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(54) Title: SYSTEM AND METHOD FOR PROVIDING REMOTE WAGERING GAMES IN LIVE TABLE GAME SYSTEM

Figure 2

(57) **Abstract**: Systems and methods for conducting multiple remote wagering games in a livetable game system or similar system wherein the gaming symbols which are randomly generated as a result of a live table game are used to resolve the live table game and simulate play and resolve wagering outcomes of one or moreremote wagering games which differ from the live table game.

Declarations under Rule 4.17:

— *as to the applicant's entitlement to claim the priority of the earlier application (Rule 4.17(iii))*

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— *with international search report (Art. 21(3))*

— *with amended claims and statement (Art. 19(1))*

SYSTEM AND METHOD FOR PROVIDING REMOTE WAGERING GAMES IN LIVE TABLE GAME SYSTEM

BACKGROUND

[0001] The invention generally relates to systems and methods for providing, conducting and facilitating the play of wagering games.

[0002] Wagering games such as baccarat, blackjack, roulette, and various poker-based table games are popular games offered in casinos. These games are generally played on physical gaming tables having felt layouts, or electronic and electromechanical gaming machines in which a dealer, playing cards, chips or other gaming elements may be virtual. Each of these platforms have a limited capacity for players to participate in any particular game due to a limited number of player positions or a limitation on physical space about the table.

[0003] These limitations have led to the introduction and growing popularity of livetable systemswith remote gamingterminals that essentially extend the capacity of a live table game to include players in the game. The gaming terminals are therefore configured to facilitate the participation of remotely seated players in a live table game.

[0004] While livetable systems have increased the capacity for players to participate in live table games, the systems have not increased the wagering game options for players who participate in the live table game. Thus, it can be seen that there is a need in the art for a system and method that, among other things, provides additional wagering game options.

SUMMARY

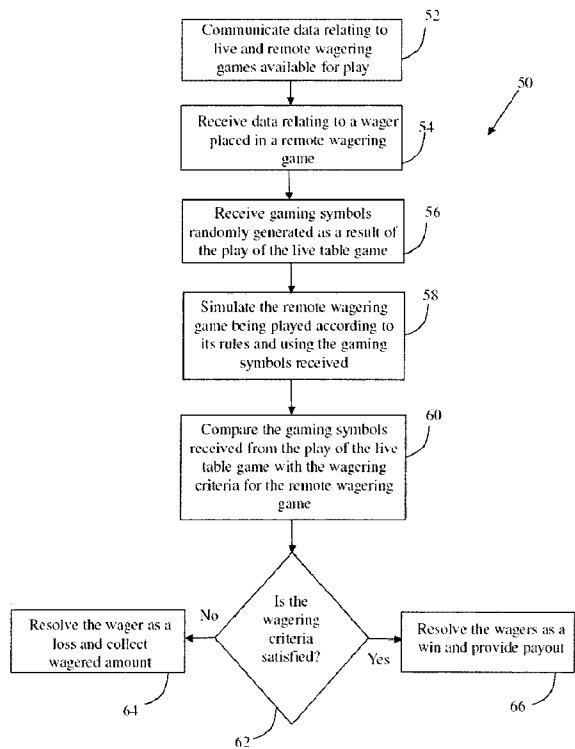[0005] Systems and methods for conducting multiple remote wagering games in a live table game system or similar system wherein the gaming symbols which are randomly generated as a

result of a live table game are used to resolve the live table game and to simulate play and resolve wagering outcomes of one or more remote wagering games which differ from the live table game in game rules, pay tables, wager size and/or limitations on minimum and maximum wagers, side bets, progressive prizes, bonus prize, and the like.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] Fig. 1 is a schematic diagram of a system according to some embodiments of the invention; and

[0007] Fig. 2 is a flowchart of a method according to an embodiment of the present invention.

DETAILED DESCRIPTION OF SOME EMBODIMENTS OF THE INVENTION

[0008] The invention includes systems and methods for providing, conducting and facilitating play of multiple wagering games at an electronic platform through the use of randomly generated game play data received from one or more live wagering games.It is contemplated that the multiple wagering games may possess characteristics, such as the wagering opportunities and/or game rules, which differ from the characteristics of the live wagering games.

[0009] The invention may be applied to any live table game, such as baccarat, blackjack, roulette, craps, pai gow, sic bo, bingo, card games, or any other type of game having a live or electronic dealer and one or more players seated at a gaming table or electronic gaming platform.

