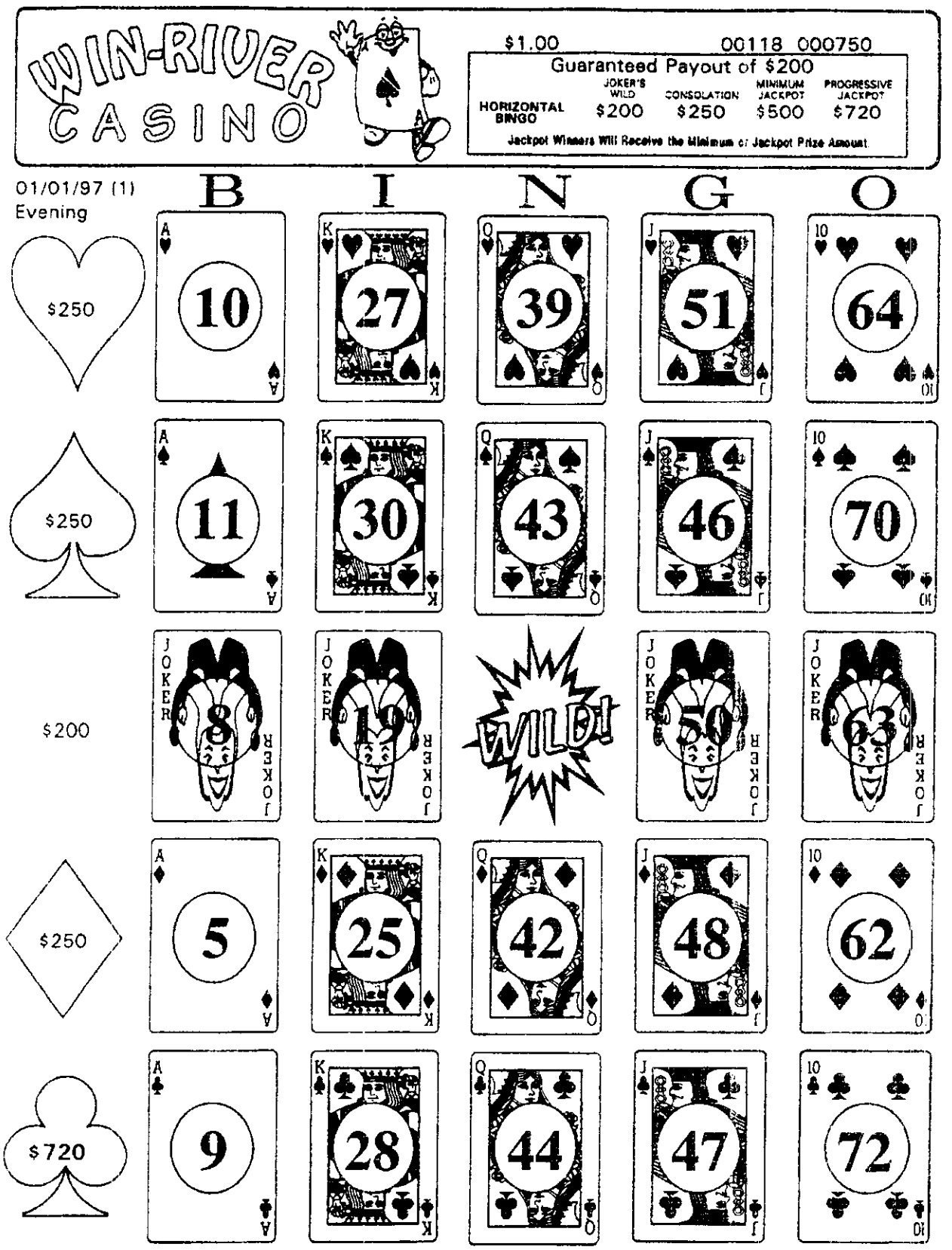
