Title (en)

A SYSTEM FOR A MASSIVE MULTI-PLAYER GAME OF SKILL

Title (de)

EIN SYSTEM FÜR EIN MASSIVES MEHRSPIELER-GESCHICKUNGSSPIEL

Title (fr)

UN SYSTÈME POUR UN JEU D'HABILETÉS MULTI-JOUEURS MASSIF

Publication

EP 4167204 A1 20230419 (EN)

Application

EP 22198616 A 20220929

Priority

US 202117502049 A 20211015

Abstract (en)

A gaming system includes a server and player device. The server randomly selects shared icons from an icon space then requests a first wager from each player. For each active player, the server randomly selects a set of player icons from the icon space. After the server collects the first wager, the server displays the shared icons to all active players, sets a timer, and requests a second wager from each player. Until all player icons are displayed, each active player is presented a next subset of the hole cards and each player that makes the wager is declared as active. After all player icons are presented, a winner(s) is/are declared based upon a score of the player icons of each player combined with the shared icons. In one embodiment, the icon space includes a cherries icon, a bar icon, a lemon icon, a lucky-7 icon, and a bell icon.

IPC 8 full level

G07F 17/32 (2006.01)

CPC (source: EP)

G07F 17/326 (2013.01); **G07F 17/3276** (2013.01); **G07F 17/3293** (2013.01)

Citation (search report)
- [XI] US 2019333337 A1 20191031 - HIRSCH DAVID BRIAN [US]
- [XI] US 2018158285 A1 20180607 - MAHASUVERACHAI SAK [TH]

Designated contracting state (EPC)

AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

Designated extension state (EPC)

BA ME

Designated validation state (EPC)

KH MA MD TN

DOCDB simple family (publication)

EP 4167204 A1 20230419

DOCDB simple family (application)

EP 22198616 A 20220929