

Title (en)
GAMING SYSTEM

Title (de)
SPIELSYSTEM

Title (fr)
SYSTEME DE JEU

Publication
EP 1814641 A1 20070808 (EN)

Application
EP 05804136 A 20051114

Priority
• SE 2005001717 W 20051114
• US 52284304 P 20041112

Abstract (en)
[origin: WO2006052212A1] A method, system and computer program product for managing interruption and reconnection of a game session in a computer based gaming system having a computerized gaming machine devised for executing a game and being communicatively connected to a remote data storage, wherein: the execution of a game comprises at least one instance of determining a set of associated game session data; an identity code is reserved for identification of each execution instance of a game; each determined set of associated game session data is associated with said identity code and stored in the remote data storage; and if an interruption occurs in the execution of a game, then the identity code for the current game execution instance is associated with a status indicator indicating that said game execution has been interrupted.

IPC 8 full level
A63F 13/00 (2006.01); **G07F 17/32** (2006.01)

CPC (source: EP US)
G07F 17/32 (2013.01 - EP US); **G07F 17/3239** (2013.01 - EP US); **A63F 2300/50** (2013.01 - US)

Designated contracting state (EPC)
AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IS IT LI LT LU LV MC NL PL PT RO SE SI SK TR

DOCDB simple family (publication)
WO 2006052212 A1 20060518; AU 2005305407 A1 20060518; AU 2005305407 B2 20100527; AU 2005305408 A1 20060518; AU 2010202848 A1 20100722; AU 2010202848 B2 20111020; EP 1814641 A1 20070808; EP 1814641 A4 20110615; EP 1814642 A1 20070808; EP 1814642 A4 20110622; US 2010087255 A1 20100408; US 2012172135 A1 20120705; WO 2006052213 A1 20060518

DOCDB simple family (application)
SE 2005001716 W 20051114; AU 2005305407 A 20051114; AU 2005305408 A 20051114; AU 2010202848 A 20100706; EP 05802583 A 20051114; EP 05804136 A 20051114; SE 2005001717 W 20051114; US 201213413180 A 20120306; US 43361509 A 20090430