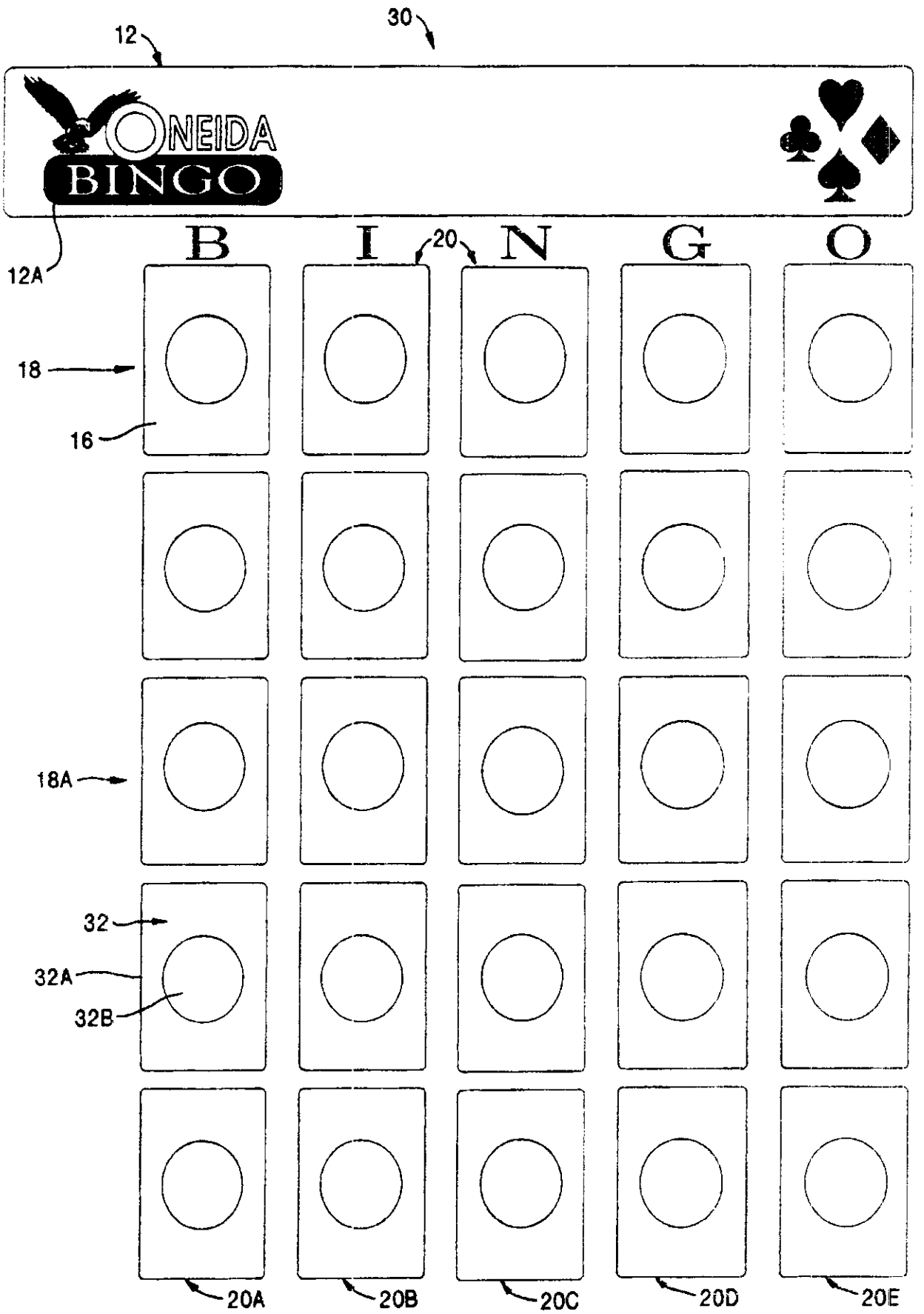


