

Mobile Gaming Unit and the process of use and operation.

Field of the Invention

5 The present invention relates to a mobile gaming unit and the manner of its use and operation in the lottery and gaming industry.

Prior Art

10 In practice, the only gaming devices currently used are stable, compact machines comprising a control unit, one up to three screens, a currency accepting mechanism and control buttons installed together in one housing. The drawback of the current gaming units is their bulkiness, massiveness and the fact that they may be used only as indivisible units predefined in shape with an invariable place of operation and manner of usage, which, among other drawbacks, represents extensive spatial requirements and limited space for
15 use.

Detailed Description of the Invention

 These drawbacks of the currently known gaming units are removed in a mobile gaming unit for the lottery and gaming industry comprising a control unit enabling multiple
20 connections, connected on-line to the server of the central gaming system, at least one central display, a central currency accepting mechanism, a maintenance monitoring module, whose principle consists in that the central currency accepting mechanism, the central display allowing for multiple connections, and the maintenance monitoring module are located away from the control unit and are connected to it by any known wire or wireless
25 link, while the control unit is further connected to at least one portable video terminal.

 According to the present invention, it is advantageous under certain circumstances if the control unit is installed inside at least one portable video terminal.

 Another principle of the present invention is that the portable video terminal is provided with a touch screen, a loudspeaker, an activation push-button, and a secured
30 maintenance access key preventing under-age gambling. It also includes a hole for credit issuance key of the maintenance, a hole for maintenance access key, a "start" button, a "pause-lock" button, a socket for an adapter to provide connection to the mains, and a socket for connection to the communication ports. It is advantageous if the portable video terminal, when unused, can be stored and presented in charging stands connected to the
35 power supply unit.

According to the present invention, it is also advantageous, if the central currency accepting mechanism is provided with a numerical keypad, a display, a coupon printer, a coupon reader, a currency accepting mechanism and a club and credit card accepting mechanism.

5 The maintenance monitoring panel of the mobile gaming unit according to the present invention is used for transferring specified amounts of money to the required portable video terminals, for registering inserted and dispensed amounts of money, printing and reading of receipts, issuing a credit to club cards, and activating or deactivating selected video terminals. According to the present invention, it comprises a hole for the
10 maintenance access key and a hole for the credit issuance key, a coupon printer, a coupon reader, a display, a numerical keypad with function buttons, and mechanical and electronic counters of inserted and dispensed amounts shown on its display.

Another principle of the present invention is that the mobile gaming unit is configured for games that require interconnection of portable video terminals with an n
15 number of central displays, a central currency accepting mechanism and a maintenance module, while the access is wireless or via communication ports by means of the control unit enabling multiple connections of individual portable video terminals.

The principle of the present invention is also the manner of maintenance of the mobile gaming unit consisting in the fact that the maintenance will set the credit on the
20 maintenance monitoring panel using the key, or by means of the central currency accepting mechanism, he/she will then press the respective number key on the keypad, and, using the function push-button, he/she will transfer the inserted credit via the control unit to the required portable video terminal using the transmitter and receiver, or the cable, or another communication device.

25 As the individual portable video terminals are connected to the control unit via transmitters and receivers, or communication ports, and are also interconnected with the central currency accepting mechanism, the external maintenance module and one or more central displays, they are able to operate as single gaming devices, independent of each other.

30 If individual portable video terminals are in addition equipped with a full-featured control unit of its own, it would be sufficient to connect them on-line to the server of the central gaming system or any other gaming system.

The mobile gaming unit according to the present invention represents an entirely new manner and new concept of operation of on-line lottery, gaming and betting devices
35 used in lottery and gaming industry.

Brief Description of the Drawings

5 Fig. 1 shows a diagram of the connection of the mobile gaming unit according to the present invention. Fig. 2 shows the portable video terminal according to the present invention. Fig. 3 shows the presentation charging stand for portable video terminals. Fig. 4 shows a perspective view of the currency accepting mechanism, while Fig. 5 shows the currency accepting mechanism as wall-mounted; Fig. 6 shows the same currency accepting
10 mechanism as in-built, and Fig. 7 shows the same currency accepting mechanism installed on a supporting pole. Fig. 8 shows the maintenance monitoring module, and Fig. 9 shows an example of connection via communication ports.

