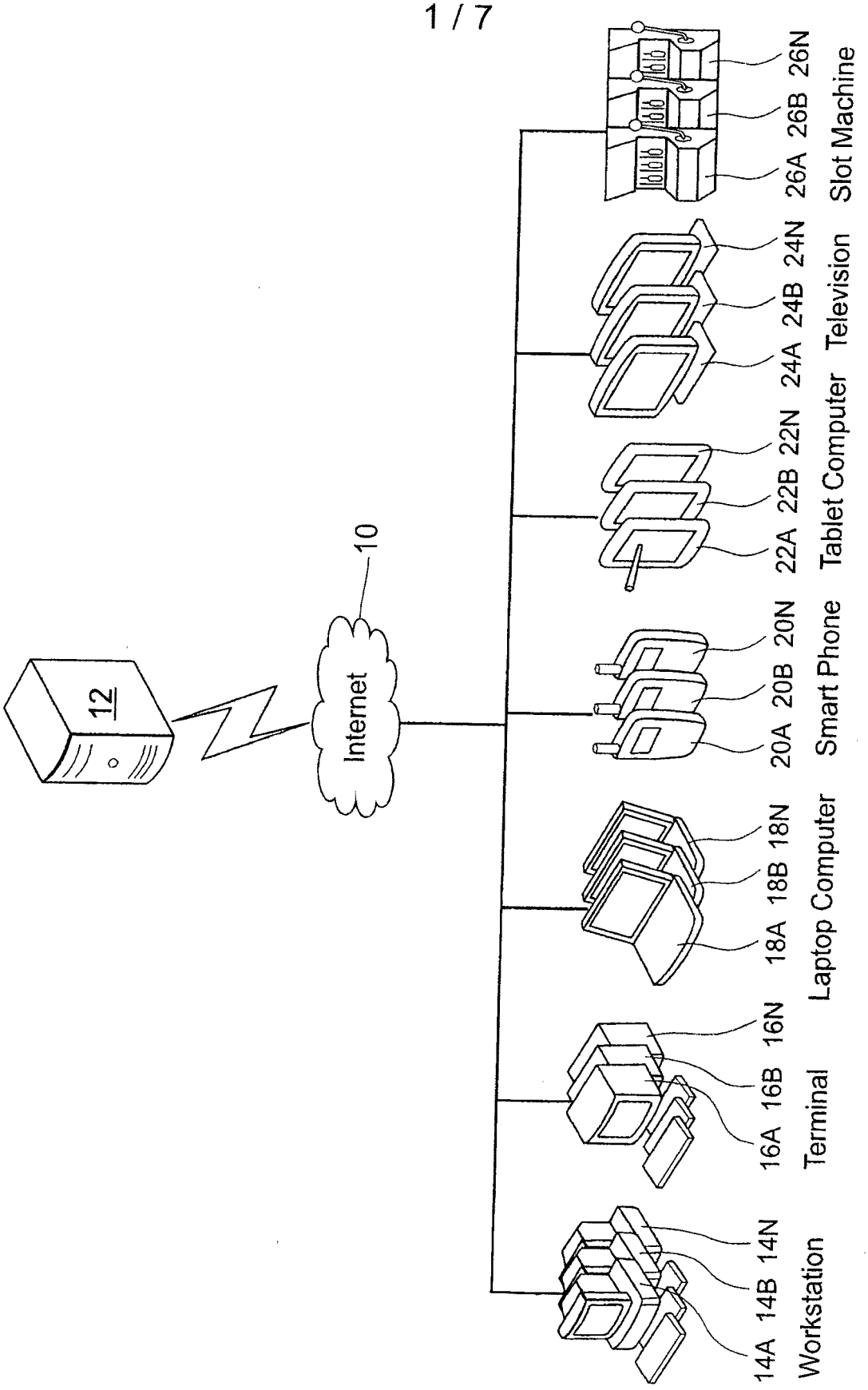

12
Internet
10
14A 14B 14N Workstation
16A 16B 16N Terminal
18A 18B 18N Laptop Computer
20A 20B 20N Smart Phone
22A 22B 22N Tablet Computer
24A 24B 24N Television
26A 26B 26N Slot Machine

