

METHOD AND SYSTEM FOR FACILITATING REMOTE PARTICIPATION IN CASINO GAMING ACTIVITIES

TECHNICAL FIELD AND BACKGROUND OF THE INVENTION

5

This internet age has brought people closer to events that they could not or would not — for the sake of privacy — have had access to. As technology improves and communication approximates real time and live interaction, people are no longer passive observers but can be active participants. At the same time, the internet, wired, and wireless communication devises
10 also allow people some degree of privacy as they interact in these events. The present invention relates generally to an integration of video and audio-capture devices, transmission networks, server systems backed up by internet technology and coordinated with proprietary software programs to enable players to participate in gaming activities without physically being present at a casino, and maintaining high degree of privacy, anonymity and security.

15

The field of online or virtual casino gaming has evolved in efforts to capture as much of the experience of being physically present at a casino. While other remote casino gaming activities allow the remote player to interact or experience casino gaming by transmitting images or sounds, these other methods or system merely allows the remote player to
20 electronically input a wager of an existing game, or electronically input wagers on an independent on-site players' performance.

20

The present invention allows the remoter player to control all aspects of his gaming performance such as dictating strategies as well as making the wagers *i.e.*, by communicating
25 directly to his representative via any communication device available in the casino. The remote player has the option of accessing real time broadcast of another existing game while proprietary software simultaneously provides an on-screen virtual representation of the gaming paraphernalia that can be controlled by the remote player.

25

BRIEF SUMMARY OF THE INVENTION

The present invention relates to a method and a system for enabling remote players to participate in an ongoing game of chance within a casino.

5

It provides a remote player the ability to interact with games of chance played at a central station (a casino) by downloading proprietary software, accessing the central station's website, observing the game in real time through internet, wire, or wireless broadcast of images and sounds, and having the option of participating in the game by personally keying in bets or
10 relaying play options and bets to a personally chosen on-site representative.

15

In one preferred embodiment, the remote player may participate in an ongoing casino game of chance. While a remote player enjoys anonymity and privacy while playing, he also enjoys the ambiance of the casino environment by accessing transmitted real-time images and sounds
of the ongoing game of chance and the use of software displaying a virtual table or gaming
device and the chips and similar gaming paraphernalia that the remote player manipulates,
signifying the placing of the remote player's bets, in the same way a remote player would, if
present at the gaming site. The outcome of each game is recorded and displayed at both the
remote and central stations to allow the dealer or croupier and remote player to monitor game
20 results. The bets are recorded, settled and updated through an automated software program.

20

In another preferred embodiment, the remote player chooses a proxy present at the casino, who physically plays the game under the instructions of the remote player who has direct control of all aspects of the game.

25

Communication devices that may be used by the remote player may be provided at each gaming table or device at the central station so that the remote player directly relays information to the proxy in real time. The participation of the proxy is limited to conveying to

the casino personnel manning the gaming device, the play and stake of the remote player as directly communicated to him. The outcome of each game is recorded and displayed at both the remote and central stations to allow the dealer or croupier and remote player to monitor game results. The bets are settled on-site after each game. The account of the remote player is updated after each game through the automated software program that updates the remote player's account.

In operation, the remote player's participation in the ongoing game of chance may be monitored. Both the remote player and his proxy are equipped with internet, wired, or wireless communication devices that establishes a direct link between them. Details of the outcome of the games played by the remote player are accessible to him and to his proxy and-on-site at the central station's gaming table or devise.

The method and system of the present invention is more clearly described in the detailed description of the preferred embodiment.

BRIEF DESCRIPTION OF DRAWINGS

FIG. 1 is a general view of the internal component of the invention showing the different connections to facilitate remote gaming;

FIG. 2 is a general view of the external component of the invention;

FIG. 3 is a is block diagram of the system of the present invention;

FIG. 4 is a diagram of the procedure to be followed to commence participation in a game;

FIGS. 5A and 5B illustrate the typical display to a remote player while he is participating in a game depending on the type of game chosen;

FIG. 6 is a pictorial illustration of one form of gaming method covered by the present invention, playing through a proxy;

FIG. 7 is an illustration of one form of gaming method covered by the present invention.