Description of the Embodiment according to the Invention

15 Fig. 1 shows a diagram of the connection of individual components of the mobile gaming unit. The control unit 1 enabling multiple connections with appropriate equipment according to the required performance is on-line connected to the central gaming system 4 and monitoring centres 7. It is provided with a transmitter 8 and a receiver 9, e.g. with a Wi-Fi or Bluetooth interface, or with another wireless connection or communication ports,
20 by means of which it communicates and maintains connection with individual portable video terminals 2. The control unit 1 is further interconnected with the central display 3, the maintenance module 5, and the central currency accepting mechanism 6 by any known wire 11 or wireless link.

 The portable video terminal 2 comprising an electronic device for data entry and
25 display shown on Fig. 2 is powered by a battery. It comprises a touch screen 12 with durable coating, e.g. "fingerprint-resistant", against undesirable finger prints, which is installed in a robust rubber-coated aluminum frame 13, a transmitter 8 and a receiver 9, e.g. with a Wi-Fi or Bluetooth interface, a loudspeaker 14, and an activation push-button 15 preventing under-age gambling. This activation push-button 15 works only together with
30 the maintenance access key. The portable video terminal 2 is provided with a hole 16 for the credit issuance key, and a hole 17 for the maintenance access key, a socket 18 for connection to the mains, a socket 19 for connection to communication ports, a "start" push-button 20 and a "pause-lock" 21 push-button. It is connected to the control unit 1 either via any wireless technology, via communication ports 19, or it may be equipped with a
35 sufficiently powerful control unit with communication modules that will be able to

communicate by itself with the central gaming system 4 and other components of the mobile gaming unit, i.e. with the central display unit 3, the maintenance module 5 and the central currency accepting mechanism 6. In this case the portable video terminal 2 would become a separate gaming unit, a portable video terminal without the necessity of being
 5 connected to the control unit 1.

Referring to Fig 3., the storage stand 38 is used for presentation and charging of the portable video terminals 2, which may be installed both horizontally and vertically, e.g. mounted on the wall.

Another component of the mobile gaming unit is the central currency accepting
 10 mechanism 6 as shown on Fig. 4. It is provided with a numerical keypad 22, a display 23, a coupon printer 24, a coupon reader 25, a slot 26 for cash and a slot 27 for credit and club cards. It is connected to the control unit 1 via any of the above-mentioned means of connection. That means that it has a built-in transmitter 8 and receiver 9, or uses some other known mean of wireless communication, such as a Wi-Fi or Bluetooth interface, and in a
 15 similar manner it is connected to the control unit 1, the portable video terminals 2 and the maintenance module 5. In this manner it enables the customers to insert cash, and, after entering the required registration number 28 of the portable video terminal 2 on the numerical keypad 22 and pressing function push-buttons 29, to transfer the credit to the required portable video terminal 2.

20 The currency accepting mechanism 6 may be installed and mounted on the wall as shown on Fig. 5, or installed separately on a supporting pole, see Fig. 7, or installed as a built-in case, see Fig. 6, or in a similar manner.

Another component of the mobile gaming unit is the monitoring module 5 shown on Fig. 8. It is connected to the control unit 1 by a cable 11, or a transmitter 8 and a receiver 9
 25 such as a Wi-Fi or Bluetooth interface, etc. The maintenance monitoring module 5 also comprises a hole 30 for the access key and a hole 31 for the maintenance credit issuance key, a coupon printer 32, a coupon reader 33, a slot 39 for club and credit cards, a touch screen 34, a numerical keypad 35 with function keys 36 and mechanical counters 37 of amounts inserted and dispensed.

30 The last component of the system is the central display 3 used for advertising messages, presentation of bets, bonuses and jackpots, and other information about the games. In order to protect individual portable video terminals 2 against theft or unauthorized use, any common RF detection devices or similar safety appliances may be used.

Industrial Applicability

Thanks to its simplicity, easy use and accessibility for the public, this mobile gaming unit may be used as a supplementary service in places and locations, where casinos or gaming houses are not desirable, or cannot be established or operated in the given
5 location due to whatever reason.

An undeniable advantage of this mobile gaming unit according to the present invention is the achievement of maximum comfort and discreetness during the game, and in betting. In this manner the customer is not obliged to enter a gaming room and sit down at an ordinary gaming machine, or hang around at a betting shop looking at the odds board,
10 but he/she will borrow (free of charge) one of the stations of the portable video terminal, and sitting comfortably at a table in a coffee shop or bar, or at a similar place, he/she may quietly and undisturbedly devote his/her time to the game without a fear of being condemned by the public.