FIG. 1

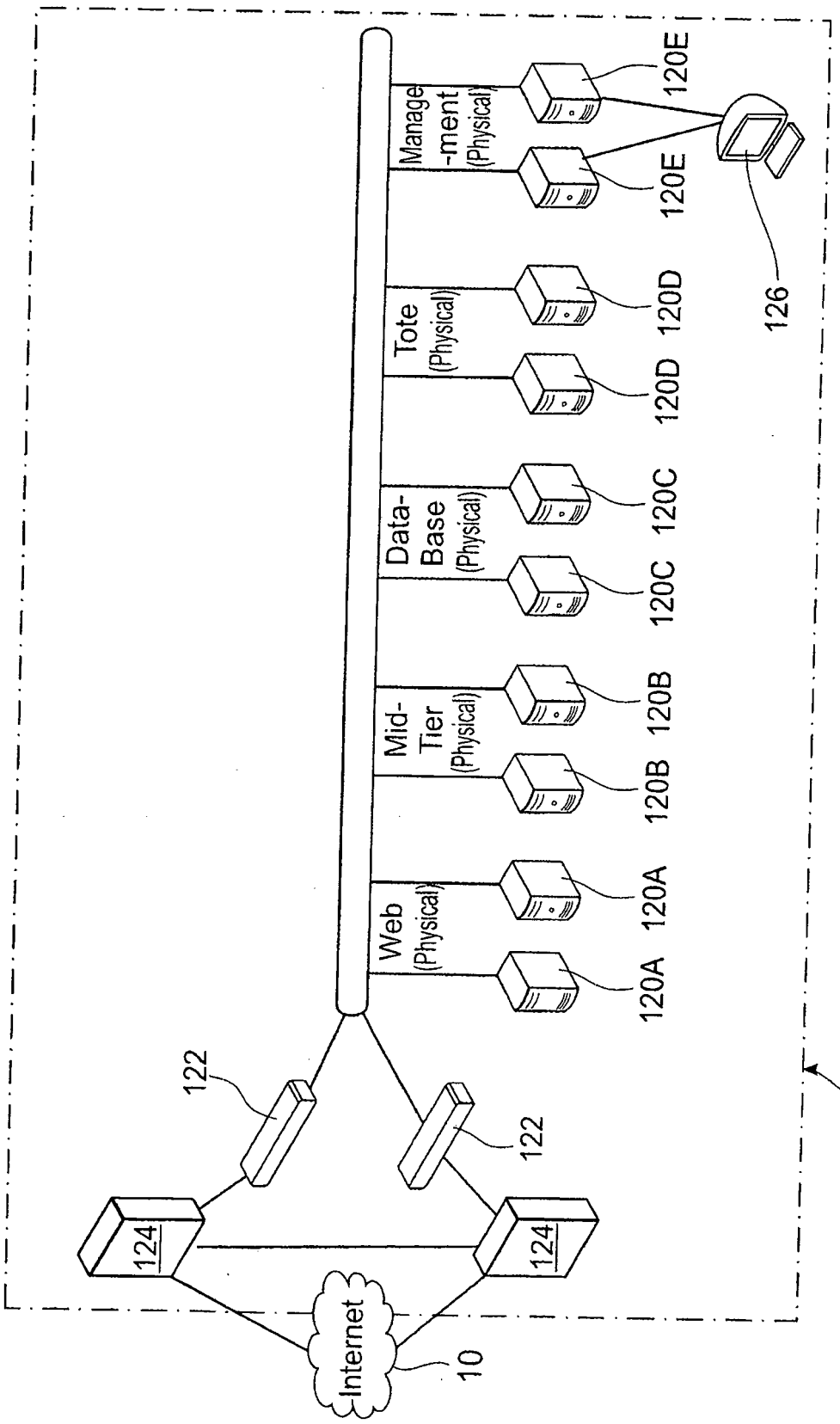

Manage-ment (Physical)
120E
120E
126
Tote (Physical)
120D
120D
Data-Base (Physical)
120C
120C
Mid-Tier (Physical)
120B
120B
Web (Physical)
120A
120A
122
122
124
124
Internet
10
12

