

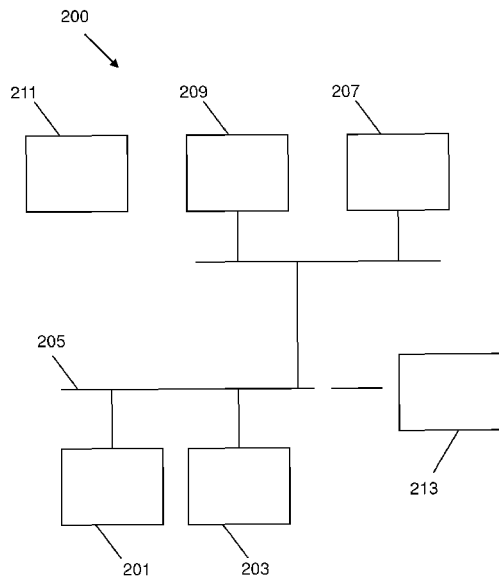


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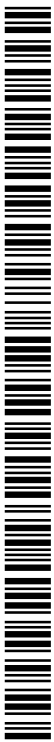
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(54) Title: AMUSEMENT DEVICES INCLUDING CUSTOMIZABLE GAMING PARAMETERS



(57) Abstract: Some embodiments include a fantasy sports game. In some embodiments, an expected performance value may be determined. In some embodiments, a set of players may be determined, one or more accomplishments may be determined, a parameter may be determined based on the participants and the accomplishments, and a game may be formed. Various other embodiments are described.

Figure 2



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5 **AMUSEMENT DEVICES INCLUDING CUSTOMIZABLE**  
**GAMING PARAMETERS**

*Cross Reference to Related Applications*

10 This application claims priority to U.S. provisional application 61/602,849, which is hereby incorporated herein by reference.

*Field*

15 Some embodiments may relate to sport events, games based on actions of players in live sport events, other types of events, and/or other types of games.

*Background*

Gaming may include risking an amount of money that one event will or will not happen. Fantasy sports may include one or more games related to events taking place in real sports games.

20 *Brief Description of the Figures*

Figure 1 shows an apparatus for playing a game, according to some embodiments.  
Figure 2 shows an example fantasy sports system according to some embodiments.  
Figure 3 shows an example process that may be performed in some embodiments.  
Figure 4 shows an example interface that may be used in some embodiments.  
25 Figure 5 shows an example method that may be performed in some embodiments.

*Summary*

The following should be understood to be embodiments, not claims.

30 A. A method comprising: receiving, by a computing device, a set of participants chosen by a user; receiving, by the computing device, an accomplishment chosen by the user; determining, by the computing device, odds for a game that is based on whether the set of participants will achieve the accomplishment in a plurality of events, in which the odds determination is based on historic data about performance of the participants; offering, by the computing device, the game for play with the odds to the user; receiving, by the computing device, an acceptance of the offer from the user that identifies an amount of  
35 money risked through play of the game; determining, by the computing device, an outcome of the game based on whether the set of participants achieved the accomplishment in the

5 plurality of events; and determining, by the computing device, whether to provide a payment to the user based on the outcome.

A.1. The method of claim A, in which the set of participants are players from across a plurality of events. A.2. The method of claim A, in which the events include sporting events. A.3. The method of claim A, in which the game includes a fantasy sports game. A.4.  
10 The method of claim A, in which the historic data includes information indicative of each participant's ability to contribute to the accomplishment in prior events to the plurality of events. A.5. The method of claim A, in which offering includes presenting information about the odds to the user through a user interface of a mobile device. A.6. The method of claim A, in which the outcome includes winning the game if the participants achieved the  
15 outcome and a determination to provide the payment is made in response to the determination that the outcome includes winning the game. A.7. The method of claim A, further comprising receiving an amount of money to play the game from the user. A.8. The method of claim A, in which the accomplishment includes a number of points earned in total by the set of players in the plurality of events. A.9. The method of claim A, further  
20 comprising providing the payment to the user.

