Furthermore, the invention solves the task with a system of the above-mentioned type with the features of the claim 11.

Summary of the invention:

According to an aspect, there is provided a method for efficiently operating a gaming operation, which comprises the steps of: disposing at least one automatic gaming machine having one game unit and one pay out unit operable by a player for a pay-out of a credit in a form of a confirmation ticket or on a storage medium in a gaming room; disposing a sever in a separate secured room separate from the at least one automatic gaming machine disposed in the gaming room, the server being connected to the at least one automatic gaming machine; allowing an execution of a game with a presence of the credit via the automatic game unit and a pressing of an operating button by a user of the automatic game unit for starting the game, the automatic game unit having at least one display for displaying results of the game just executed; transferring a dataset to the server with the presence of the credit and operation of the pay-out unit, the dataset containing an amount of the credit; storing the dataset, following receipt, in the server and in an event of a successful storage a release dataset is returned to the automatic gaming machine; printing out at least part of the dataset in a period between receipt of the dataset by the server and a transmission of the release dataset to the automatic gaming machine with a printer connected to the server and disposed in the secured room; making available a confirmation ticket upon receipt of the release dataset at the automatic gaming machine; and dispensing the confirmation ticket to the player, and the dataset being kept available for a print-out by the server.

According to another aspect, there is provided a system for allowing an efficient operation of a gaming operation, the system comprising: a server disposed in a secured room; a number of automatic gaming machines connected to the server and operable by a player, at least one of the automatic gaming machines having a game unit and a pay-out unit for a confirmation of a credit in a form of confirmation tickets, the automatic gaming machines disposed in a gaming room separate from the secured room; the game unit facilitating an execution of a game with a presence of the credit; the automatic gaming machine having a machine-side sender unit for releasing a dataset containing the credit to the server in an event of operation of the pay-out unit by the player during a simultaneous presence of the credit; the server having a server-side receiver unit for a receipt of the dataset and a database for storing the dataset; the server having an examination unit downstream of the server-side receiver unit for examining a storage of the dataset; the server having a server-side sender unit which in an event of a successful examination of storage of the dataset by the examination unit sending a release dataset to the automatic gaming machine; a printer connected to the server, the server having a print control unit, which initiates a print-out of at least part of

the dataset by the printer following receipt of the dataset; the automatic gaming machine having a machine-side receiver unit for receipt of the release dataset and an output unit, wherein with a receipt of the release dataset in the automatic gaming machine via the output unit a confirmation ticket is available and dispensable to the player; and the server containing a print storage having the dataset available for printout.

According to another aspect, there is provided a non-transitory computer readable medium having computer executable instructions for performing a method of operating a gaming room having a number of automatic gaming machines, at least one automatic gaming machine having one game unit and one pay out unit operable by a player for a pay-out of credit in a form of a confirmation ticket or a storage medium, wherein the method comprises the steps of: allowing communications between the automatic gaming machines disposed in the gaming room and a server disposed in a secured room separate from the gaming room; allowing an execution of a game with a presence of a credit via the game unit; transferring a dataset to the server with the presence of the credit and operation of the pay-out unit, the dataset containing an amount of credit; storing the dataset, following receipt, in the server and in an event of a successful storage a release dataset is returned to the automatic gaming machine; printing out at least part of the dataset in a period between receipt of the dataset by the server and a transmission of the release dataset to the automatic gaming machine with a printer connected to the server; making available a confirmation ticket upon receipt of the release dataset at the automatic gaming machine; and dispensing the confirmation ticket to the player, and the dataset will be kept available for a print-out by the server.

An embodiment of the invention foresees a procedure for the pay-out of credit by means of a system comprising a server and a number of automatic gaming machines connected to the server and operable by a player, wherein at least one automatic gaming machine features one game unit and one pay-out unit operable by a player for the pay-out of credit. It is thereby foreseen that

- the game unit allows the execution of a game with the presence of credit,
- with presence of credit and operation of the pay-out unit a dataset is transferred to the server comprising the amount of credit,
- the dataset upon its receipt to the server is stored and in the event of a successful storage a release dataset is returned to the automatic gaming machine,
- upon receipt of the release dataset at the respective automatic gaming machine a confirmation ticket is made available and dispensed to the player,
- wherein the dataset will be kept available for the print-out by the server.

With these advantageous features the maintenance of the automatic gaming machine is considerably simplified. In particular the time and cost consuming scanning of the tickets in the automatic machines can be eliminated completely.

A further advantage is that, for example, in the case of a mistake when reading the tickets into the automatic gaming machine a comparatively simple traceability and ascertainment of the amount to be paid for the player is possible.

