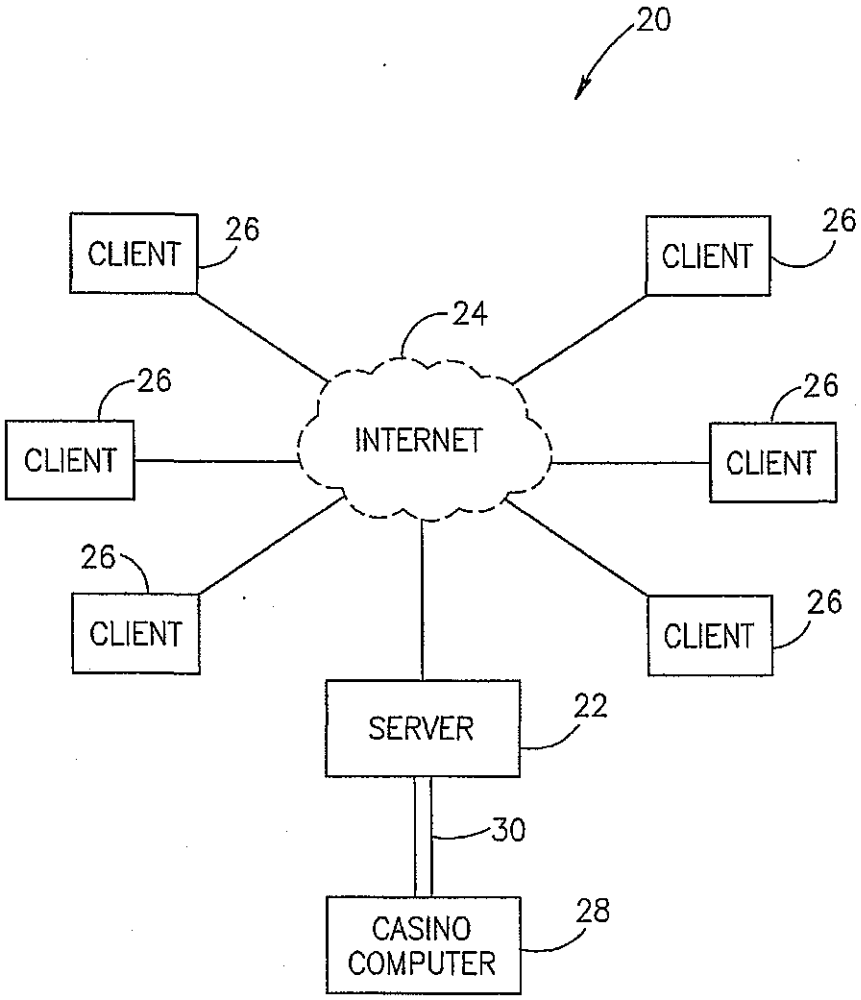

20
CLIENT
26
CLIENT
26
24
26
CLIENT
INTERNET
CLIENT
26
26
CLIENT
CLIENT
26
SERVER
22
30
CASINO
COMPUTER
28

FIG.1

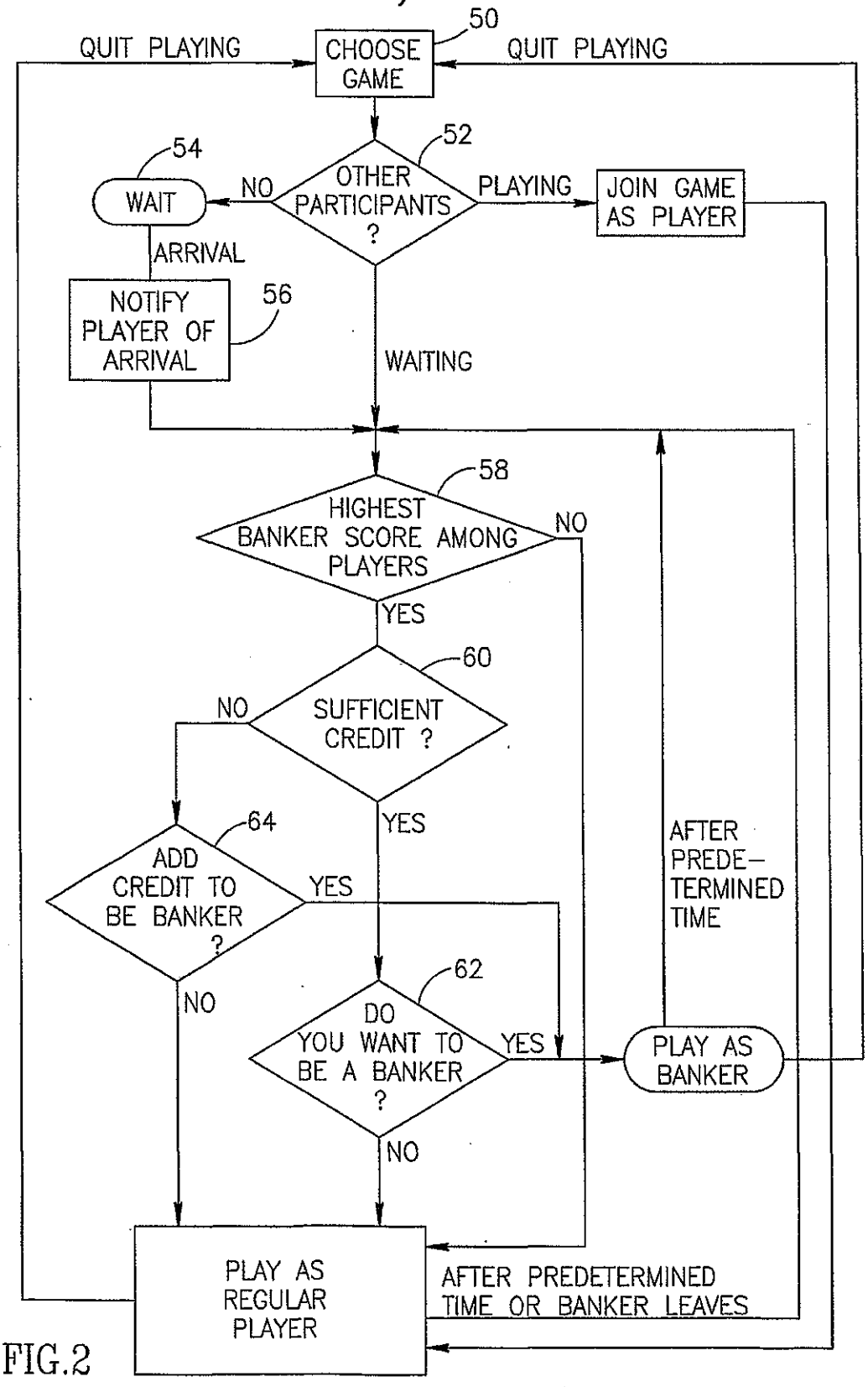

QUIT PLAYING
CHOOSE GAME
50
QUIT PLAYING
54
52
WAIT
NO
OTHER PARTICIPANTS ?
PLAYING
JOIN GAME AS PLAYER
ARRIVAL
NOTIFY PLAYER OF ARRIVAL
56
WAITING
58
HIGHEST BANKER SCORE AMONG PLAYERS
NO
YES
60
NO
SUFFICIENT CREDIT ?
YES
64
ADD CREDIT TO BE BANKER ?
YES
AFTER PREDE-TERMINED TIME
NO
62
DO YOU WANT TO BE A BANKER ?
YES
PLAY AS BANKER
NO
PLAY AS REGULAR PLAYER
AFTER PREDETERMINED TIME OR BANKER LEAVES