FIG. 1
(PRIOR ART)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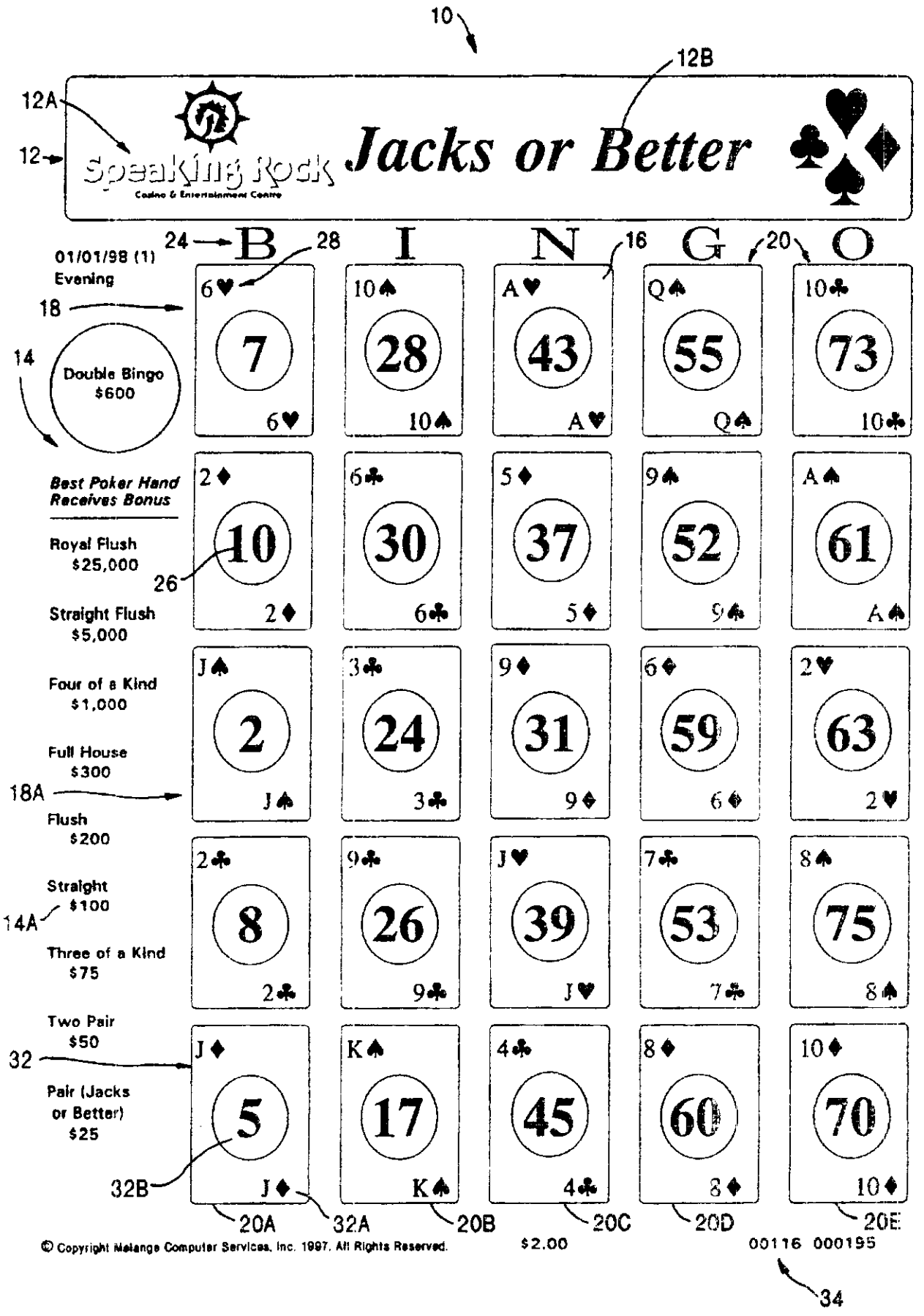
N
G
O
18
16
18A
32
32A
32B
20A
20B
20C
20D
20E

