

Title (en)  
Remote authentication of gaming software in a gaming system environment

Title (de)  
Fernauthentifizierung von Spiel-Software in einem Spielsystem

Title (fr)  
Authentification à distance d'un logiciel de jeu dans un système de jeu

Publication  
**EP 1469436 A2 20041020 (EN)**

Application  
**EP 04252248 A 20040416**

Priority  
US 46332003 P 20030416

Abstract (en)  
In one embodiment, a secure gaming system includes at least one gaming terminal and at least one gaming system server. The terminal(s) and server(s) communicate over a communication network. In one embodiment, a gaming system server is capable of performing an authentication routine of an executable gaming software program, by exchanging messages with a gaming terminal over the communication network. The authentication routine results in a determination of whether a copy of the executable gaming software program stored at the gaming terminal is substantially identical to a copy of the executable gaming software program accessible by the gaming system server. <IMAGE>

IPC 1-7  
**G07F 17/32**

IPC 8 full level  
**A63F 9/24** (2006.01); **G07F 17/32** (2006.01)

CPC (source: EP US)  
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Cited by  
US2020314066A1; US8393960B2; US9231824B2; US9875618B2; WO2008094242A3

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