DETAILED DESCRIPTION OF A PREFERRED EMBODIMENT

Figure 1

Fig. 1 is a perspective view of the internal component of the invention showing the connection of input/output devices installed in the gaming table and the video/audio capturing devices installed in its environment and its connection to servers which process the data received from the participants and transmits the data and image streams from the gaming facility to the participants as well as the communication of the records to the financial and operations managers of the company.

Figure 2

Fig. 2 is a perspective view of the external component of the invention showing the streaming of data and video from the gaming facility to the remote participants.

The figures are to be considered in all respects only as illustrative and not restrictive. The scope of the invention is, therefore, indicated in the claims rather than by the foregoing description.

Figure 3

Fig. 3 illustrates the procedure the how information is relayed to a remote player. Within the central gaming station or casino **110** are located designated gaming tables **111** and gaming machines **112** each equipped with its own camera **113a** and **113b**, that captures an overhead view of the table or machine in which an ongoing game is played, the dealer or croupier, and the on-site players.

Each of the gaming tables **111** and gaming machines **112** are equipped with a keypad **114** connected to a user control program **115**, which serves as an input means for the casino personnel manning each of the gaming tables **111** and gaming machines **112**, to key in the outcome of each game. Images captured by the camera **113a** and **113b**, and the information entered through the keypad **114** are processed through an analog to digital converter **116**, thereafter to a video streaming server **117**, and finally through the internet connection **118**, before it is accessible to a remote player's monitor **119**.

Figure 4

Fig. 4 describes the procedure before a remote player may participate in an ongoing casino game of chance. It is assumed that in doing so, a remote player has a computer connected to the internet through wired or wireless means.

To enjoy the benefits of the present invention, a remote player located anywhere in the world must open an account **120** with any of the affiliates of the casino. Requirements for opening an account may include, deposit of a certain amount of money and providing personal information regarding the remote player. If it is the first time for a player to remotely participate in the live casino game, he will be given a copy of a remote personal gaming

proprietary software **121a** upon accessing the website **123**. Downloading and running this proprietary software **122** is necessary to access the central gaming station.

Upon logging in the remote gaming website, the remote player has to choose the type of casino game **124** he intends to play. After choosing, the remote player is thereafter afforded access to the images of an ongoing game. The remote player may start participating after he receives a signal to submit his bet and play. Record of the results for each game is displayed in the remote player's monitor after the conclusion of each game. The proxy and video streaming games can be played simultaneously.

Figure 5

Fig. 5A

Fig. 5a and **Fig. 5b** illustrates the information as displayed in the monitor of the remote player, depending on the type of game he is playing. **Fig. 5a** is available to the remote player if he opts to play a card game, and **Fig. 5b** is available if he opts to play with a game machine.

A remote player playing a card game enjoys a top view image of the gaming table and the hands of the dealer or croupier **126**, a record of the outcome of all the games he joined **127**, and information of his remaining credit **128**. To start playing, the remote player enters the amount of his bet **129** before the timer **130** indicates that betting is closed. If the remote player WINS or LOSES the game, the record of the game **127** indicates this to be so. Information indicating the pattern of all the WINS and LOSSES of the remote player is also displayed **131**.

Fig. 5B

A remote player playing in a gaming machine enjoys a top view image of the gaming machine and the hands of the manning casino personnel **132**, virtual images of a gaming machine **133**

and piles of chips equivalent to his credit broken down in varying denominations **134**, a record of the outcome of all the games he joined **135**, and information of his remaining credit **136**. Within a certain amount of time, as indicated by a timer **137**, the remote player may indicate the amount of his bet by dragging the equivalent number of chips, to the corresponding number in the virtual gaming machine **133**. If the remote player WINS or LOSES the game, the record of the game **138** indicates this to be so. Information indicating the pattern of all the WINS and LOSSES of the remote player is also displayed **139**.

Figure 6

Fig. 6 illustrates a remote player participating in a casino game through a proxy. For simplification, only one remote player is displayed although a plurality of remote players may participate at the same time.

If a remote player wants to actively participate in playing, he may choose to do so through a proxy. To enable this, the remote player goes through the same process for opening an account as more clearly indicated in **Fig. 2**. However, instead of receiving a remote personal gaming software **121a**, as described in **Fig. 2**, the remote player will be given instead a remote proxy gaming proprietary software **121b**.

