

Title (en)

ELECTRONIC GAME SYSTEM, A METHOD OF MANAGING AND REGULATING SAID SYSTEM

Title (de)

ELEKTRONISCHES SPIELSYSTEM UND VERFAHREN ZUM STEUERN UND REGELN DES SYSTEMS

Title (fr)

SYSTEME DE JEU ELECTRONIQUE, ET PROCEDE DE GESTION ET DE REGULATION DUDIT SYSTEME

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Application

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Abstract (en)

The electronic gaming system (ESG) and the method of system control and adjustment relates to computerized gaming and service systems that implement a computerized programmable control and can be used in local and global networks to establish casinos. The EGS consists of a central computer station (1) (CCS), peripheral computer stations (25) (PCS) with communications provided between them, a data transmission network (32) (DTN). The CCS consists of a players registration system (3), a game accounts managing system (4), an information tabulating, scoring and searching system (5), a system for recording gaming situations (6), a system for scoring players by the results of the game (7), a wagering and betting system (8), an executive gaming system (9), a data exchange system (10). The CCS also includes an electronic payments system (11), an information protection system (12), a secure communications system (13), a game selection system (14), a mailing system (15). The DTN provides interaction of PCSs with the CCS in an arbitrary combination of PCS types and comprises a communications station (20) and a data transmission network (32). The method of control and adjustment of said system provides the following actions: a player is identified at his registration by a set of key attributes that are encoded and sent to the central computer station (CCS) where they are compared to the individual information of the protection system. The information is individually encoded and sent as a message to the administrator and the subjects of the system that are present. The player selects a starting composition of his playing team, selects and indicates the selection criteria, after which the EGS is automatically adjusted. The player is connected to one or more games and is scored by each of them. If the set of key attributes does not coincide, a registration failure is logged in the electronic protocol. The number of registration attempts is limited, and, when exceeded, a warning of an EGS intrusion is generated, and the player's accounts are blocked. <IMAGE>

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