Patent claims

1. Gambling and/or gaming apparatus comprising
   - an input apparatus (502) for inputting a piece of stake and/or playing-tip information in form of a number and/or a number combination and/or a number matrix,
   - an outcome ascertainment apparatus (302) for ascertaining a winning number and/or a winning number combination and/or a winning number matrix;
   - an indicator apparatus (501) for indicating the ascertained winning number and/or the ascertained winning number combination and/or winning number matrix, and
   - a win ascertainment apparatus (301) for ascertaining a gambling or gaming win from a comparison of the ascertained winning number and/or the ascertained winning number combination and/or the winning number matrix with the input stake and/or playing-tip information,

   characterized in that

   the outcome ascertainment apparatus (302)
   - comprises a monitoring apparatus (600) for monitoring a skill/skilled sport installation (1) on which a game of skill/skilled sport which provides at least one game outcome can be executed by at least one participant, wherein the monitoring apparatus (600) comprises game outcome determination means ~~(101)~~ for determining the game outcome, and
   - a determination device (304) for determining the winning number and/or winning number combination and/or winning number matrix from the determined game outcome; and~~.~~ wherein the skill/skilled sport installation (1) is equipped with usable game equipment (V1, V2, Vn) with a respective game equipment memory (S1, S2, Sn) in which the game equipment data is saved, which readouts game equipment data from a reception/reading apparatus (R1, R2, Rn) allocated to a skill/skilled sport installation (1) and saves it in a database (2); and
   wherein for each game participant a participant memory (T1, T2, Tn) separate from the game equipment memory (S1, S2, Sn) is foreseen in which participant data is saved, wherein the participant data is readout by the mentioned or by another reception/reading apparatus (P1, P2, Pn) and which are filed in the database or in another database (2), and wherein the game equipment data and the participant data saved in the database or in the databases are allocated with the aid of allocation means (3) to each other and wherein a

renewed readout of game equipment data and participant data is executed and the monitoring of the allocated data takes place whether the generated game equipment / participant allocation was adhered to.

2. Gambling and/or gaming apparatus in accordance with the previous claim, wherein the skill/skilled sport installation (1) is a skittle alley or bowling alley installation, dart stand or shooting gallery installation.

3. Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein a betting field (503) is foreseen that indicates possible winning numbers and in which desired winning numbers and/or winning number combinations and/ or winning number matrix can be entered or set, whereby preferably the betting field (503) is designed as a screen representation.

4. Gambling and/or gaming apparatus in accordance with the previous claim, wherein in the betting field (503) indication means are foreseen, which are controllable by the outcome ascertainment apparatus (302) in dependence of the game outcome on the skill/skilled sport installation (1) and are foreseen for the indication of the ascertained winning numbers.

5. Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein the determination device (304) comprises a computation apparatus for the computation of a winning number out of multiple respective game outcomes forming numerical values in accordance with a specifiable calculation specification and/or an allocation apparatus for the allocation of the individual numerical values or the numbers calculated thereof to each number slot of the winning number sequence or winning number matrix in accordance with a specifiable allocation specification.

6. Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein the monitoring apparatus (600) for monitoring multiple alleys of the skill/skilled sport installation comprises monitoring means and the determination device (304) determines the number and/or the number combination and/or the number matrix of the game outcome of different alleys, preferably allocating the outcomes of different alleys to one respective number slot of a winning number sequence and/or the outcomes of different alleys from different rounds/attempts to the lines and columns of a winning number matrix.

7. Gambling and/or gaming apparatus in accordance with the previous claim, wherein a random number generator (RNG) for the allocation of the participants to the multiple alleys is foreseen.

8. Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein multiple monitoring apparatus (600) for monitoring multiple skill/skilled sport installations (1) as well as a selection apparatus (510) for the selection of at least one monitoring apparatus (600) are foreseen, wherein the determination device (304) determines the winning number and/or winning number combination and/or winning number matrix from the game outcome of the skill/skilled sport installation (1) monitored by the monitoring apparatus (600), wherein the selection apparatus (510) preferably features input means for the selection of a desired skill/skilled sport installation (1) by the user.

9. Gambling and/or gaming apparatus in accordance with the previous claim, wherein the selection apparatus (510) features allocation means for the allocation of one respective selected skill/skilled sport installation (1) to one respective number slot of the winning number sequence and/or winning number matrix.