[0010] As discussed herein, the invention may also be applied in a live table system that monitorsa live table game in which physical or virtual cards are dealtto one or more players at a gaming table, or other gaming elements are employed such as dice, and collects the randomly generated game play data. The game play data collected is usedto enable play of the same live

table game remotely through gaming terminals. The gaming terminals may be any platform capable of receiving and transmitting data, including "thin-client" platforms or platforms which do not process game play data and "smart" platforms or platforms which process game play data. The gaming terminal maybe stationary, similar to the slot machines or electronic tables commonly seen at the physical casino, or maybe portable electronic devices such as smart phones, computer tablets, portable media players, laptop computers, desktop computers, smart TV, and the like. Additionally, the gaming network they attach to can be of wired (Ethernet, Token Ring, Serial multidrop, etc.) or wireless variety (802.11x, BlueTooth, LTE, 2G/3G/4G cellular, Zigbee, Ultra Wide Band, etc.)known in the art. Thus, players interested in placing wagers on a live-table game are not confined to the gaming table or even the casino floor.

[0011] Referring to Fig. 1, a system 10 for implementing some embodiments of the invention include a processing device12, a data storage device 14, data input/output devices referred to as "data communication devices" 16and 18, and a display device 20, some or all of which may be either included in, or in communication with, a remote gaming terminal. For purposes of illustrating some of the embodiments of the invention, data communication device 18 and display device 20 are components of a gaming terminal 22.

[0012] The remote gaming terminal may be provided as a kiosk, an interface at an electronic gaming device, a handheld device, cellular phone, or other device networked (locally or via the Internet, for example) to system10. Data communication device 16 may be positioned at a gaming table and configured for receiving game play data randomly generated during play of the live table game, either through manual input or automatic input of game play information, such as the gaming symbols on the cards dealt, to communication device 16.

[0013] For example, game play information may be manually input to data communication device 16 through a manual input device such as a keypad or touchscreen. Alternatively, electronic scanning, recognition and detecting devices known in the art may be used to read cards, determine the location of a roulette ball, or ascertain the results of a dice game, and then automatically transmit the information via communication device 16. Game play information may also be automatically input using a camera mounted over the live table game to obtain game information, or through one or more card reading devices, such as an optical reader mounted in a gaming table, card delivery shoe, or card shuffler, which is capable of decoding the gaming symbols shown on physical playing cards.

[0014] Alternatively, in electronic gaming platforms in which physical cards are replaced by virtual cards, the gaming data may derive from the random number generator used to generate random virtual cards.

[0015] Data communication device 16 receives and transmits game play data which is randomly generated as a result of playing the live table game. Processing device 12 facilitates comparing the game play datawith the rules and/or criteria for winning the wagers stored in data storage device 14, and determining an outcome of the wagers placed on the live table game via data communication device 18 of gaming terminal 22. If the criteria are satisfied, then the wager is won, whereas if the criteria are not satisfied the wager is lost. Display device 20 of gaming terminal 22 is configured to facilitate the entry of wagers, show a live multimedia feed of the table game being played and communicate the outcome of any wagers placed.

[0016] System 10 is also configured to provide remotewagering games at gaming terminal 22. The remotewagering games have common features with at least one live table game that permit the game play data, specifically, the randomly generated gaming symbols, which are received as

a result of playing the live table game, to be used by processing device 12 for resolving the remotewagering games according to the respective rules and/or criteria associated with the remotewagering games stored in data storage device 14.

[0017] System 10 is therefore configured for communicating the remotewagering games via gaming terminal 22 which may advantageously played in addition to or instead of the live table games, even though the remotewagering games may have different wagers, different rules, or both, provided that the amount of gaming symbols necessary to resolve wagers in the remotewagering game are generated as a result of playing the live table games.

[0018] For example, system 10 may be configured to provide the option for a player to enter into a live conventional blackjack game through gaming terminal 22. A player using gaming terminal 22 may choose to participate in the live blackjack game or play a remoteBlackjack game in which the rules are different, such as the rules for dealing cards to reveal their value, or rules relating to the wager size (minimum, maximum, increment), or rules relating to payout associated with game symbols and symbol combinations, or rules allowing for a wild card, or in a blackjack variant in which the rules differ in any way from conventional blackjack. The cards dealt in the live game are correlated by system 10 with the cards to be received in the remote wagering game according to its rules in order to resolve all wagers placed in the remote wagering game.