FIG. 2


10
12A
12
12B
Speaking Rock
Casino & Entertainment Centre
Jacks or Better
24
B
28
I
N
16
G
20
O
01/01/98 (1)
Evening
18
14
Double Bingo
$600
Best Poker Hand
Receives Bonus
Royal Flush
$25,000
26
Straight Flush
$5,000
Four of a Kind
$1,000
Full House
$300
18A
Flush
$200
Straight
$100
14A
Three of a Kind
$75
Two Pair
$50
32
Pair (Jacks
or Better)
$25
32B
20A
32A
20B
20C
20D
20E
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$2.00
00116 000195
34

FIG. 3

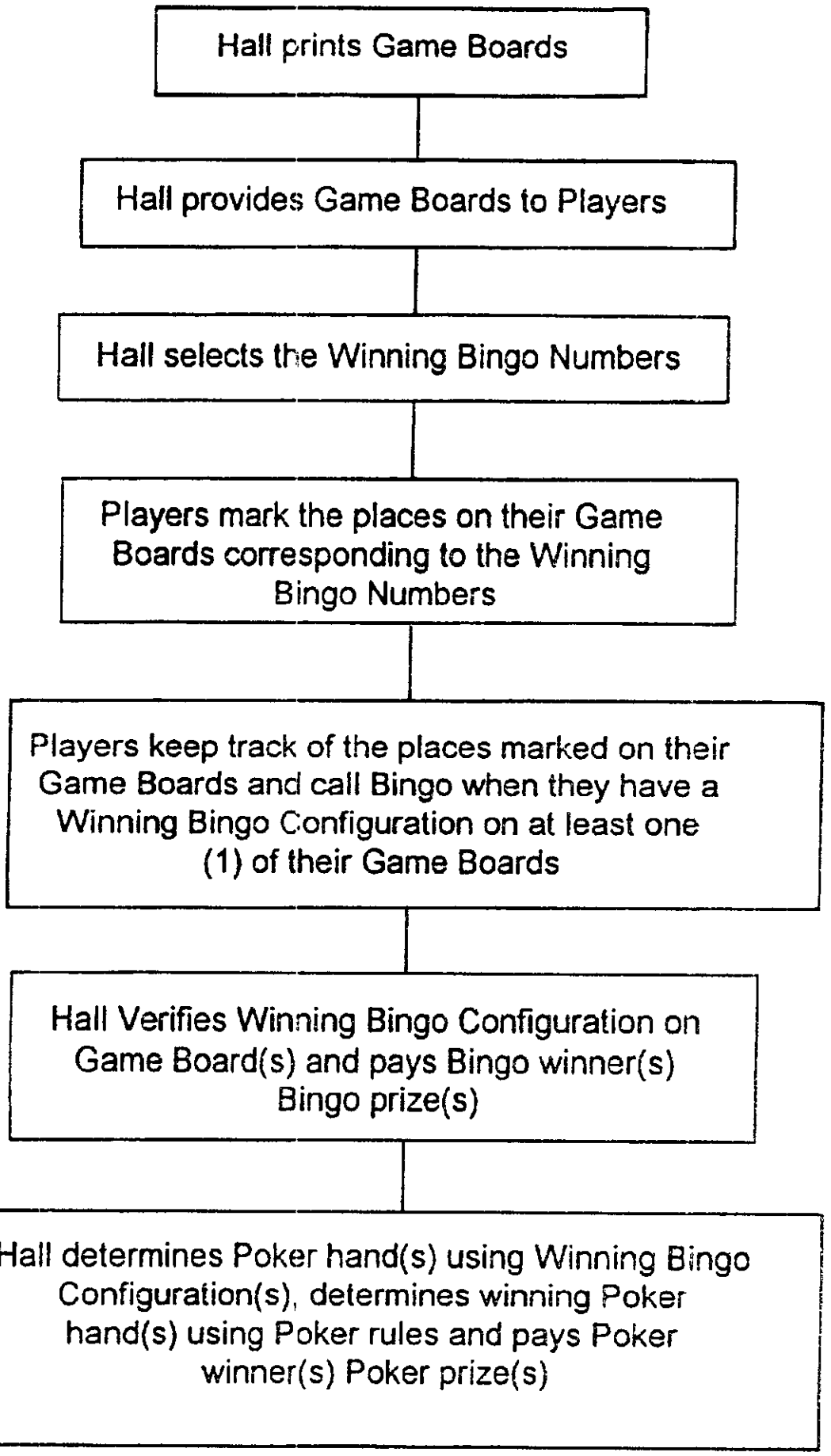
Hall prints Game Boards
Hall provides Game Boards to Players
Hall selects the Winning Bingo Numbers
Players mark the places on their Game Boards corresponding to the Winning Bingo Numbers
Players keep track of the places marked on their Game Boards and call Bingo when they have a Winning Bingo Configuration on at least one (1) of their Game Boards
Hall Verifies Winning Bingo Configuration on Game Board(s) and pays Bingo winner(s) Bingo prize(s)
Hall determines Poker hand(s) using Winning Bingo Configuration(s), determines winning Poker hand(s) using Poker rules and pays Poker winner(s) Poker prize(s)