~~10. Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein the skill/skilled sport installation (1) is equipped with usable game equipment (V1, V2, Vn) with a respective game equipment memory (S1, S2, Sn) in which the game equipment data is saved, which readouts game equipment data from a reception/reading apparatus (R1, R2, Rn) allocated to a skill/skilled sport installation (1) and saves it in a database (2).~~

~~11. Gambling and/or gaming apparatus in accordance with the previous claim, wherein for each game participant a participant memory (T1, T2, Tn) separate from the game equipment memory (S1, S2, Sn) is foreseen in which participant data is saved, wherein the participant data is readout by the mentioned or by another reception/reading apparatus (P1, P2, Pn) and which are filed in the database or in another database (2), and wherein the game equipment data and the participant data saved in the database or in the databases are allocated with the aid of allocation means (3) to each other and wherein a renewed readout of game equipment data and participant data is executed and the monitoring of the allocated data takes place.~~

~~12.~~10.Gambling and/or gaming apparatus in accordance with one of the previous two claims, wherein the game equipment memory (S1, S2, Sn) and/or the participant memory (TS1, TS2, TSn) are each foreseen as RFID elements and as a reception/reading apparatus (R1, R2, Rn; P1, P2, Pn) a RFID reading apparatus is foreseen.

~~13.~~11.Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein the allocation of the game equipment data to the participant data occurs automatically via a random number generator (RNG) and the allocation of the game equipment data to the participant data prior to the commencement of a game are indicated on an indicator (4).

~~14.~~12.Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein with the existence of multiple alleys (L1, L2, Ln) each alley is equipped with a reception/reading apparatus (R1, R2, Rn) for the readout of the game equipment data from a game equipment memory (S1, S2, Sn), wherein from the respective reception/reading apparatus (R1, R2, Rn) the game equipment data of only the game equipment (V1, V2, Vn) that is located on the respective alley (L1, L2, Ln) is readout.

~~15.~~13.Gambling and/or gaming apparatus in accordance with the previous claim, wherein an allocation of the game equipment data saved in the database (2) to the alleys (L1, L2, Ln) occurs via a random generator automatically and the allocation of the alley (L1, L2, Ln) to the game equipment data and/or the participant data prior to the commencement of a game is indicated on the indicator apparatus (4).

~~16.~~14.Gambling and/or gaming apparatus in accordance with the previous claim, wherein a release apparatus (5) only releases the respective alley (L1, L2, Ln) if the game equipment data readout by the reading apparatus (R1, R2, Rn) located on an alley (L1, L2, Ln) corresponds with the allocation of alleys (L1, L2, Ln) to the game equipment (V1, V2, Vn) predetermined by the allocation means (3).

~~17.~~15.Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein a monitoring of the skill/skilled sport installation (1) by at least one camera (K1, K2, Kn) is controlled in dependence of game equipment data readout from the game equipment memory (S1, S2, Sn) and/or the effected allocation of the mentioned game

equipment data to the participant data readout from the participant memory (TS1, TS2, TSn).

~~18.~~16.Gambling and/or gaming apparatus in accordance with the previous claim, wherein the skill/skilled sport installation (1) is monitored by multiple cameras (K1, K2, Kn), whereby a switch, in particular the switch times, between the different cameras (K1, K2, Kn) is controlled in dependence of the game equipment data readout from the game equipment memory (S1, S2, Sn).

~~19.~~17.Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein a game commencement signal for the indication of the game commencement is created automatically by a starting apparatus if from a comparison of the game equipment data readout of the game equipment memories (S1, S2, Sn) and the participant data readout from the participant memories (TS1, TS2, TSn) and of the allocation of the game equipment data to the participant data and/or the allocation of the game equipment data to the alleys (L1, L2, Ln) of the skill/skilled sport installation generated by the computer (3) it is determined that the actual positioning of the participant memory (TS1, TS2, TSn) on the control apparatus (C1, C2, Cn) of the game equipment (V1, V2, Vn) and/or the actual assembly of the game equipment (V1, V2, Vn) on the alleys (L1, L2, Ln) corresponds with the respective allocation generated by the computer.

~~20.~~18.Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein at least one screen for the indication of the image recording, which were recorded by the cameras (7, 8) on the skill/skilled sport installation (1), is foreseen, which is preferably arranged at a position visible from the input apparatus (502).

~~21.~~19.Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein a time control apparatus for the specification of a gambling time slot (42) is foreseen which is controllable by a computer (3) controlling the skill/skilled sport installation (1) and/or in dependence of the monitoring of participant data and/or game equipment data and/or the allocation of participant data and/or game equipment data to the alleys on the skill/skilled sport installation (1).

~~22.~~20.Gambling and/or gaming apparatus in accordance with one of the previous claims, wherein an electronic gambling odds ascertainment apparatus (303) for the automatic

ascertainment of gambling odds is foreseen wherein a win ascertainment apparatus (301) in dependence of respective electronic odds is controllable.