[0019] System 10 may be configured to be responsive to an additional request for randomly generated game play data which may be necessaryfor resolving a remote wagering game. For example, system 10 may inform the dealer at the live table game through communication device 16 to continue to deal a certain number of randomly shuffled cards above the amount needed to resolve the live table game, or system 10 may be in communication with a random number

generator for the purpose of generating any amount of random gaming symbols necessary to match the amount necessary in the remote wagering game or add on to the random gaming symbols acquired from the live table game.

[0020] In another example, system 10 is configured to provide the option for a player to enter into a live conventional blackjack or play a remoteblackjack game which includes one or more side wagers. Players may place the side wager through player terminal 22. The randomly generated gaming symbols received via communication device 18 will be compared via processing device 12 with criteria for determining the outcome of the side wager stored in data storage 14. If the requisite gaming symbols have been received then the criteria will be satisfied and the side wager will be won.

[0021] For example, a remoteblackjack game may allow for the player to wager on receiving a hand that has achieved a poker rank such as a pair. The randomly generated gaming symbols dealt in the live conventional Blackjack game are received and compared with the criteria that the gaming symbols corresponding to the player's hand in the remote blackjack game comprise two cards of the same rank.

[0022] In yet another example, the game of baccarat may be played live and broadcast to player terminal 22, along with various remote baccarat variant games that include different rules, such as no-commission versions, variations on pay tables, or which include additional side wagers, which may include progressive side wagers, mystery jackpots or bonuses. Thus, players at gaming terminal 22 are capable of participating in many variations of baccarat games with the same hand delivered in the live table game.

[0023] Players may therefore have a variety of options to play other wagering games than the live table game. However, system 10 may be configured so that only the remote wagering games

that rely on the same amount or plurality of gaming symbols, or game variations that belong to the same game families (variations of Baccarat, Roulette, Sic-Bo, and the like) as those gaming symbols which are randomly generated in the live table game are offered as available to players through gaming terminal 22.

[0024] System 10 may be configured to provide a simulation of the remote wagering game wager on by players using gaming terminal 22. The simulation may be presented on display device 20 according to the rules of the remote wagering game and may take any form, such as a display of playing cards being dealt by a virtual dealer or the actual dealer in the live table game, which would enhance the overall player experience. System 10 may be configured to provide a new display or skin on display device 20 of gaming terminal 22 and provide customized playing cards for the remote wagering games to distinguish between games and provide proprietary information, among other things. Variations in game rules, wager size and pay tables affecting payout amounts and volatility that are different from that of the live table may also be applied to the games at the remote game terminals to provide a favorable personalized player experience.

[0025] An exemplary method of operating the inventionwith a system such as system 10 is general referred to by the numeral 50 in Fig. 2.

[0026] As shown by step 52, system 10 communicates data relating to one or more live wagering games available for play and the corresponding remote wagering games available for remote play. The corresponding remote wagering games include game rules that may differ from the game rules of the live table game, but the outcome of wagers placed in the remote wagering games are determinable by comparing a wagering criteria for the remote wagering games, which may differ from the wagering criteria for the live table game, with the same gaming symbols randomly generated as a result of playing the live table game.

[0027] As shown by step 54, system 10 receives data relating to one or more wagers placed in connection with a remote wagering game. As discussed above, the data may be received via data communication device 18 in gaming terminal 22.

[0028] In step 56, system 10 receives gaming symbols randomly generated as a result of the play of the live table game corresponding to the remote wagering game in which wagers are placed in step 54. The gaming symbols may be received via data communication device 16 through any means which is likely to maintain the integrity of the wagering game.

[0029] Upon receiving the gaming symbols in step 56, system 10 may actuate a simulation of the remote wagering game being played via display device 20 of gaming terminal 22, as shown by step 58, with the simulation being conducted according to the rules of the remote wagering game. If all gaming symbols have been previously received then in some embodiments players may select to bypass the simulation.

[0030] As shown by step 60, system 10 compares the gaming symbols received from the play of the live table game with the wagering criteria for the remote wagering game to determine the outcome of any wagers placed. If the wagering criteria are not satisfied in step 62 then the wager is collected as a loss in step 64. If the wagering criteria are satisfied then the wager is a win and a payout is awarded in step 66. The payout may be awarded through gaming terminal 22 as cash or credit added to an account.

[0031] It should be understood that systems such as those described herein may be adapted and configured to function independently or may also interact with other systems or applications, such as for example, a casino management system or player tracking system. As such, the wagering data may be recorded and stored in connection with player information retrieved from the terminal.