FIG.2

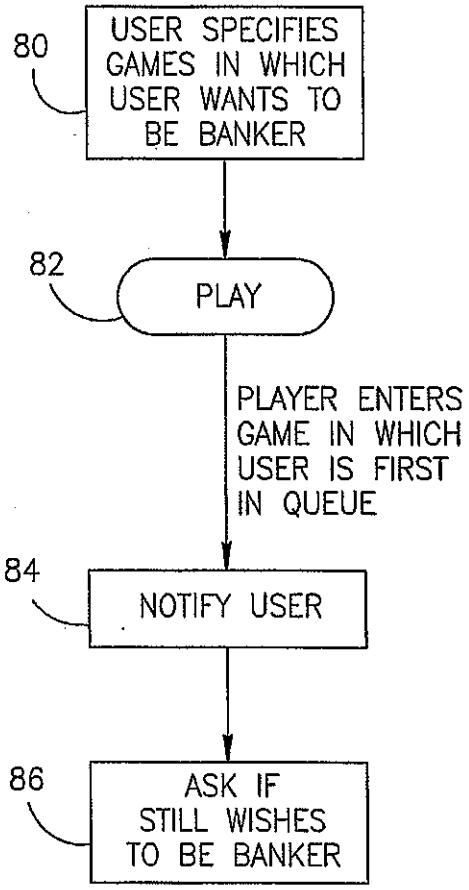

80
USER SPECIFIES GAMES IN WHICH USER WANTS TO BE BANKER
82
PLAY
PLAYER ENTERS GAME IN WHICH USER IS FIRST IN QUEUE
84
NOTIFY USER
86
ASK IF STILL WISHES TO BE BANKER

FIG.3

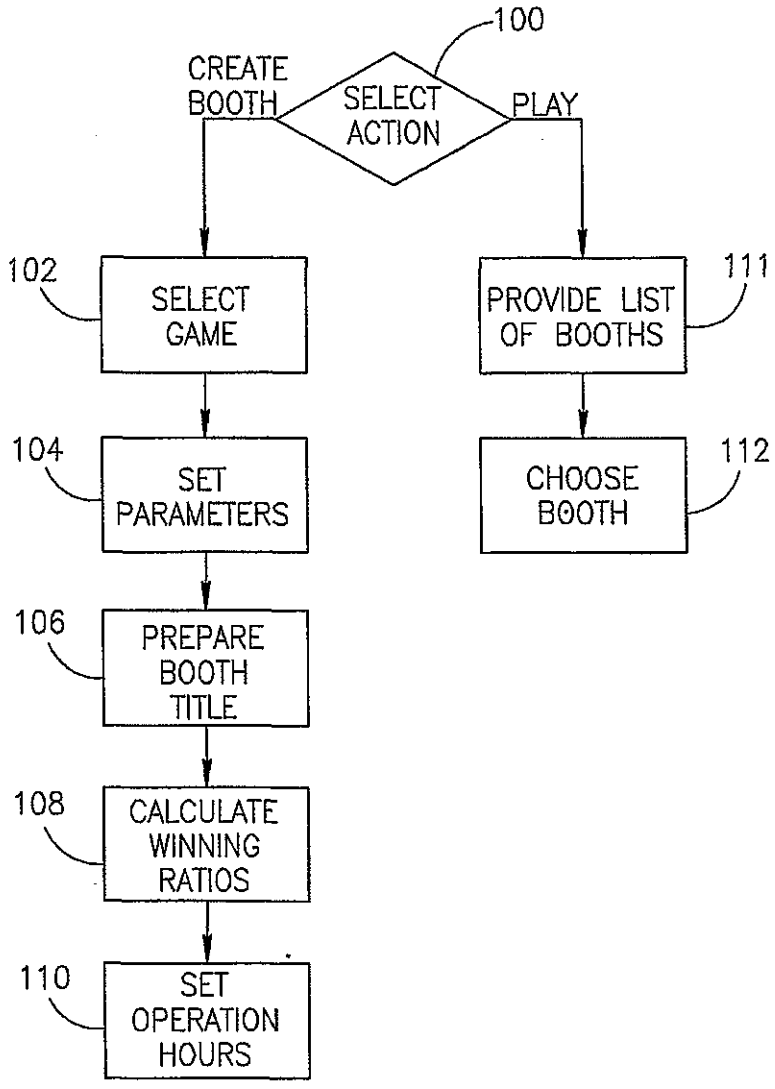

100
CREATE BOOTH
SELECT ACTION
PLAY
102
SELECT GAME
104
SET PARAMETERS
106
PREPARE BOOTH TITLE
108
CALCULATE WINNING RATIOS
110
SET OPERATION HOURS
111
PROVIDE LIST OF BOOTHS
112
CHOOSE BOOTH

FIG.4