FIG. 4

COMBINATION BINGO AND POKER GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates to a combination Bingo and Poker game. In particular, the present invention relates to a combination Bingo and Poker game which is played similarly to traditional Bingo games with the winning Bingo places on the game boards or sheets having playing card indicia associated with them. The playing card indicia are used to form a Poker hand. The game allows the winner of a BINGO to potentially win a second time by forming a Poker hand with the card indicia revealed by the winning BINGO configuration.

2. Description of Related Art

Applicant had previously created a Bingo game where the places on the game board contained playing card indicia as well as Bingo numbers. A game board for that game is similar to the WIN-RIVER CASINO game board as shown in FIG 1 In this previous game, each row on the game board contained playing card indicia for only the five (5) highest cards for each suit. Therefore, each row on the board represented a winning Poker hand corresponding to a straight flush for each of the four suits. Since the standard Bingo game board contains five (5) rows, the middle row of the game board contained jokers. In this game, there was no need for the winner to calculate the Poker hand. The Poker hand would always be a straight flush if the winner has a straight row BINGO. This Bingo game did not include random placement of the playing card indicia on the game board. The game also did not use the entire deck, but rather only the five (5) highest cards for each suit.

U.S. Pat. No. 5,393,057 to Marnell, II describes an electronic Poker game which is electronically connected to a Bingo game. The Bingo matrix has indicia representing randomly selected winning Poker hands. Upon occurrence of selected Poker hands in the Poker game, the results are automatically entered into the matrix of the Bingo game. The primary game being played is Poker with a secondary game of Bingo being played simultaneously. This game is not played similarly to Bingo, the primary game is Poker with the players playing numerous games of Poker before being able to achieve a BINGO.

The other related art has shown various types of Bingo games having added features. Illustrative are U.S. Pat. Nos. 4,021,936 to Kravitz, and Re. 34,673 to Desbiens

Kravitz describes a language teaching game played similar to Bingo. The locations on the Bingo card are represented by words or phrases. Upon achieving BINGO, the player receives extra points by constructing sentences from the words and phrases under the winning Bingo configuration.

Desbiens describes a two level Bingo game. The first level is played similarly to traditional Bingo. Once a BINGO is obtained, the player scratches off the winning Bingo locations to determine whether an instant prize was also won.

The other related art has also shown various types of poker games having added features. Illustrative are U.S. Pat. Nos. 1,723,377 to Salomon, 2,355,785 to Dorfman, 4,364,567 and 4,441,714 to Goott, and 4,560,171 to Anthony.

Dorfman shows a Poker game which uses game boards having playing card indicia. Additional cards are dealt from the deck to be associated with the playing card indicia on the game boards. The game can be played similarly to a standard Poker game. The game can also be played similar to a horse race where the player, having the highest Poker hand when all of the cards have been dealt, is considered the winner of the race.

Salomon describes a Poker game where each player has a game board having a different arrangement of cards therein. A dealer selects cards from a deck of fifty-two (52) cards. As the dealer selects the cards, the player marks the matching card on his game board. A winner can be determined by whichever player has all of the cards of a winning hand. Alternatively, a winner can be determined when a player covers a complete row or column on his game board.

U.S. Pat. Nos. 4,364,567 and 4,441,714 to Goott describe combination Poker-Keno-type games.

Anthony describes a Poker game which has a playing board having places containing the fifty-two (52) cards of a Poker deck. The places also contain a number which is not associated with the playing cards. To play, numbers are chosen corresponding to the numbers on the playing board. The player's Poker hand is based on the cards associated with the places on the board having the chosen numbers.

There remains the need for a combination Bingo and Poker game which is played similarly to standard Bingo and which has playing card indicia on the places of the winning BINGO which are used to form a Poker hand.