[0032] Those skilled in the art will readily appreciate that any of the systems and methods of the invention may include various computer and network related software and hardware, such as programs, operating systems, memory storage devices, data input/output devices, data processors, servers with links to data communication systems, wireless or otherwise, and data transceiving terminals, and may be a standalone device or incorporated in another platform, such as an existing electronic gaming machine, portable computing device or electronic platforms with multiple player positions. In addition, the system of the invention may be provided at least in part on a personal computing device, such as home computer, laptop or mobile computing device through an online communication connection or connection with the Internet. Those skilled in the art will further appreciate that the precise types of software and hardware used are not vital to the full implementation of the methods of the invention so long as players and operators thereof are provided with useful access thereto or the opportunity to play the game as described herein.

[0033] It should be readily apparent that additional computerized or manual systems may also be employed in accordance with the invention in order to achieve its full implementation as a system, apparatus or method.

[0034] While exemplary systems and methods, and applications of methods of the invention, have been described herein, it should also be understood that the foregoing is only illustrative of a few particular embodiments with exemplary and/or preferred features, as well as principles of the invention, and that various modifications can be made by those skilled in the art without departing from the scope and spirit of the invention. Therefore, the described embodiments should not be considered as limiting of the scope of the invention in any way. Accordingly, the invention embraces alternatives, modifications and variations which fall within the spirit and scope of the invention as set forth herein,and in the accompanying patents and patent

applications, which disclose, systems, methods and features, all of which may be employed with

the invention described herein.

<u>Claims</u>

What is claimed is:

1.   A method for conducting multiplewagering games in a live-table game systemincluding remote gaming terminals, one or more data communication devices, one or more processors, and one or more data storage devices, the method comprising the steps of:

        a)   communicating data relating to alive table game available for play, the live table game beingassociated with one or more wagers, wherein the outcome of the one or more wagers is determinable by comparing a first criteria with a plurality of gaming symbolsrandomly generated as a result of playing the live table game according to a first game rules;

        b)   communicating data relating to one or moreremote wagering games available for play, the one or more remote wagering games being associated with one or more wagers and one or more second game rules, wherein the outcome of the one or more wagers is determinable by comparing a second criteria with the same plurality of gaming symbols randomly generated as a result of playing the live table game, and whereinone or both of the second criteria and the second game rules differ from the first criteria and first game rules;

        c)   receiving data relating to one or more wagersplaced in connection with aremote wagering game selected from the one or more remote wagering games available for play;

        d)   receiving the plurality of gaming symbols randomly generated as a result of the play of the live table game;

        e)   simulating play of the remotewagering game, wherein play is simulatedaccording to the second game rules and the plurality of gaming symbols received;

f)   comparing the plurality of gaming symbols received with the second criteria to determine the outcome of the one or more wagers placed; and

g)   resolving the one or more wagers by collecting the wager if the second criteria is not satisfied or awarding a payout if the wager is satisfied.

2.   The method according to Claim 1, further comprising the step ofdetermining the one or more remote wagering games to be communicated based on the amount of gaming symbols randomly generated as a result of playing the live table.

3.   The method according to Claim 1, wherein the second criteria are the same as the first criteria.

4.   The method according to Claim 1, wherein the second game rules are the same as the first game rules.

5.   The method according to Claim 1, wherein the second criteria comprises the first criteria and a side wager criteria, the side wager criteria being satisfied upon the plurality of gaming symbols randomly generated including one or more preset gaming symbols.

6.   The method according to Claim 1, wherein the second criteria comprises a side wager criteria, the side wager criteria being satisfied upon the plurality of gaming symbols randomly generated including one or more preset gaming symbols.

7.   The method according to Claim 1, wherein the plurality of gaming symbols randomly generated as a result of playing the live table game resolve the outcome of any wagers placed in the live table game.

8.   The method according to Claim 1, wherein the second game rules and second criteria differ from the first game rules and first criteria.

9.   The method according to Claim 1, further comprising the step of awarding a payout amount if any one of the one or more wagers placed is won.

10.   The method according to Claim 9, wherein the second game rules differ from the first game rules and provide for a different award than the live table game based on the same plurality of gaming symbols randomly generated.

11.   The method according to Claim 1, wherein the gaming terminal further comprises a display device in communication with the one or more communication devices and the steps of communicating data further comprise displaying the data on the display device.

12.   The method according to Claim 1, wherein the gaming terminal further comprises a display device in communication with the one or more communication devices and the step of simulating play of the remote table game further comprises displaying the simulated play of the remote table game on the display device.

