

CLAIMS:

1. A random number generator for the provision of a random number or a random number combination or a random number matrix via an interface, the random number generator comprising:

a monitoring apparatus for monitoring a skill/skilled sport installation on which a game of skill/skilled sport which provides at least one game outcome can be executed by at least one participant, wherein the monitoring apparatus comprises game outcome determination means for determining the game outcome;

a determination device for determining the random number or random number combination or random number matrix from the determined game outcome and for providing the random number or random number combination or random number matrix to the interface for querying by an application, wherein the determination device comprises a computation apparatus for the computation of a random number of numerical value out of multiple respective game outcomes in accordance with a specifiable calculation specification or an allocation apparatus for the allocation of the individual numerical values or the numbers calculated thereof to each number slot of the sequence of random numbers or random number matrix in accordance with a specifiable allocation specification; and

at least one screen for the indication of image recordings, which were recorded by cameras directed on the skill/skilled sport installation.

2. The random number generator according to claim 1, wherein the skill/skilled sport installation is a skittle alley installation, bowling alley installation, dart stand or shooting gallery installation.

3. The random number generator according to claim 1 or 2, wherein the monitoring apparatus for monitoring multiple alleys of the skill/skilled sport installation comprises monitoring means and the determination device determines the random number or the random number combination or the random number matrix of the

game outcome of different alleys, preferably allocating the outcomes of different alleys to one respective number slot of a sequence of random numbers or the outcomes of different alleys from different rounds/attempts to the lines and columns of a random number matrix.

4. The random number generator according to any one of claims 1 to 3, wherein an electronic random number generator for the allocation of the participants to the multiple alleys is provided.

5. The random number generator according to any one of claims 1 to 4, wherein multiple monitoring apparatus for monitoring multiple skill/skilled sport installations as well as a selection apparatus for the selection of at least one monitoring apparatus are provided, wherein the determination device determines the random number or random number combination or random number matrix from the game outcome of the skill/skilled sport installation selected by the monitoring apparatus for monitoring.

6. The random number generator according to claim 5, wherein the selection apparatus features input means for the selection of a desired skill/skilled sport installation by the participant.

7. The random number generator according to any one of claims 1 to 6, wherein the selection apparatus features allocation means for the allocation of one respective selected skill/skilled sport installation to one respective number slot of the random numbers sequence or random number matrix.

8. The random number generator according to any one of claims 1 to 7, wherein the skill/skilled sport installation is furnished with usable game equipment with a respective game equipment memory in which game equipment data is saved, which readouts game equipment data from a reception/reading apparatus allocated to a skill/skilled sport installation and saves it in a database.

9. The random number generator according to claim 8, wherein for each game participant a participant memory separate from the game equipment memory is provided in which participant data is saved, wherein the participant data is readout by the reception/reading apparatus or by another reception/reading apparatus and which are filed in the database or in another database, and wherein the game equipment data and the participant data saved in the database or in the databases are allocated with the aid of allocation means to each other and wherein a renewed readout of game equipment data and participant data is executed and the monitoring of the allocated data takes place.

10. The random number generator according to claim 9, wherein the game equipment memory or the participant memory are each provided as RFID elements and the reception/reading apparatus comprises an RFID reading apparatus.

11. The random number generator according to claim 9 or 10, wherein the allocation of the game equipment data to the participant data occurs automatically via an electronic random number generator and the allocation of the game equipment data to the participant data prior to the commencement of a game are indicated on an indicator.

12. The random number generator according to any one of claims 9 to 11, wherein with the existence of multiple alleys each alley is equipped with a reception/reading apparatus for the readout of the game equipment data from a game equipment memory, wherein from the respective reception/reading apparatus the game equipment data of only the game equipment that is located on the respective alley is readout.

13. The random number generator according to any one of claims 9 to 12, wherein an allocation of the game equipment data stored in the database to the alleys occurs via a random generator automatically and the allocation of the alley to the game

equipment data or the participant data prior to the commencement of a game is indicated on the indicator apparatus.

14. The random number generator according to any one of claims 9 to 13, wherein a release apparatus only releases the respective alley if the game equipment data readout by the reception/reading apparatus located on an alley corresponds with the allocation of alleys to the game equipment predetermined by the allocation means.

15. The random number generator according to any one of claims 9 to 14, wherein a monitoring of the skill/skilled sport installation by at least one camera which is controlled in dependence of the game equipment data readout from the game equipment memory or the effected allocation of the mentioned game equipment data to the participant data readout from the participant memory.

16. The random number generator according to any one of claims 9 to 15, wherein the skill/skilled sport installation is monitored by multiple cameras, whereby a switch, in particular the switch times, between the different cameras is controlled in dependence of the game equipment data readout from the game equipment memory.

17. The random number generator according to any one of claims 9 to 16, wherein a game commencement signal for the indication of the game commencement is created automatically by a starting apparatus if by means of comparison of the game equipment data readout from the game equipment memories and the participant data readout from the participant memories and of the allocation of the game equipment data to the participant data or the allocation of the game equipment data to the alleys of the skill/skilled sport installation generated by the computer it is determined that the actual positioning of the participant memory on the control apparatus of the game equipment or the actual assembly of the game equipment on the alleys corresponds with the respective allocation generated by the computer.

18. The random number generator according to any one of claims 1 to 17, wherein at least one screen for the indication of the image recording, which were recorded by the cameras on the skill/skilled sport installation, is provided.

19. The random number generator according to claim 18, wherein the at least one screen is arranged at a position visible from the interface.