A.10. The method of claim A, in which the set of participants includes a plurality of participants. A.10.1. The method of claim A.10, in which each participant plays in only one of the plurality of events and the set of participants collectively plays in all of the plurality of events. A.10.2. The method of claim A.10, in which the accomplishment includes a plurality  
25 of accomplishments that each apply to a single respective one of the plurality of participants. A.10.2.1. The method of claim A.10.2, in which the outcome is a winning outcome if each participant achieved the single respective accomplishment of the plurality of accomplishments that applies to the participant. A.11. The method of claim A, in which the accomplishment includes achievement of a goal in a designated time period. A.11.1. The  
30 method of claim A.11, in which the outcome is a winning game if the goal is achieved in less than the time period.

B. An apparatus comprising: a computing device; and a non-transitory medium having stored thereon a plurality of instructions that when executed by the computing device causes the computing device to: receive a set of participants chosen by a user; receive an  
35 accomplishment chosen by the user; determine odds for a wager that the set of participants

5 will achieve the accomplishment in a plurality of events, in which determining the odds includes determining based on historic data about performance of the participants; offer the wager with the odds to the user; receive an acceptance of the wager from the user that identifies an amount of money wagered; determine an outcome of the wager based on whether the set of participants achieve the accomplishment in the plurality of events; and  
10 provide a payment to the user based on the outcome.

### *Detailed Description*

#### **I. Example Embodiments**

15 Some embodiments may facilitate a player in defining a game. Such a game may include a single player and/or multiplayer game that is played through a gaming entity. A player may define a event on which the game is based and/or one or more desired components of the game. The gaming operator may present information and/or determine outcomes for such player-specified games.

20 Colloquially, gaming may be referred to as wagering but it should be understood that embodiments are not limited to the statutory definition of wagering that is limited to games of chance but rather may include games of skill, fantasy games, games of chance, and/or any other type of games and therefore the term gaming is used when discussing some embodiments rather than the term wagering. Gaming may include a risk of an amount of  
25 money that some event will happen. Such risk may be skill and/or risk based, booked and/or pari-mutuel, and/or take any form desired. Gaming may include paying a fee to enter into a contest that is based on the occurrence of an event. The winner of such a contest may be provided with an award (e.g., money based on a sum of contest entry fees). Wagering may be used herein to refer to such skill or risk based gaming in some instances and should not  
30 be understood to be limited to one or the other type of gaming unless specified otherwise. Gaming may include wagering, betting, risking money, paying an entry fee to a contest, and/or any other form of gaming as desired. Various embodiments may apply to any type of gaming in any combination and/or arrangement.

To facilitate play of a user-specified game, a gaming operator may present  
35 information through an interface to allow a player of the game to define characteristics of

5 the game (e.g., an accomplishment that must be met or must not be met to win the game). Other parties may enter the game through such a gaming operator and/or the game may be played as a single player game (e.g., with the gaming operator as an opponent/house). The gaming operator may determine outcomes and facilitate payments based on the user-specified game. Accordingly, various players may play games through the gaming operator based on  
10 the same event(s) and/or team(s) and have different outcomes because of user-specified characteristics (e.g., accomplishments). A gaming operator may perform and desired functions to facilitate such user-specified gaming in various forms in some embodiments.

#### Fantasy Game Examples

15 In some embodiments, a game may be a fantasy game. It should be recognized that embodiments are not limited to fantasy games but that examples are given in terms of a fantasy game in a non-limiting manner. Moreover, examples of fantasy games and operation are also given in a non-limiting manner and other embodiments may include any fantasy or non-fantasy game or event on which a wager is placed as desired. U.S. patent applications  
20 61/479,539, 12/605,826, 13/160,746 and 61/668,245 are hereby incorporated herein by reference. Some example fantasy games and/or wagers that may be used in some embodiments are described in these references.