13.   A system for conducting multiple wagering games comprising a plurality of remote gaming terminals having one or more data communication devices, one or more processors, and one or more data storage devices, wherein the system is configured for:

a)   communicating data relating to a live table game available for play to the gaming terminals, the live table game being associated with one or more wagers, wherein the outcome of the one or more wagers is determinable by comparing a first criteria with a plurality of gaming symbols randomly generated as a result of playing the live table game according to a first game rules;

b)   communicating data relating to one or more remote wagering games available for play to the gaming terminals, the one or more remote wagering games being associated with one or more wagers and one or more second game rules, wherein the outcome of the one or more wagers is determinable by comparing a second criteria with the same plurality of gaming symbols randomly generated as a result of playing the live table, and wherein one or both of the second criteria and the second game rules differ from the first criteria and first game rules;

c)   receiving data from a gaming terminal relating to one or more wagers placed in connection with aremote wagering game selected from the one or more remote wagering games available for play;

d)   receiving the plurality of gaming symbols randomly generated as a result of the play of the live table game;

e)   simulating play of the remotewagering game, wherein play is simulated according to the second game rules and the plurality of gaming symbols received;

f)   comparing the plurality of gaming symbols received with the second criteria to determine the outcome of the one or more wagers placed; and

g)   resolving the one or more wagers placed by collecting the wager if the second criteria is not satisfied or awarding a payout if the wager is satisfied.

14.   The system of Claim 13, wherein the gaming terminal further comprises a display device in communication with the one or more communication devices.

15.   The system of Claim 13, further comprising one or more communication devices for collecting game play wherein the one or more processors gaming terminal

16.   A method comprising the steps of:

a)   communicating data from a gaming server relating to a live table game available for play, the live table game being associated with one or more wagers, wherein the outcome of the one or more wagers is determinable by comparing a first criteria stored in a games database with a plurality of gaming symbols randomly generated as a result of playing the live table game according to a first game rules stored in the games database;

b)   communicating data from the gaming server relating to one or more remote wagering games available for play, the one or more remote wagering games being associated with one or more wagers and one or more second game rules stored in the games database, wherein the outcome of the one or more wagers is determinable by comparing a second criteria stored in the games database with the same plurality of gaming symbols randomly generated as a result of playing the live table game, and wherein one or both of the second criteria and the second game rules differ from the first criteria and first game rules;

c)   receiving data from a gaming terminal relating to one or more wagers placed in connection with a remote wagering game selected from the one or more remote wagering games available for play;

d)   receiving the plurality of gaming symbols randomly generated as a result of the play of the live table game through a data communication device configured for acquiring game play data from the live table game;

e)   simulating play of the remote table game, wherein play is simulated by a processor and displayed on a display device at the gaming terminal according to the second game rules and the plurality of gaming symbols received; and

f)   the processor comparing the plurality of gaming symbols received with the second criteria to determine the outcome of the one or more wagers placed and facilitating the collection of the wager if the second criteria is not satisfied or the awarding of a payout if the wager is satisfied.

17.   The method according to Claim 16, wherein the second criteria and the first criteria are the same.

18.   The method according to Claim 16, wherein the second game rules and the first game rules are the same.

19.   The method according to Claim 18, wherein the second criteria differ from the first criteria and the second game rules differ from the first game rules.

20.   The method according to Claim 1, wherein the second criteria comprises the first criteria and a side wager criteria, the side wager criteria being satisfied upon the plurality of gaming symbols randomly generated including one or more preset gaming symbols.

AMENDED CLAIMS
received by the International Bureau on 07 Mar. 2014

What is claimed is:

1.   A method for conducting multiplewagering games in a live-table game systemincluding remote gaming terminals, one or more data communication devices, one or more processors, and one or more data storage devices, the method comprising the steps of:

a)   communicating data relating to alive table game available for play, the live table game beingassociated with one or more wagers, wherein the outcome of the one or more wagers is determinable by comparing a first criteria with a plurality of gaming symbolsrandomly generated as a result of playing the live table game according to a first game rules;

b)   communicating data relating to one or moreremote wagering games available for play, the one or more remote wagering games being associated with one or more wagers and one or more second game rules, wherein the outcome of the one or more wagers is determinable by comparing a second criteria with the same plurality of gaming symbols randomly generated as a result of playing the live table game, and whereinone or both of the second criteria and the second game rules differ from the first criteria and first game rules;

c)   receiving data relating to one or more wagersplaced in connection with aremote wagering game selected from the one or more remote wagering games available for play;

d)   receiving the plurality of gaming symbols randomly generated as a result of the play of the live table game;

e)   simulating play of the remotewagering game, wherein play is simulatedaccording to the second game rules and the plurality of gaming symbols received;

AMENDED SHEET (ARTICLE 19)

f)   comparing the plurality of gaming symbols received with the second criteria to determine the outcome of the one or more wagers placed; and

g)   resolving the one or more wagers by collecting the wager if the second criteria is not satisfied or awarding a payout if the wager is satisfied.