FIG. 2

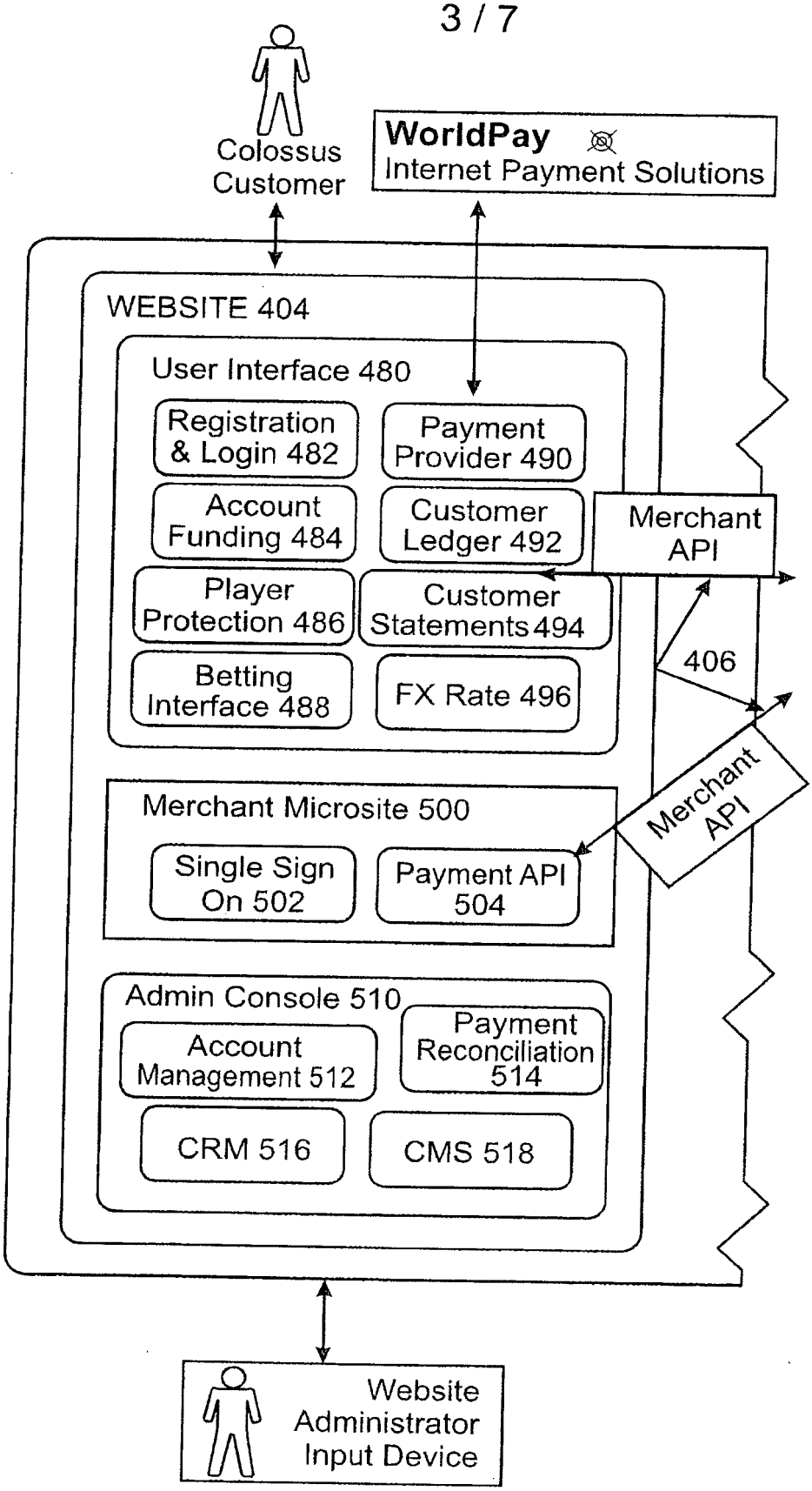


FIG. 3A

FIG. 3B Adjoins

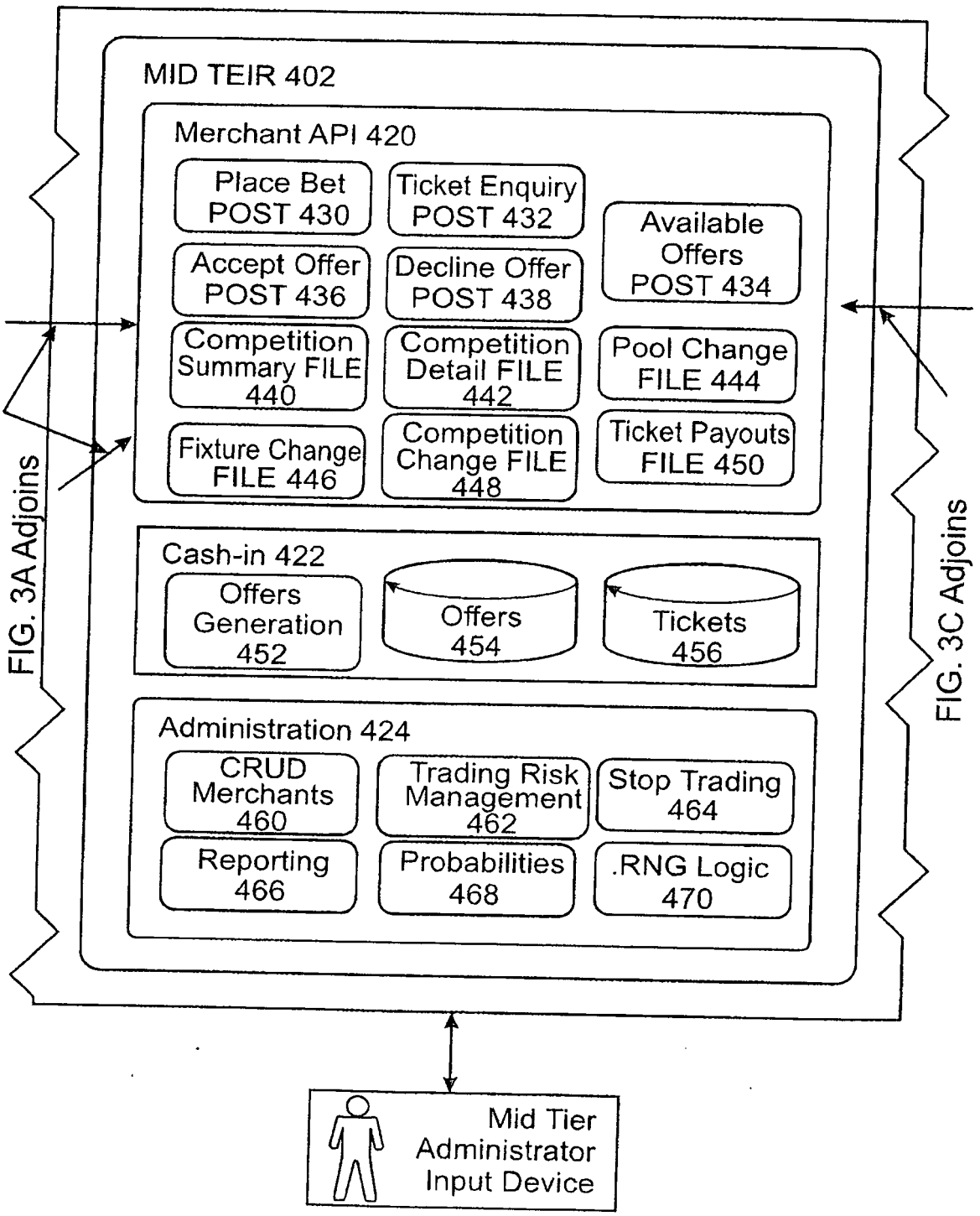

MID TEIR 402
Merchant API 420
Place Bet POST 430
Ticket Enquiry POST 432
Available Offers POST 434
Accept Offer POST 436
Decline Offer POST 438
Competition Summary FILE 440
Competition Detail FILE 442
Pool Change FILE 444
Fixture Change FILE 446
Competition Change FILE 448
Ticket Payouts FILE 450
Cash-in 422
Offers Generation 452
Offers 454
Tickets 456
Administration 424
CRUD Merchants 460
Trading Risk Management 462
Stop Trading 464
Reporting 466
Probabilities 468
.RNG Logic 470
Mid Tier Administrator Input Device
FIG. 3A Adjoins
FIG. 3C Adjoins