The remote player and proxy may use telephone, mobile phone, voice over internet protocol (VOIP), or any other communication device **140**, to enable the former to directly speak and give directions to the latter. The play and the bet of the remote player for each game are directly communicated by the proxy to the dealer or croupier. The results of each game is entered into the keypad **141**, transmitted through the servers **142** and the internet **143**, before the same is displayed in the monitor of the remote player **144**. If the remote player WINS, the dealer or croupier physically gives to the proxy such number of chips corresponding to the

winnings, and if the remote player LOSES, the proxy physically gives to the dealer or croupier such number of chips corresponding to the losses.

Record of the game results are displayed in the monitor of the remote player **144** and in the monitor attached to the gaming device **145**. To maintain integrity during the game, the dealer or croupier is not allowed to make unnecessary movements, and his hands are always within the view of the camera.

Figure 7

Fig. 7 illustrates the system for a remote player to participate in a casino gaming activity. Gaming tables **146** and gaming machines **147** are each equipped with at least one camera **148A**, **148B**, keypad **149A**, **149B**, computer monitor **150A**, **150B**, and any communication device **148**.

The camera **148A**, **148B** is used to capture top view optical images of the game, and the hands of the dealer or croupier. The optical images captured are thereafter transmitted to the analog and digital converter **152** and video streaming server **153** before they pass through the internet connection **154** and finally displayed in the remote player's monitor **155**.

The keypad **149A**, **149B** is the input means of the dealer or croupier to enter the results of each game. Alphanumeric symbols entered in the keypad, are transmitted to the user control program **156** to be displayed in the computer monitor **150A**, **150B**. Thereafter, these are transmitted through the video streaming server **153** and internet connection **154** before they are displayed in the remote player's monitor **155**.

Should the remote player opt to play through a proxy, any communication **151A, 151B** device such as telephone, mobile phone, wireless phone, voice over internet protocol, and the like, may be used for him to communicate with his proxy.

What is claimed is:

5

1. An interactive gaming system for facilitating participation of a remote player in an ongoing game of chance transpiring in a casino, comprising of:

10

- A) A gaming device or table to facilitate playing a live casino game;
- B) A gaming interface comprising of logic encoded in media that facilitates one or more remote players' interaction with the live casino game;
- C) A video recorder capable of capturing real-time video;
- D) Casino personnel manning the game, and other persons within its proximity;
- E) One or more remote terminals, wherein the remote terminals are not located within the casino facilities;

15

- F) A game server capable of communicating between the one or more remote terminals and the gaming table and sending real-time video from the video camera to the one or more remote terminals;

- G) A game server capable of converting analog signals to digital signals and transmitting the data in real-time to remote terminals via a communication network:

20

- H) A communication network that transmits and receives analog or digitally compressed audio or video streams;

- I) An internet backbone that allows efficient connection to the Internet;

- J) A database system that enables storage of information.

- K) Link with the remote player through the internet;

25

2. The interactive gaming system of claim 1 further comprising a video camera capable of capturing and recording live images of the gaming device or table and transmitting these as digital signals to a game server.

3. The interactive gaming system of claim 1 wherein the remote terminal is a user control system that allows input of information, such as a personal computer, coupled to the system.
- 5 4. The interactive gaming system of claim 1 wherein a live casino game is being played from a plurality of games including baccarat, roulette, and craps.
5. The interactive gaming system of claim 1 wherein the gaming interface is a proprietary software embodied on computer readable media.
- 10 6. The interactive gaming system of claim 5 wherein the gaming interface is capable of establishing a remote user account, detecting available funds for payment, and generating password to play a virtual or live game of chance.
- 15 7. The interactive gaming system of claim 6 wherein the gaming interface is capable of displaying virtual images of gaming table or machine.
8. The interactive gaming system of claim 7 wherein the gaming interface is capable of displaying virtual images of a pile of varying denominations of chips equivalent to the remote player's credit, and actual record of the remote player's available credit.
- 20 9. An interactive gaming system of claim 8 further comprising means for monitoring game results and providing at least one remote player with a historical tracking data of an ongoing game of chance.
- 25 10. An interactive gaming system of claim 9 further comprising means for monitoring the results of concluded games, providing output of past outcomes of current casino games being played,

and arranged so as to make available to the remote player the information pertaining to gaming trends.

11. An interactive gaming system of claim 10 further comprising of a gaming interface capable of receiving data from the game server and sending a user input to the game server with a means for detecting the presence of and monitoring information relative to the participation of remote players.

