ABSTRACT

A remote gaming system whereby a player can gamble against a wagering establishment or state-run lottery from a remote location on a personal computer or portable computer device where it is unnecessary to establish an on-line connection with a host computer associated with the wagering establishment, the gaming computer providing at least one wagering opportunity and enabling the player to obtain credit and cash-out any resulting winnings, the host computer enabling the player to purchase and redeem credit at the remote location through a series of encrypted code exchanges between the player and the wagering establishment, or alternatively the gaming computer or a credit module for use with a personal computer being provided to the player with pre-installed credit, the gaming system also enabling participation in future events of which the outcome is uncertain such as, for example, a lottery whereby the player makes selections on a gaming computer at a remote location.

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