For the avoidance of waste paper in the automatic machines it can further be foreseen that for the confirmation of a credit a preferentially reprintable confirmation ticket showing at least information about the credit before the execution of a game is read and subsequently at least information about the credit on the confirmation ticket is deleted or removed and a new imprint corresponding, if applicable, to the dataset and/or the release dataset is printed on the confirmation ticket.

In order to achieve a safe destruction of confirmation tickets it can be foreseen that for the confirmation of a credit a preferentially reprintable confirmation ticket is read prior to the start of the game and after the end of the game the confirmation ticket is destroyed and stored in the respective automatic gaming machine, and, if applicable , compressed and a new confirmation ticket is issued on which, if applicable, a new imprint corresponding to the dataset and/or release dataset is printed.

For the reduction of possibilities of manipulation it can be foreseen that- the dataset received by the server and the release dataset generated following the receipt of the dataset are stored in the server in a manner relatable to another and/or
- further information, such as a respective identifying information of the automatic gaming machine transferring the dataset and/or the time and/or the date of pay-out of the credit, is added on the dataset.

In order to avoid multiple pay-outs it can be foreseen that after the storage of the dataset in the server or after the printing out of the dataset by the server or after issuing the confirmation ticket by the automatic gaming machine the credit is deleted and the automatic gaming machine is, if applicable, prepared for the execution of a new game.

Furthermore an embodiment of the invention relates to a system for the pay-out and confirmation of credit comprising a server and a number of automatic gaming machines connected to the server and operable by a player,
- wherein at least one automatic gaming machine features a game unit and a pay-out unit for the confirmation of a credit in the form of confirmation tickets; and
- wherein the game unit facilitates the execution of a game with the presence of credit; and
- wherein the automatic gaming machine features a machine–side sender unit for the release of a dataset containing the credit to the server in the event of actuation of the pay-out unit by the player during the simultaneous presence of a credit, and
- wherein the server features a server-side receiver unit for the receipt of the dataset as well as a database for the filing of the dataset, and
- wherein the server features an examination unit downstream of the server-side receiver unit, which examines the storage of the dataset, and
- wherein the server features a server-side sender unit which in the event of a successful examination of the storage of the dataset by the examination unit sends a release

CLAIMS

1. A method for efficiently operating a gaming operation, which comprises the steps of:
disposing at least one automatic gaming machine having one game unit and one pay-out unit operable by a player for a pay-out of a credit in a form of a confirmation ticket or on a storage medium in a gaming room;
disposing a sever in a separate secured room separate from the at least one automatic gaming machine disposed in the gaming room, the server being connected to the at least one automatic gaming machine;
allowing an execution of a game with a presence of the credit via the automatic game unit and a pressing of an operating button by a user of the automatic game unit for starting the game, the automatic game unit having at least one display for displaying results of the game just executed;
transferring a dataset to the server with the presence of the credit and operation of the pay-out unit, the dataset containing an amount of the credit;
storing the dataset, following receipt, in the server and in an event of a successful storage a release dataset is returned to the automatic gaming machine;
printing out at least part of the dataset in a period between receipt of the dataset by the server and a transmission of the release dataset to the automatic gaming machine with a printer connected to the server and disposed in the secured room;
making available a confirmation ticket upon receipt of the release dataset at the automatic gaming machine; and
dispensing the confirmation ticket to the player, and the dataset being kept available for a print-out by the server.

2. The method according to claim 1, wherein for confirmation of the credit, the method further comprises:
reading a reprintable confirmation ticket showing at least information about the credit before execution of the game; and
subsequently deleting at least the information about the credit on the reprintable confirmation ticket, and a new imprint corresponding to at least one of the dataset or the release dataset being imprinted on the reprintable confirmation ticket.

3. The method according to claim 1, which further comprises performing at least one of:
printing the dataset on a printer connected to the server; or
including the dataset in an electronic document stored in the server, which is held available for print-out.

4. The method according to claim 1, which further comprises:
including the dataset in a period between receipt of the dataset by the server and the transmission of the release dataset to the automatic gaming machine at an end of an electronic document.

5. The method according to claim 1, which further comprises performing one of:
printing out at least part of the dataset on a printer in a form of a barcode; or
including the dataset in an electronic document.

6. The method according to claim 1, which comprises performing at least one of:
printing the confirmation ticket via the automatic gaming machine; and
storing the confirmation ticket on a storage medium in data connection with the automatic gaming machine and allocated to the automatic gaming machine.

7. The method according to claim 1, which comprises performing at least one of:
reading a reprintable confirmation ticket prior to a start of the game for a confirmation of the credit;
at least one of deleting, depositing, and compressing the confirmation ticket in the automatic gaming machine after an end of the game; or
creating a new confirmation ticket onto which a new imprint corresponding to at least one of the dataset or the release dataset respectively, is printed.

