AUTHENTICATING GAMING MACHINE
CONTENT

ABSTRACT

A gaming machine may include a memory area including at least one bootup memory device, and at least one data storage device including at least one operating system and a plurality of gaming packages. The gaming machine also may include a display device configured to display at least one game selected from the plurality of gaming packages to a player, and a processor coupled to the memory area and to the display device. The processor may be configured to authenticate the at least one bootup memory device, and authenticate the at least one operating system. The processor may also be configured to determine an authentication sequence for the plurality of gaming packages, and authenticate the plurality of gaming packages in a sequence different from the determined authentication sequence.

FIG. 1

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