12. An interactive gaming system of claim 11 wherein the gaming interface is capable of computing the amount of money transacted in game of chance.

REMOTE GAMING

13. The interactive gaming system of claim 5 wherein the gaming interface is capable of displaying an image of an ongoing game of chance.

14. The interactive gaming system of claim 13 wherein the gaming interface comprises a means for allowing one or more remote users to make gameplay decisions.

15. The interactive gaming system of claim 14 wherein gameplay decisions are decisions a remote player makes in the ordinary course of playing the live casino game, including setting a stake amount, requesting a card, and refusing a card.

16. The interactive gaming system in claim 15 wherein the remote player communicates his play and stake for each game through the gaming interface by dragging virtual chips equivalent to his stake, to an area of the virtual gaming table containing representations of his play options.

17. The interactive gaming system in claim 16 wherein the gaming interface allows the remote player to input his gameplay decisions and stake without knowledge of the dealer or croupier.

18. The interactive gaming system of claim 5 wherein the gaming interface is capable of accepting and recording the outcome of the game inputted by the dealer or croupier.

19. An interactive gaming system of claim 1 wherein the logic encoded in the media that facilitates one or more remote players interaction with the live casino game is operable to perform the following steps:

A) Establishing a connection from a remote terminal to a gaming table or machine through a game server;

B) Establishing a connection from the game server that transmits real-time video-feed of the ongoing game of chance to the remote player;

C) Displaying an image of the available gaming decisions on the ongoing games of chance to the remote player;

D) Receiving the remote player's gaming decision through the gaming interface;

E) Determining the outcome of the casino game being played;

F) Recording the outcome of each game of chance on the gaming server;

G) Identifying and calculating a probability outcome of each stake;

H) Updating the remote player's account on the gaming server and displaying the account status of the remote terminal;

20. An interactive gaming system of claim 19 wherein a proxy or proxies are established and each proxy is a human player present, comprising:

- A) Establishing a proxy or proxies, wherein each proxy is a human player present at actual gaming table or machine who is paired in a one to one ratio with one or more players;
- B) An integrated communication interface or device capable of transmitting the remote user's gameplay decision from the remote user to the remote user's selected proxy;
- C) The result of each game being settled at the gaming table or machine by a dealer or banker.
21. The interactive gaming system of claim 20 wherein the remote user transmits the remote user's gameplay decision over the selected communication interface to the selected proxy and the proxy makes the remote user's gameplay decision at the gaming table.
22. The interactive gaming system of claim 21 wherein the communication link is any type of telephone link, including wired, wireless, VOIP, between the remote user and the proxy.
23. The interactive gaming system of claim 22 wherein the communication link is through the gaming interface, which further comprises a means for allowing the one or more remote users to make gameplay decisions.
24. The interactive gaming system of claim 23 wherein the gaming table is further comprising of a communication interface capable for transmitting and receiving communications to and from the remote player and the selected proxy.
25. The interactive gaming system of claim 24 wherein the communication interface displays the remote user's gaming decision so it is visible only to the remote user's proxy.
26. A method for a remote player to participate in an on-site casino game comprising the steps of:

- 5
- A) Establishing a connection from a remote terminal to a gaming table through a game server;
 - B) Transmitting a real-time video feed of the gaming table to the remote terminal to be displayed to the remote player;
 - C) Displaying the available gaming decisions to the remote user;
 - D) Receiving the remote players gaming decision through a gaming interface;
 - E) Determining the outcome of the casino game being played;
 - F) Recording the outcome of the game of chance on the gaming server;
 - G) Updating the remote players account on the gaming server and displaying the account
- 10 status on the remote terminal.

27. A method for players remote from a casino to participate in a live casino game comprising the following steps:

- 15
- A) Establishing a connection from a remote terminal to a gaming table through a game server;
 - B) Transmitting a real-time video feed of the gaming table to the remote terminal to be displayed to the remote player;
 - C) Displaying the available gaming decisions to the remote player;
- 20
- D) Receiving the remote player's gaming decision through a selected proxy;
 - E) Placing bet through a proxy as dictated by the remote player;
 - F) Determining the outcome of the casino game being played;
 - G) Recording the outcome of the game of chance on the gaming server;
 - H) Updating the remote player's account on the gaming server and displaying the
- 25 account status on the remote terminal