FIG. 3B

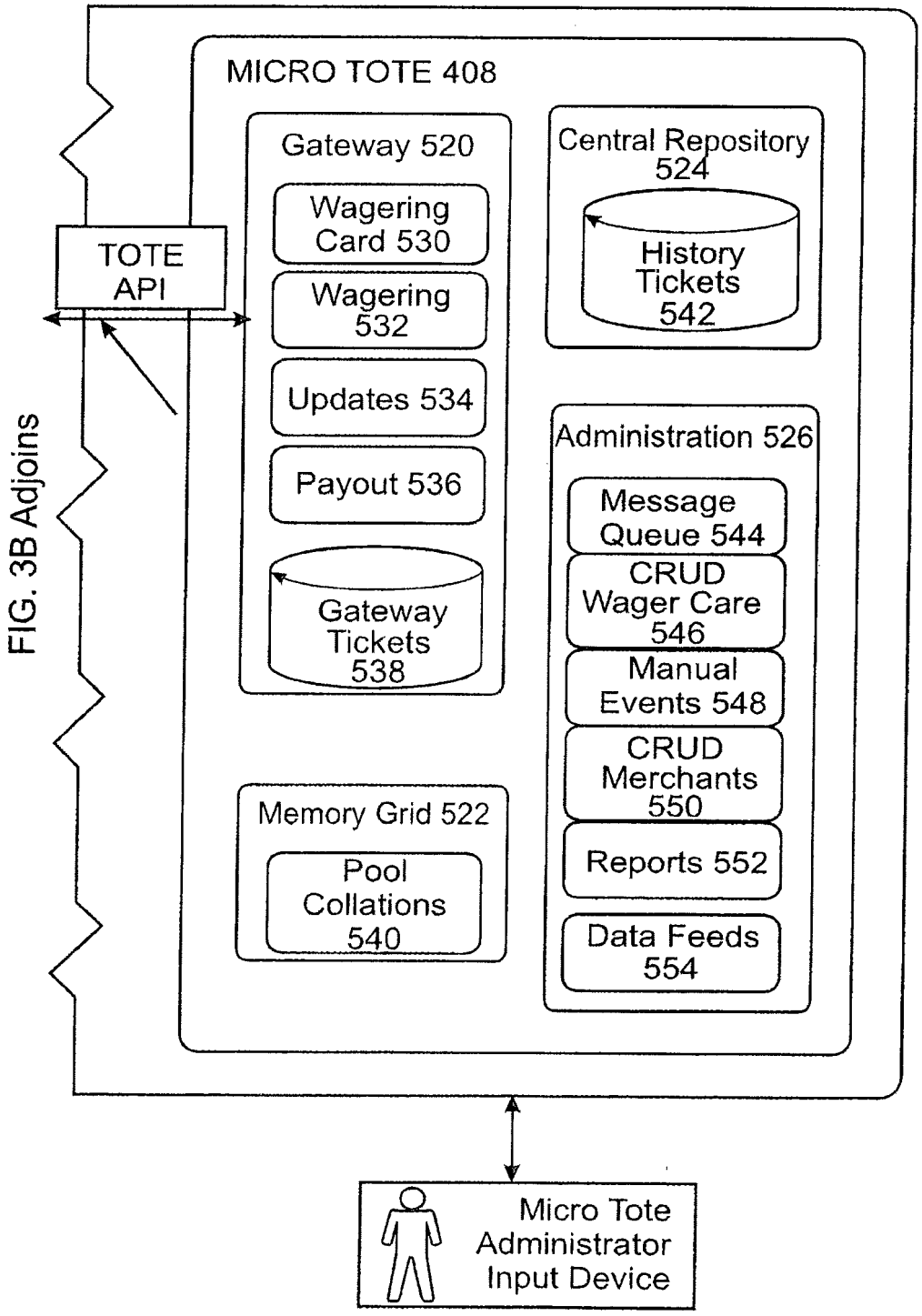

MICRO TOTE 408
Gateway 520
Wagering Card 530
Wagering 532
Updates 534
Payout 536
Gateway Tickets 538
Central Repository 524
History Tickets 542
TOTE API
Administration 526
Message Queue 544
CRUD Wager Care 546
Manual Events 548
CRUD Merchants 550
Reports 552
Data Feeds 554
Memory Grid 522
Pool Collations 540
FIG. 3B Adjoins
Micro Tote Administrator Input Device

FIG. 3C

	2006-07	2007-08	2008-09	2009-10	2010-11	2011-12		5 Year Ave
ENG PREMIER LEAGUE	2.45	2.64	2.48	2.77	2.8	2.8		2.66
ESP LA LIGA	2.48	2.69	2.9	2.71	2.74	2.77		2.72
ITA SERIE A	2.55	2.55	2.6	2.61	2.51	2.56		2.56
GER BUNDESLIGA	2.74	2.81	2.92	2.83	2.92	2.87		2.85
FRA LIGUE 1	2.25	2.28	2.26	2.41	2.34	2.47		2.34
EUR CHAMPIONS LEAGUE	2.49	2.64	2.63	2.54	2.84	2.77		2.65
WORLD CUP	2.21	2.71	2.67	2.52	2.3	2.27		2.45

