

Title (en)

SYSTEM FOR MANAGING A GAME BY RANDOM COMPARISON AMONG BASIC DATA STORED IN A MEMORY AND DATA INSTANTANEOUSLY INPUTTED WITH A POINT OF SALE

Title (de)

SYSTEM ZUR VERWALTUNG EINES SPIELS DURCH ZUFALLSVERGLEICH ZWISCHEN IN EINEM SPEICHER GESPEICHERTEN GRUNDLEGENDEN DATEN UND AUGENBLICKLICH MIT EINEM VERKAUFSPUNKT EINGEGEBENEN DATEN

Title (fr)

SYSTEME PERMETTANT DE GERER UN JEU PAR COMPARAISON ALEATOIRE DES DONNEES DE BASE STOCKEES DANS UNE MEMOIRE ET DES DONNEES SAISIES INSTANTANEMENT A L'AIDE D'UN POINT DE VENTE

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Application

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Abstract (en)

[origin: WO2005101338A1] The invention concerns a system for managing a game by random comparison among basic data stored in a memory and data instantaneously inputted with a point of sale, said system comprising a central unit and at least one peripheral unit, said central unit being provided with a program for managing the game and interfacing with at least one desk, said at least one peripheral unit being provided with interaction means for activation by the client, and interfaced with the central unit.

IPC 8 full level

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