Objects

It is therefore an object of the present invention to provide a combination Bingo and Poker game which is played similarly to Bingo. Further, it is an object of the present invention to provide a combination Bingo and Poker game which can be played by a plurality of players at one time. Still further, it is an object of the present invention to provide a combination Bingo and Poker game where the places on the game board are provided with randomly selected Bingo numbers and randomly selected playing card indicia. Further still, it is an object of the present invention to provide a combination Bingo and Poker game where the playing card indicia of the winning Bingo places are used to form a Poker hand, which may be a winning Poker hand. Further, it is an object of the present invention to provide a method of playing a combination Bingo and Poker game where the game board places are provided with Bingo numbers and playing card indicia and Bingo numbers are randomly selected which correspond to the Bingo numbers on the game board and where the game card indicia of places corresponding to a winning Bingo configuration are used to form a Poker hand. These and other objects will become increasingly apparent by reference to the following drawing and the description.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a prior art game board with each row having a winning Poker hand corresponding to a straight flush.

FIG. **2** is a blank game board stock **30** showing the top identification section **12** and the places outline **32**.

FIG. **3** is a schematic view of a game board **10** showing the Bingo numbers **26** and the playing card indicia **28**.

FIG. **4** is a flowchart showing the method of playing the combination Bingo and Poker game.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

The present invention relates to a combination Bingo and Poker game, which comprises, a plurality of game boards each game board having a plurality of places at least one of the places having a Bingo number and a randomly selected playing card indicia and means for randomly selecting winning Bingo numbers corresponding to some of the bingo numbers on the plurality of game boards wherein a game

board has a winning Bingo when at least some of the places having the Bingo numbers corresponding to the winning Bingo numbers have a predetermined Bingo configuration and wherein a game board with a winning Bingo has a winning Poker hand when the playing card indicia of at least some of the places in the predetermined Bingo configuration form a predetermined winning Poker hand.

Further, the present invention relates to a method of playing a combination Bingo and Poker game, which comprises the steps of providing a plurality of game boards each game board having a plurality of places at least one of the places having a Bingo number and a playing card indicia; randomly selecting winning Bingo numbers which correspond to Bingo numbers on the game boards; marking the places on each of the game boards having the Bingo numbers corresponding to the winning Bingo numbers until some of the marked places have a predetermined winning Bingo configuration; and forming a Poker hand from the playing card indicia of the marked places forming the predetermined winning Bingo configuration.

The present invention relates to a combination Bingo and Poker game which uses game boards or sheets **10** having both Bingo numbers **26** and playing card indicia **28**. FIG. **3** shows one game board **10** which is used with the combination Bingo and Poker game of the present invention. The face **10**A of the game board **10** is preferably similar to standard Bingo game boards **10** and include a top identification section **12**, a side prize defining section **14** and a matrix of Bingo places or locations **16**. The top identification section **12** preferably identifies the entity **12**A that is hosting the game, as well as the specific version or name **12**B of the game which is to be played. The entity **12**A hosting the game is preferably preprinted in the top identification section **12** of the card stock **30** prior to printing the Bingo numbers **26** and playing card indicia **28** on the face **10**A of the game board **10** (FIG. **2**). The prize defining section **14** of the game board **10** preferably extends along one of the sides of the game board **10** on the face **10**A of the game board **10**. In the preferred embodiment, the prize defining section **14** extends along the side of the game board **10** adjacent the B Column **20**A of the game board **10**. The prizes **14**A are preferably provided for both a winning BINGO and a winning Poker hand. The prizes **14**A are determined by the host entity **12**A. Preferably, the computer program used to print the game boards **10** and to determine the winner is also used to track prizes **14**A (to be discussed in detail hereinafter).

