



(51) International Patent Classification:  
A63F 13/12 (2006.01) A63F 1/00 (2006.01)

(21) International Application Number:  
PCT/IB2011/000286

(22) International Filing Date:  
28 January 2011 (28.01.2011)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:  
61/299,500 29 January 2010 (29.01.2010) US

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(81) Designated States (unless otherwise indicated, for every  
kind of national protection available): AE, AG, AL, AM,  
AO, AT, AU, AZ, BA, BB, BG, BH, 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, PE, PG, PH, PL, PT, RO, RS, RU, 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.

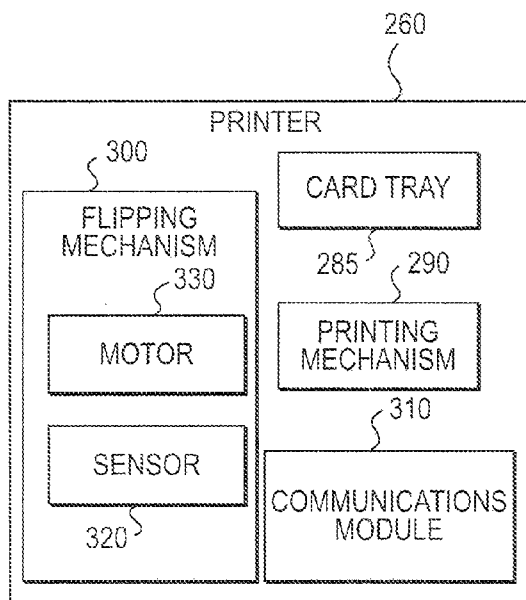
(84) Designated States (unless otherwise indicated, for every  
kind of regional protection available): ARIPO (BW, GH,  
GM, KE, LR, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG,  
ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ,  
TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK,  
EE, ES, FI, FR, GB, GR, 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))
- before the expiration of the time limit for amending the  
claims and to be republished in the event of receipt of  
amendments (Rule 48.2(h))

(88) Date of publication of the international search report:  
29 September 2011

(54) Title: SYSTEMS AND METHODS FOR FACILITATING PARTICIPATION IN CARD GAMES



**FIG. 6**

(57) Abstract: A gaming system for facilitating participation in a card game by a player located remotely from a dealer of the card game is disclosed. The gaming system may include a dealer system, which may include a scanner for capturing electronic information representing a remote playing card dealt by the dealer. Additionally, the dealer system may include a first communications module for transmitting the information to one or more player systems. The gaming system may also include a player system, which may include a second communications module for receiving the information. Additionally, the player system may include a printing mechanism for (i) printing the information to a face of a local playing card and (ii) outputting the printed local playing card to a flipping mechanism. The player system may also include a flipping mechanism for selectively dealing the printed local playing card to the player either face up or face down.