



(51) International Patent Classification:

G06Q 50/10 (2012.01) *G06F* 15/16 (2006.01)
G06F 11/30 (2006.01)

(21) International Application Number:

PCT/US2013/022439

(22) International Filing Date:

22 January 2013 (22.01.2013)

(25) Filing Language:

English

(26) Publication Language:

English

(30) Priority Data:

61/589,476 23 January 2012 (23.01.2012) US
13/745,926 21 January 2013 (21.01.2013) US

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AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LT, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SC, SD, SE, SG, SK, SL, SM, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

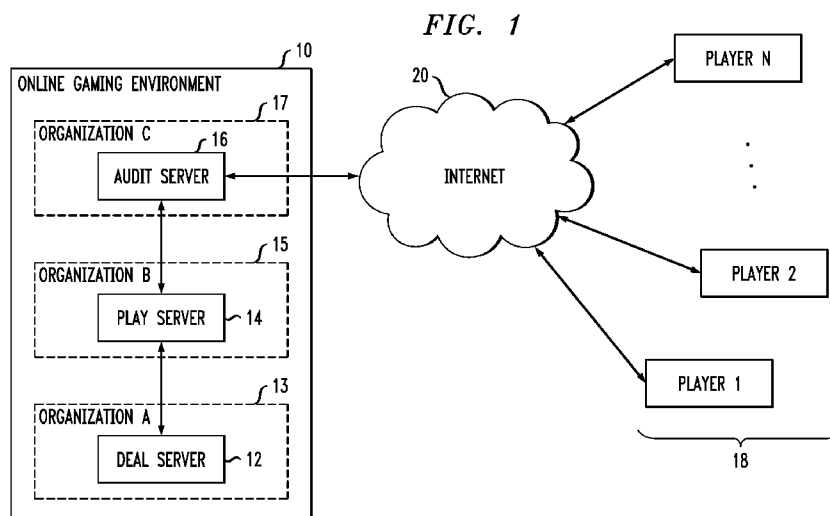
(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Published:

— with international search report (Art. 21(3))

(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM,

(54) Title: CREATION AND MONITORING OF "FAIR PLAY" ONLINE GAMING



(57) Abstract: A "fair play" online gaming system comprises a deal server for generating an encrypted set of gaming elements (such as cards) and a play server for controlling a set of operations within a game. The play server is coupled to the deal server and receives encrypted gaming elements from the deal server in response to commands. The gaming system also includes an audit server that is coupled to the play server, where the audit server is used to send and receive information between the play server and one or more online players communicating via the internet. Importantly, the deal server and the play server cannot communicate with the internet and cannot be accessed by untoward individuals, thus providing fair play conditions for an online game.