2.   The method according to Claim 1, further comprising the step ofdetermining the one or more remote wagering games to be communicated based on the amount of gaming symbols randomly generated as a result of playing the live table.

3.   The method according to Claim 1, wherein the second criteria are the same as the first criteria.

4.   The method according to Claim 1, wherein the second game rules are the same as the first game rules.

5.   The method according to Claim 1, wherein the second criteria comprises the first criteria and a side wager criteria, the side wager criteria being satisfied upon the plurality of gaming symbols randomly generated including one or more preset gaming symbols.

6.   The method according to Claim 1, wherein the second criteria comprises a side wager criteria, the side wager criteria being satisfied upon the plurality of gaming symbols randomly generated including one or more preset gaming symbols.

AMENDED SHEET (ARTICLE 19)

7.   The method according to Claim 1, wherein the plurality of gaming symbols randomly

generated as a result of playing the live table game resolve the outcome of any wagers placed in

the live table game.

8.   The method according to Claim 1, wherein the second game rules and second criteria

differ from the first game rules and first criteria.

9.   The method according to Claim 1, further comprising the step of awarding a payout

amount if any one of the one or more wagers placed is won.

10.   The method according to Claim 9, wherein the second game rules differ from the first

game rules and provide for a different award than the live table game based on the same plurality

of gaming symbols randomly generated.

11.   The method according to Claim 1, wherein the gaming terminal further comprises a

display device in communication with the one or more communication devices and the steps of

communicating data further comprise displaying the data on the display device.

12.   The method according to Claim 1, wherein the gaming terminal further comprises a

display device in communication with the one or more communication devices and the step of

AMENDED SHEET (ARTICLE 19)

simulating play of the remote table game further comprises displaying the simulated play of the remote table game on the display device.

13.   A system for conducting multiple wagering games comprising a plurality of remote gaming terminals having one or more data communication devices, one or more processors, and one or more data storage devices, wherein the system is configured for:

a)   communicating data relating to a live table game available for play to the gaming terminals, the live table game being associated with one or more wagers, wherein the outcome of the one or more wagers is determinable by comparing a first criteria with a plurality of gaming symbols randomly generated as a result of playing the live table game according to a first game rules;

b)   communicating data relating to one or more remote wagering games available for play to the gaming terminals, the one or more remote wagering games being associated with one or more wagers and one or more second game rules, wherein the outcome of the one or more wagers is determinable by comparing a second criteria with the same plurality of gaming symbols randomly generated as a result of playing the live table, and wherein one or both of the second criteria and the second game rules differ from the first criteria and first game rules;

c)   receiving data from a gaming terminal relating to one or more wagers placed in connection with aremote wagering game selected from the one or more remote wagering games available for play;

d)   receiving the plurality of gaming symbols randomly generated as a result of the play of the live table game;

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e)   simulating play of the remotewagering game, wherein play is simulated according

to the second game rules and the plurality of gaming symbols received;

f)   comparing the plurality of gaming symbols received with the second criteria to

determine the outcome of the one or more wagers placed; and

g)   resolving the one or more wagers placed by collecting the wager if the second

criteria is not satisfied or awarding a payout if the wager is satisfied.

14.   The system of Claim 13, wherein the gaming terminal further comprises a display device

in communication with the one or more communication devices.

15.   The system of Claim 13, further comprising one or more communication devices for

collecting game play wherein the one or more processors gaming terminal

16.   A method comprising the steps of:

a)   communicating data from a gaming server relating to a live table game available

for play, the live table game being associated with one or more wagers, wherein the outcome of

the one or more wagers is determinable by comparing a first criteria stored in a games database

with a plurality of gaming symbols randomly generated as a result of playing the live table game

according to a first game rules stored in the games database;

b)   communicating data from the gaming server relating to one or more remote

wagering games available for play, the one or more remote wagering games being associated

with one or more wagers and one or more second game rules stored in the games database,