8. The method according to claim 1, which further comprises:
storing the dataset received by the server and the release dataset created following the receipt of the dataset in the server in a manner relatable to another; or
adding further information selected from the group consisting of a respective identifying information of the automatic gaming machine transferring the dataset, a time of the credit and a date of the credit, on the dataset.

9. The method according to claim 1, which further comprises performing at least one of:
deleting the credit after storage of the dataset in the server;
deleting the credit after a printing-out of the dataset by the server;
deleting the credit after an output of the confirmation ticket by the automatic gaming machine; or
preparing the automatic gaming machine for execution of a new game.

10. The method according to claim 1, which comprises performing at least one of:
printing the confirmation ticket in a form of a barcode; and
providing a chip card as the storage medium and storing the confirmation ticket on the chip card.

11. A system for allowing an efficient operation of a gaming operation, the system comprising:
a server disposed in a secured room;
a number of automatic gaming machines connected to the server and operable by a player, at least one of the automatic gaming machines having a game unit and a pay-out unit for a confirmation of a credit in a form of confirmation tickets, the automatic gaming machines disposed in a gaming room separate from the secured room;
the game unit facilitating an execution of a game with a presence of the credit;
the automatic gaming machine having a machine-side sender unit for releasing a dataset containing the credit to the server in an event of operation of the pay-out unit by the player during a simultaneous presence of the credit;
the server having a server-side receiver unit for a receipt of the dataset and a database for storing the dataset;
the server having an examination unit downstream of the server-side receiver unit for examining a storage of the dataset;
the server having a server-side sender unit which in an event of a successful examination of storage of the dataset by the examination unit sending a release dataset to the automatic gaming machine;
a printer connected to the server, the server having a print control unit, which initiates a print-out of at least part of the dataset by the printer following receipt of the dataset;
the automatic gaming machine having a machine-side receiver unit for receipt of the release dataset and an output unit, wherein with a receipt of the release dataset in the automatic gaming machine via the output unit a confirmation ticket is available and dispensable to the player; and
the server containing a print storage having the dataset available for printout.

12. The system according to claim 11, wherein the automatic gaming machine has a reading device for reading the confirmation tickets or chip cards, wherein the reading device and the output unit are integrated in a common device, and the common device is configured for a deletion and a renewed rewriting or a removal of an imprint and a consequent renewed imprinting of the confirmation ticket.

13. The system according to claim 11, wherein the output unit has a ticket printer for printing-out the confirmation ticket on a ticket carrier body.

14. The system according to claim 11, wherein the automatic gaming machine has one reading device and the output unit, wherein the output unit has a ticket printer for printing-out the confirmation ticket onto a ticket carrier body, and wherein the reading device has a reading unit for reading of the dataset stored on the confirmation ticket and the reading unit has a destruction unit.

15. The system according to claim 11, wherein the database for storing the dataset is allocated to a credit, and the credit containing other information including an identification number of the automatic gaming machine, a time of winnings and a date of the winnings.

16. The system according to claim 11, further comprising:

an encoding unit upstream of one of the server-side sender unit or the machine-side sender unit, the encoding unit encoding the release dataset or the dataset in accordance with specified criteria and an established encoded value is made available to the server-side sender unit or the machine-side sender unit, wherein the encoded value is contained in the dataset or in the release dataset; and a decoding unit for decoding of the release dataset or the dataset is downstream of the machine-side or the server-side receiver unit.

17. The system according to claim 11, further comprising an additional database in which the release dataset is stored, wherein an allocation between the dataset and the release dataset following the receipt of the dataset is stored, or the dataset and the release dataset created following the receipt of the dataset are combined in one common dataset and stored in a common database.

18. The system according to claim 11, wherein the output unit has a chip card writing device for storing the confirmation ticket onto a chip card.

19. The system according to claim 14, wherein the destruction unit is a document shredder for destructing the confirmation tickets; and further comprising a collection container for collecting destroyed confirmation tickets.

20. A non-transitory computer readable medium having computer executable instructions for performing a method of operating a gaming room having a number of automatic gaming machines, at least one automatic gaming machine having one game unit and one pay-out unit operable by a player for a pay-out of credit in a form of a confirmation ticket or a storage medium, wherein the method comprises the steps of:

allowing communications between the automatic gaming machines disposed in the gaming room and a server disposed in a secured room separate from the gaming room;

allowing an execution of a game with a presence of a credit via the game unit;

transferring a dataset to the server with the presence of the credit and operation of the pay-out unit, the dataset containing an amount of credit;

storing the dataset, following receipt, in the server and in an event of a successful storage a release dataset is returned to the automatic gaming machine;

printing out at least part of the dataset in a period between receipt of the dataset by the server and a transmission of the release dataset to the automatic gaming machine with a printer connected to the server;

making available a confirmation ticket upon receipt of the release dataset at the automatic gaming machine; and

dispensing the confirmation ticket to the player, and the dataset will be kept available for a print-out by the server.