In the preferred embodiment, the matrix of Bingo places **16** on each game board **10** contains five (5) rows **18** and five (5) columns **20** for a total of twenty-five (25) places **16**. The top of each column **20** has a Bingo column identifier **24** which is preferably a letter. The Bingo column identifiers **24** when read from left to right, form the word BINGO. Similar to standard Bingo game boards **10** each of the twenty-five (25) places **16** on the board is provided with a Bingo number **26**. Preferably each column **20** has a range of fifteen (15) numbers. Preferably the B column **20**A contains five (5) Bingo numbers **26** ranging from and including 1–15. The I column **20**B preferably has five (5) Bingo numbers **26** ranging from and including 16–30. The N column **20**C has five (5) Bingo numbers **26** ranging from and including 31–45. The G column **20**D has five (5) Bingo numbers **26** ranging from and including 46–60. Finally, the O column **20**E has five (5) Bingo numbers **26** ranging from and including 61–75. Therefore, the game board **10** contains twenty-five (25) numbers ranging from and including 1–75. However, other than the above limitations, the Bingo numbers **26** for the places **16** are randomly selected. The places **16** on the game board **10** also contain playing card indicia **28**. In the preferred embodiment, the playing card indicia **28** are selected from a full standard Poker deck of fifty-two (52) cards. In an alternate embodiment (not shown), jokers are also used in the playing card indicia **28**. In the alternate embodiment the jokers are preferably located in the center row **18**A or the center place **16**A of the game board **10**. In another alternate embodiment (not shown) the center place **16**A on the game board **10** is a wild place or free place and can always be used to form the winning Bingo configuration. The playing card indicia **28** for each place **16** is preferably randomly selected.

In the preferred embodiment, specific Bingo numbers **26** and playing card indicia **28** for the places **16** on the game board **10** are determined by a computer program. The computer program generates the Bingo numbers **26** and playing card indicia **28** and prints the combinations on preprinted Bingo game board stock **30** (FIG. **2**). The preprinted game board stock **30** preferably includes the top identification section **12**, the BINGO column identifiers **24** and a places outline **32**. The game board stock **30** is preprinted and delivered in quantity to the hosting entity **12**A. The game board stock **30** is preferably constructed of standard paper, such that a standard laser or ink jet printer may be used to print the game boards **10**. The blank game board stock **30** can be used for a variety of different types of combination Bingo and Poker games. The places outlines **32** preferably have an outer card outline **32**A having a rectangular shape, similar to a standard playing card. The places outline **32** also has a Bingo number section **32**B. In the preferred embodiment, the Bingo number section **32**B is a circle positioned in the center of the outer card outline **32**A. The prizes **14**A, the playing card indicia **28** and the Bingo numbers **26** are preferably printed on the game board stock **30** just prior to the game being sold. By printing the final game board **10** just prior to the game, the user is able to maintain security over the final printed game boards **10**. In addition, the prizes **14**A printed on the game boards **10** can be recalculated based on the requirements of the host entity **12**A in the previous game.

The game boards **10** are printed at the host site daily using the computer program. The entity **12**A determines the number of game boards **10** to be printed. The playing card indicia **28**, located on the places **16** of the game board **10**, are randomly generated using the computer program. The game boards **10** are generated from cycling through a series of 10,000 random and unique Bingo permutations. Preferably, the computer program ensures that duplicate game boards **10** are not produced for the same game. The computer program also preferably allows for easier, quicker verification of winning game boards **10**. In addition to the playing card indicia **28** and Bingo numbers **26**, a verification or identification number **34** is also printed on the face **10**A of the game board **10**. The identification number **34** allows the computer program to be used to quickly and easily verify a winning BINGO or Poker hand.

To play the game, the entity **12**A uses standard Bingo equipment (not shown) to call the Bingo numbers **26**. Standard Bingo equipment includes, a blower, a set of Bingo balls numbered 1–75 and a flashboard. The combination Bingo and Poker game preferably operates on standard computer equipment (not shown). However, the Bingo and Poker game can also be played and the winners determined manually. This equipment consists of a network or stand-alone computer, a laser printer and a video output device to interface with the television monitor verification system. The game can also be configured to operate on a NOV-