FIG. 4

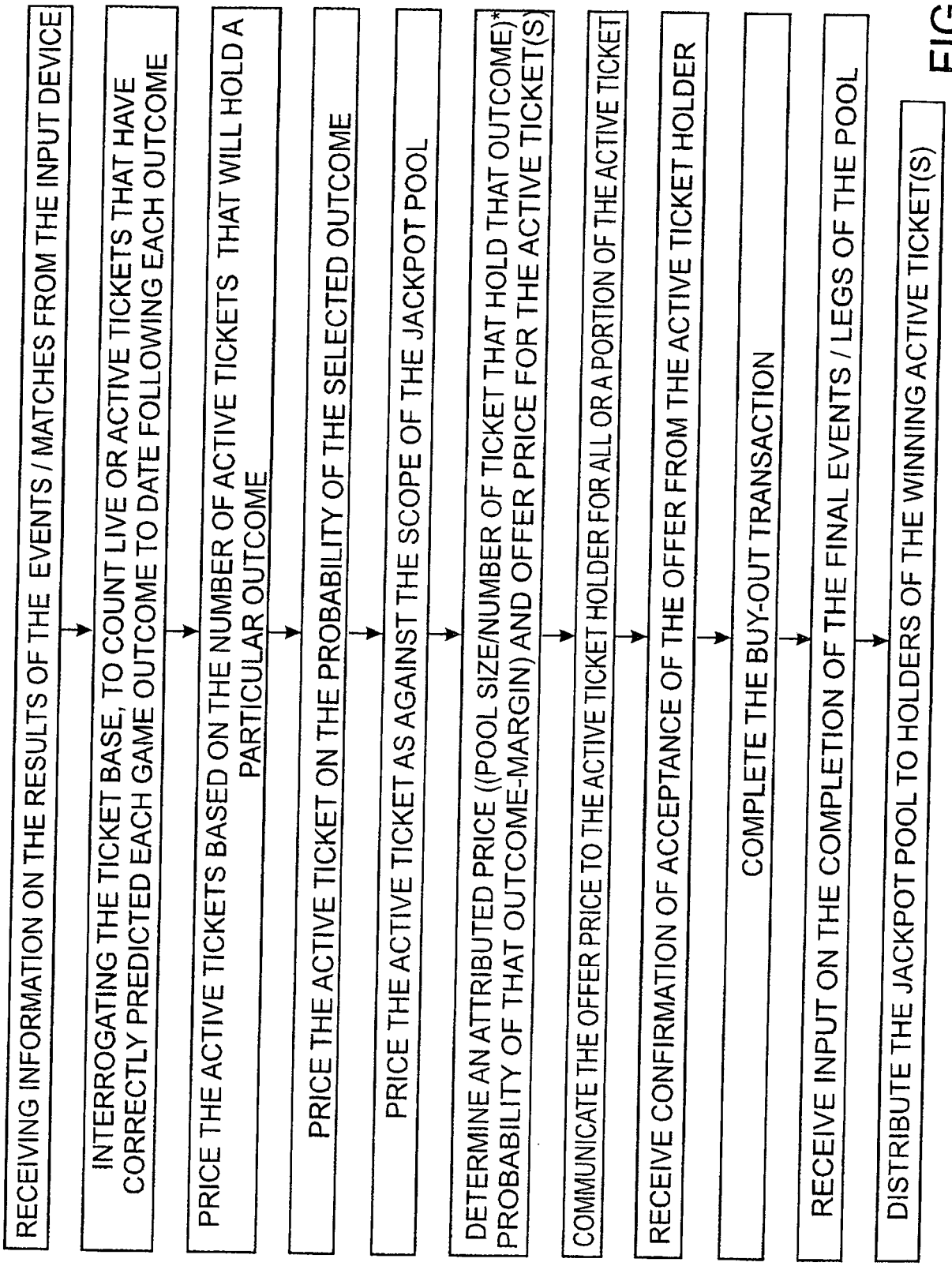

RECEIVING INFORMATION ON THE RESULTS OF THE EVENTS / MATCHES FROM THE INPUT DEVICE
INTERROGATING THE TICKET BASE, TO COUNT LIVE OR ACTIVE TICKETS THAT HAVE CORRECTLY PREDICTED EACH GAME OUTCOME TO DATE FOLLOWING EACH OUTCOME
PRICE THE ACTIVE TICKETS BASED ON THE NUMBER OF ACTIVE TICKETS THAT WILL HOLD A PARTICULAR OUTCOME
PRICE THE ACTIVE TICKET ON THE PROBABILITY OF THE SELECTED OUTCOME
PRICE THE ACTIVE TICKET AS AGAINST THE SCOPE OF THE JACKPOT POOL
DETERMINE AN ATTRIBUTED PRICE ((POOL SIZE/NUMBER OF TICKET THAT HOLD THAT OUTCOME)* PROBABILITY OF THAT OUTCOME-MARGIN) AND OFFER PRICE FOR THE ACTIVE TICKET(S)
COMMUNICATE THE OFFER PRICE TO THE ACTIVE TICKET HOLDER FOR ALL OR A PORTION OF THE ACTIVE TICKET
RECEIVE CONFIRMATION OF ACCEPTANCE OF THE OFFER FROM THE ACTIVE TICKET HOLDER
COMPLETE THE BUY-OUT TRANSACTION
RECEIVE INPUT ON THE COMPLETION OF THE FINAL EVENTS / LEGS OF THE POOL
DISTRIBUTE THE JACKPOT POOL TO HOLDERS OF THE WINNING ACTIVE TICKET(S)

FIG. 5