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wherein the outcome of the one or more wagers is determinable by comparing a second criteria stored in the games database with the same plurality of gaming symbols randomly generated as a result of playing the live table game, and wherein one or both of the second criteria and the second game rules differ from the first criteria and first game rules;

    c)   receiving data from a gaming terminal relating to one or more wagers placed in connection with a remote wagering game selected from the one or more remote wagering games available for play;

    d)   receiving the plurality of gaming symbols randomly generated as a result of the play of the live table game through a data communication device configured for acquiring game play data from the live table game;

    e)   simulating play of the remote table game, wherein play is simulated by a processor and displayed on a display device at the gaming terminal according to the second game rules and the plurality of gaming symbols received; and

    f)   the processor comparing the plurality of gaming symbols received with the second criteria to determine the outcome of the one or more wagers placed and facilitating the collection of the wager if the second criteria is not satisfied or the awarding of a payout if the wager is satisfied.

17.   The method according to Claim 16, wherein the second criteria and the first criteria are the same.

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18.   The method according to Claim 16, wherein the second game rules and the first game rules are the same.

19.   The method according to Claim 18, wherein the second criteria differ from the first criteria and the second game rules differ from the first game rules.

20.   The method according to Claim 1, wherein the second criteria comprises the first criteria and a side wager criteria, the side wager criteria being satisfied upon the plurality of gaming symbols randomly generated including one or more preset gaming symbols.

AMENDED SHEET (ARTICLE 19)

STATEMENT UNDER ARTICLE 19 (1)

