

**ABSTRACT**

**A SYSTEM AND METHOD FOR GAMING**

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A system and method for gaming comprising the steps of receiving a user input for a wager game, wherein the user input is received through a communication network from an interface, the user input includes game play instructions and wagering information; processing the user input with a gaming  
10 module arranged to generate one or more game play results of the wager game, and transmitting one or more game output having the game play result and a wagering information associated with the game play result over the communication network to the interface.

15 Figure 3A