Another considerable advantage of the present mobile gaming unit is its spatial
15 modesty, which means that it does not require a special dedicated room for its operation as the current gaming devices do, uselessly occupying space if inactive.

List of Reference Numbers

- 5 1 – Control unit
 2 – Portable video terminal
 3 – Central display
 4 – Central gaming system - server
 5 – Maintenance module
- 10 6 – Central currency accepting mechanism
 7- Monitoring centres
 8 - Transmitter
 9 - Receiver
 10 - Internet
- 15 11 – Interconnecting cable
 12 – Touch screen
 13 – Frame
 14 - Loudspeaker
 15 – Activation push-button
- 20 16 – Hole for maintenance credit issuance key
 17 – Hole for maintenance access key
 18 – Socket for connection to the mains
 19 – Socket for connection to communication port
 20 – Start button
- 25 21 – “Pause-lock“ button
 22 – Numerical keypad of the central currency accepting mechanism
 23 – Display of the central currency accepting mechanism
 24 – Coupon printer of the of the central currency accepting mechanism
 25 – Coupon reader of the of the central currency accepting mechanism
- 30 26 – Slot for cash of the of the central currency accepting mechanism
 27 – Slot for cards of the of the central currency accepting mechanism
 28 – Registration number of the portable video terminal
 29 – Function push-button of the of the central currency accepting mechanism
 30 - Hole for access key in the maintenance module
- 35 31 - Hole for credit issuance key in the maintenance module
 32 – Coupon printer in the maintenance module
 33 – Coupon reader in the maintenance module
 34 – Touch screen in the maintenance module
 35 – Numerical keypad in the maintenance module
- 40 36 – Function push-buttons on the maintenance module
 37 – Mechanical counters in the maintenance module
 38 – Storage stand for potable video terminals
 39 - Slot for club and credit cards in the maintenance module
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CLAIMS

1. The mobile gaming unit for the lottery and betting industry comprising the main control
5 unit (1), connected on-line to the server (4) of the central gaming system, at least one
central display (3), the central currency accepting mechanism (6) and the maintenance
monitoring module (5), **wherein** the currency accepting mechanism (6), the central display
(3) and the maintenance monitoring module (5) are installed away from the control unit (1),
and are connected with it by any known wire or wireless link, while the control unit (1) is
10 connected to at least one portable video terminal (2).
2. The mobile gaming unit according to claim 1, **wherein** the control unit (1) is built in at
least one portable video terminal (2).
- 15 3. The mobile gaming unit according to claim 1 or 2, **wherein** the portable video terminal
(2) is provided with a touch screen (12), a loudspeaker (14), an activation push-button (15)
preventing under-age gambling, a hole (17) for maintenance access key, a hole (16)
maintenance credit issuance key, a "start" push-button (20), a "pause-lock" push-button
(21), a socket (18) for connection to the mains, and a socket (19) for connection to
20 communication ports.
4. The mobile gaming unit according to claims 1 to 3, **wherein:** the device also comprises
at least one stand (38) connected to a power supply unit, for charging and presentation of
portable video terminals (2).
25
5. The mobile gaming unit according to claims 1 to 4, **wherein** the central currency
accepting mechanism (6) is provided with a numerical keypad (22), a display (23), a
coupon printer (24), a coupon reader (25), a slot (26) for cash and a slot (27) for credit and
club cards.
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6. The mobile gaming unit according to claims 1 to 5, **wherein** the maintenance monitoring
module (5) comprises a hole (30) for access key and a hole (31) for maintenance credit
issuance key, a coupon printer (32), a coupon reader (33), a slot (39) for credit and club
cards, a touch screen (34), a numerical keypad (35) with function push-buttons (36),

mechanical counters (37) of inserted and dispensed amounts, and a socket 19 for communication port.

7. The mobile gaming unit according to claims 1 to 6, **wherein** at least one portable video terminal (2) is interconnected with at least one central display unit (3), with the central accepting mechanism (6) and maintenance module (5), while the connection is made via the control unit (1) enabling multiple connections using communication ports (19), or wireless technology.
8. The manner of use of the mobile gaming unit according to claims 1 to 7, **wherein** the credit is set on the maintenance monitoring module (5) or on the central currency accepting mechanism (6), then the numerical key is pressed on the keypad (22, 35) corresponding to the sequence number of the respective video terminal (2), and, finally, using the function push-button (36, 29), the inserted credit is transferred via the control unit (1) to the required portable video terminal (2) by means of any known communication device.