Only minor adjustments have been made to the format of claims 1, 2, and 13. There is no impact that such amendments might have on the description and the drawings.
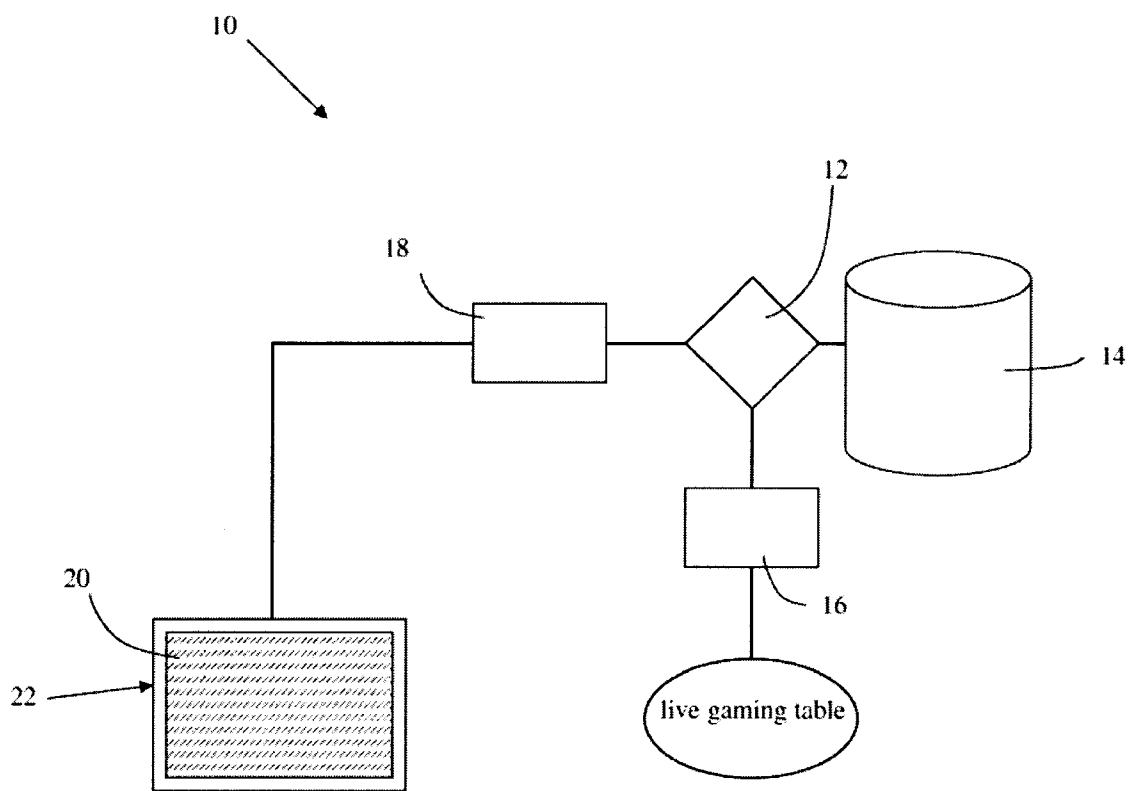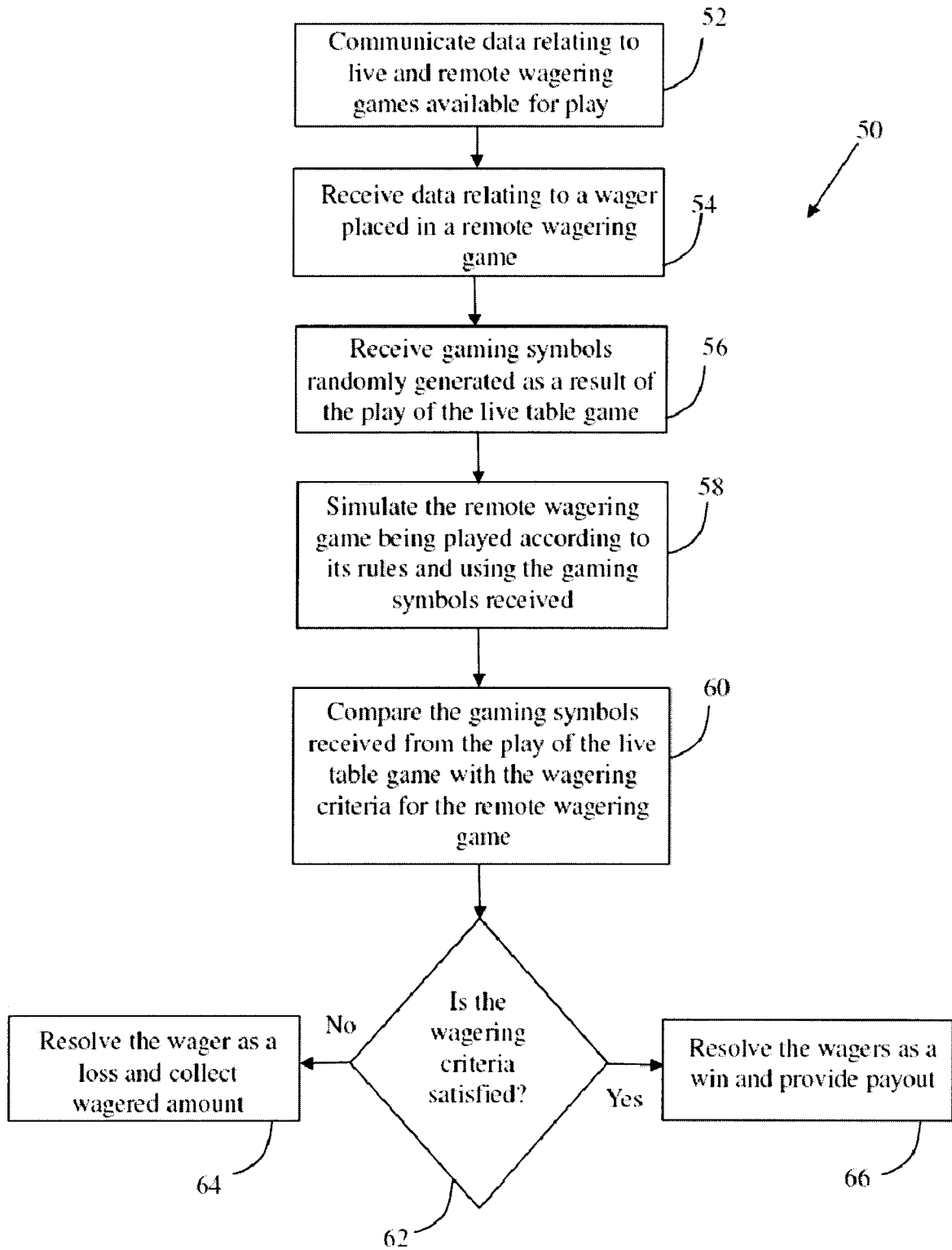
Figure 1

SUBSTITUTE SHEET (RULE 26)

52

Communicate data relating to
live and remote wagering
games available for play

54

Receive data relating to a wager
placed in a remote wagering
game

56

Receive gaming symbols
randomly generated as a result of
the play of the live table game

58

Simulate the remote wagering
game being played according to
its rules and using the gaming
symbols received

60

Compare the gaming symbols
received from the play of the live
table game with the wagering
criteria for the remote wagering
game

50

Is the
wagering
criteria
satisfied?

No

Resolve the wager as a
loss and collect
wagered amount

64

Yes

Resolve the wagers as a
win and provide payout

66

62

Figure 2

2/2