instead generated remotely (from the server) in response to inputs made on the mobile device such as an input indicating a wager amount and/or an input to initiate the game. The wager amount or initiation information can be sent from the mobile device to a remote device such as from a mobile gaming device to a server. After receiving the game outcomes from the remote device (server), a game presentation for the game outcomes generated remotely can be generated and displayed on the mobile device. In some instances, the game presentation can also be generated remotely (from the server) and then streamed for display to the mobile device. (See Paragraph [0092] of 2012/0315984A1).

Summary:

[0004] The present invention overcomes the drawbacks of the prior art by providing a system and method of using a mobile device to remotely control an EGM where control may be switched between: (a) local control of the EGM by a player physically present at the EGM interacting with the EGM through the inputs on the EGM; and (b) remote control of the EGM by a player using a mobile device such as a smartphone or tablet computing device.

[0004a] According to a first aspect of the present invention, there is provided a system in which a plurality of electronic gaming machines EGMs are connected on a network enabling players to play games on the EGMs by remotely accessing the EGMs using a mobile device, comprising: a mobile device for controlling at least an EGM in a remote access mode of operation; a plurality of EGMs, each EGM comprising: a random number generator for generating random numbers that determine the outcome of the game and that correspond to a predefined set of game outcomes including winning and losing outcomes; a display for displaying game play including game outcomes to a player; a set of inputs on the EGM from which a player may interface with the EGM; an EGM controller for controlling game play on the EGM; a mode controller for switching exclusively between: a local access mode in which a player interacts with the EGM using the set of inputs; and a remote access mode in which a player interacts with the EGM using a mobile device; and a gateway between the at least one EGM and the mobile device for facilitating communication between the at least one EGM and the mobile device; and wherein the at least one EGM further comprises an identification code and further wherein the mobile device is adapted to initiate a remote access mode session by reading the identification code and transmitting a signal to the at least one EGM

including the identification code requesting that the at least one EGM initiate a remote access mode session; and wherein the at least one EGM further comprises an EGM remote session capture component for capturing game play and transmitting the game play, including game outcomes to the mobile device (405) during a remote session for display to the player, wherein the plurality of EGMs are controlled simultaneously or in parallel by the mobile device; and wherein the display of screens from each controlled EGM is alternated on the mobile device.

[0004b] According to a second aspect of the present invention, there is provided a method of operating at least an electronic gaming machine EGM among a plurality of EGMs connected on a network for which players are enabled to play games on the EGMs remotely using a mobile device, comprising: obtaining an identification code at the mobile device from at least one particular EGM on which a player has decided to initiate a remote access play session; providing an initiation request including the identification code from the mobile device to the at least one particular EGM; establishing a communication link on a gateway between the mobile device and the at least one EGM to enable communications comprising player input from the mobile device to the at least one EGM and game play content provided from the at least one EGM to the mobile device during the remote access play session; providing an EGM remote session capture component for capturing game play and transmitting the game play, including game outcomes to the mobile device (405) during the remote access play session for display to the player; de-activating a set of inputs on the at least one EGM during the remote access play session; playing one or more games during the remote access play session using inputs on the mobile device to provide player selections to the at least one EGM and receiving game play content from the at least one EGM that is received by the player on the mobile device including game outcomes; completing the remote access play session; re-activating the set of inputs on the EGM and de-activating the communication link on the gateway between the mobile device and the EGM, wherein the method operates the plurality of EGMs, which are controlled simultaneously or in parallel by the mobile device; and alternating the display of screens from each controlled EGM on the mobile device.

Brief Description of the Drawings:

[0005] For a better understanding of the present invention, and to show more clearly

how it functions, reference will now be made, by way of example, to the accompanying drawings. The drawings show embodiments of the present invention in which:

[0006] **FIGURE 1** shows an electronic gaming machine for playing a game of chance;

[0007] **FIGURE 2** shows a block diagram of an electronic gaming machine for playing a game and connected to a network controlled by a central server based system with an external system also connected to the network;

[0008] **FIGURE 3** shows a block diagram of a group of electronic gaming machines on a network connected to a server based system and an external system;

[0009] **FIGURES 4A-4B** show examples of mobile devices;

game play, including game outcomes to the mobile device (405) during a remote session for display to the player,

wherein the plurality of EGMs are controlled simultaneously or in parallel by the mobile device; and

wherein the display of screens from each controlled EGM is alternated on the mobile device.

2. The system of claim 1, wherein the mobile device is one of a group of electronic devices from the group including: (a) a smartphone; (b) a tablet computer; (c) a laptop computer; (d) a portable video gaming device; and (e) a dedicated device on which a player may access an EGM in the remote access mode.

3. The system of claim 1, wherein the game play content is provided in a form that comprises one or more among the group comprising: (a) screenshot images; (b) video content; or (c) audio content.

4. The system of claim 1, wherein the system is adapted for activating at least two remote access play sessions on the mobile device on at least two corresponding EGMs in parallel.

5. The system of any of the claims 1 - 4, wherein a selection screen is provided on the mobile device on which are arranged a number of icons, each icon representing a respective EGM being controlled, and wherein a thumbnail picture is shown at each icon to represent a screen state of the respective EGM or alternatively a miniaturized video stream is shown.

6. A method of operating at least an electronic gaming machine EGM among a plurality of EGMs connected on a network for which players are enabled to play games on the EGMs remotely using a mobile device, comprising:

obtaining an identification code at the mobile device from at least one particular EGM on which a player has decided to initiate a remote access play session;

providing an initiation request including the identification code from the mobile device to the at least one particular EGM;

establishing a communication link on a gateway between the mobile device and the at least one EGM to enable communications comprising player input from the mobile device to the at least one EGM and game play content provided from the at least one EGM to the mobile device during the remote access play session;

providing an EGM remote session capture component for capturing game play and transmitting the game play, including game outcomes to the mobile device (405) during the remote access play session for display to the player;

de-activating a set of inputs on the at least one EGM during the remote access play session;

playing one or more games during the remote access play session using inputs on the mobile device to provide player selections to the at least one EGM and receiving game play content from the at least one EGM that is received by the player on the mobile device including game outcomes;

completing the remote access play session;

re-activating the set of inputs on the EGM and de-activating the communication link on the gateway between the mobile device and the EGM,

wherein the method operates the plurality of EGMs, which are controlled simultaneously or in parallel by the mobile device; and

alternating the display of screens from each controlled EGM on the mobile device.

7. The method of claim 6 further comprising activating at least two remote access play sessions on a mobile device on at least two corresponding EGMs in parallel.

8. The method of claim 6 wherein the mobile device is one of a group of electronic device from the group including: (a) a smartphone; (b) a tablet computer; (c) a laptop computer; (d) a portable video gaming device; and (e) a dedicated device on which a player may access an EGM in the remote access mode.

9. The method of claim 6 wherein identification code is a QR code.

10. The method of claim 6 wherein the game play content is provided in a form that comprises one or more among the group comprising: (a) screenshot images; (b) video content; or (c) audio content.

11. The method of anyone of the claims 6 - 10, wherein the method comprises providing a selection screen on the mobile device on which are arranged a number of icons, each icon representing a respective EGM being controlled, and showing a thumbnail picture at each icon to represent a screen state of the respective EGM, or alternatively showing a miniaturized video stream.