ELL™ network or other PC based computer equipment which may already be installed at the host site. As the Bingo numbers **26** are called by a caller, the entity **12**A enters the numbers into the computer and the players mark their game boards **10** accordingly. A player calls "BINGO" once the marked places **16** on the game board **10** correspond to a winning Bingo configuration. All valid BINGOs must be on the "last number called". Players notifying the host entity **12**A of a BINGO will have their game boards **10** verified by having the verification number **34** on the game board **10** recited to the entity **12**A, who enters it into the computer. To verify a win, the verification number **34** on the game board **10** is entered into a computer system being used by the entity **12**A. The computer will notify the entity **12**A whether the BINGO was a valid BINGO or not. As an option, the entity **12**A may display the winning game board **10** on monitors such that all players can see the winning game board **10**. The computer system will verify multiple BINGO's. When a player obtains a winning Bingo configuration, they win the posted prize **14**A once the BINGO has been verified. Once all BINGO's are verified, the computer program identifies the highest winning Poker hand based on the playing card indicia **28** associated with the winning BINGOs. The playing card indicia **28** associated with the places **16** in the valid Bingo configuration are used to form a single five (5) card Poker hand from the playing card indicia **28** available. Consequently, if the Bingo game required a two (2) straight line Bingo configuration to win the Bingo, the player is able to choose the best five (5) card Poker hand from the playing card indicia **28** available. In the preferred embodiment, only the highest poker hand will win an additional bonus "Poker" prize **14**A, as printed. Preferably, a consolation prize is split among all valid Bingo pattern winners. The game is then closed when all the winners have been verified.

It is intended that the foregoing description be only illustrative of the present invention and that the present invention be limited only by the hereinafter appended claims.

I claim:

1. A combination Bingo and Poker game, which comprises:

(a) a plurality of game boards for use simultaneously in the game each game board having a plurality of first places, the first places having a Bingo number and a randomly selected playing card indicia wherein the Bingo number and randomly selected playing card indicia in the plurality of first places of at least one of the game boards is different from the Bingo number and randomly selected playing card indicia in the plurality of first places of at least one other game board; and

(b) means for randomly selecting winning Bingo numbers corresponding to some of the Bingo numbers on the plurality of game boards wherein a game board has a winning Bingo when at least some of the first places having the Bingo numbers corresponding to the winning Bingo numbers have a predetermined Bingo configuration and wherein a game board with a winning Bingo has a winning Poker hand when the playing card indicia of at least some of the first places in the predetermined Bingo configuration form a predetermined winning Poker hand.

2. The game of claim **1** wherein the first places are arranged in intersecting rows and columns on the game board.

3. The game of claim **2** wherein there are five columns on the game boards, wherein a heading on the columns is a word having letters which spell BINGO from left to right wherein the winning Bingo numbers includes a letter corresponding to one of the letters of the word BINGO and the Bingo number and wherein the letters of the winning Bingo numbers determine which column on the game board the first place having the winning Bingo number is located.

4. The game of claim **2** wherein there are five columns and five rows for a total of 25 places.

5. The game of claim **1** wherein each of the game boards has at least one second place having no Bingo number or playing card indicia which can be used in combination with the first places to form the predetermined Bingo configuration.

6. The game of claim **2** wherein the playing card indicia on each column of first places has a different card suit.

7. The game of claim **1** wherein the Bingo numbers are superimposed over a center of the playing card indicia on the first places on the game boards.

8. The game of claim **1** wherein the Bingo numbers for the first places of the game boards are randomly selected.

9. The game of claim **8** wherein the Bingo numbers and playing card indicia for the first places of the game boards are selected using a computer program.

10. The game of claim **1** wherein the playing card indicia includes jokers.

11. A method of playing a combination Bingo and Poker game, which comprises the steps of:

(a) providing a plurality of game boards for use simultaneously in the game each game board having a plurality of places, the places having a Bingo number and a randomly selected playing card indicia wherein the Bingo number and randomly selected playing card indicia in the plurality of places of at least one of the game boards is different from the Bingo number and randomly selected playing card indicia in the plurality of places of another game board;

(b) randomly selecting winning Bingo numbers which correspond to Bingo numbers on the game boards;

(c) marking the places on each of the game boards having the Bingo numbers corresponding to the winning Bingo numbers until some of the marked places on at least one of the game boards have a predetermined winning Bingo configuration;

(d) determining a winner of a Bingo portion of the game using the predetermined winning Bingo configuration;

(e) forming a Poker hand from the playing card indicia of the marked places forming the predetermined winning Bingo configuration to determine a winner of a Poker portion of the game.

12. The method of claim **11** wherein the winning Bingo numbers are randomly selected by a caller.

* * * * *