Various examples are given in relation to a popular variation of fantasy events, namely fantasy sports, but it should be understood that various embodiments may include  
25 any fantasy event. In some embodiments, fantasy sports may provide a manner for a participant to act in a role similar to a coach and/or general manager. In some embodiments, a participant may be given the ability to draft, create, trade, dismiss and/or otherwise manage a fantasy team.

The events, participants, and/or players to which a fantasy event may be related may  
30 include any desired events, participants, and/or players. For example, some events may include political events (e.g., elections), sporting events (e.g., football, baseball, basketball, hockey, soccer, rugby, golf, tennis, automotive racing, animal racing), competitions (poker, test taking, rock throwing, tree growing), other events, and so on. For example, some participants and/or players may include politicians, human players, animal participants,  
35 robots, natural phenomena, plants, physical things, and so on. It should be recognized that

5 fantasy event competitions may be constructed based on any kind of activity. For example, fantasy competitions may be constructed based on an activity in which participants in the fantasy competition may compete vicariously based upon observations or statistics regarding some underlying activity (e.g., wind speed, elections, tree growth, baseball, and so on).

10 A team should be understood to include a club (e.g., soccer club), an individual in a one or more sport, one or more individuals in one or more events, and/or other variations of similar concepts. A fantasy team for an activity may include one or more members that each correspond to one or more respective real and/or active participants in the activity. For example, a fantasy team for a sport may include one or more players of the sport. The players may include active players in a real league for the sport. The players may include  
15 active league players from one or more real sports league.

In some embodiments, a member of a team may include a portion of a real team. For example, in some embodiments, in addition to and/or as an alternative to a particular member of a team being selected for a fantasy team, a portion of a team may be selected for a fantasy team. For example, a defensive team of a football team may be selected for a  
20 fantasy team regardless of actual members of the defensive team. Accordingly, scoring of such a fantasy team may relate to actions and/or performance of the entire defensive team rather than a single member of the team.

In some embodiments, a participant in a fantasy sports game may select members to form a fantasy team for a sport. In some embodiments, a participant may select or "draft",  
25 currently active real-life players to form a fantasy team. Accordingly, a fantasy team for a sport may include a plurality of members that each correspond to a respective player of the sport. In some embodiments, a selected member for a fantasy team may include a group of players (e.g., the defense of a particular football team may be a member of a fantasy team, the outfield of a particular baseball team may be a member of a fantasy team, and so on).

30 In some embodiments a plurality of participants may form a fantasy league and select players in the fantasy league. Each player in the league may pay a fee to join the league. The fee may be pooled by a gaming operator for use in award payment, booked by the gaming operator as a wager, and/or paid to the gaming operator as a fee. The fantasy league may be referred to as a fantasy game, and the winning participant in the league may  
35 receive some award (e.g., from the gaming operator, from pooled funds held by the gaming

5 operator, based on a fee paid to join the league, etc.). As an example, in a fantasy football league, a plurality of league participants (e.g., two) may each select one or more professional football players (e.g., 5) onto their fantasy team and pay a fee to be part of the league (e.g., \$10). Based on performance of those selected players in real sports events, the participants may earn points in the fantasy sports league and a winner may be determined  
10 and paid an award (e.g., \$20 minus some rake taken by the gaming operator).

It should be recognized that the form of risk and/or relationship between and/or among the parties to such a game and/or a gaming operator may take any form. Terms such as form a game are used in a broad sense to refer to any such form. For example, a wager may be established directly between two participants, a contractual obligation may be  
15 established between a gaming operator and each of the participants separately, a pari-mutuel pool may be established into which money may be placed, a book of bets may be formed into which money may be placed, and/or any desired method of forming a game may be used. In some embodiments, to form a game, each participant in a game may pay a contest entry fee to enter the contest. Such fees may be pooled together and used to pay a winner. A  
20 data structure may record information regarding formed games, and/or other information about gamers and/or games.

In some embodiments, a central authority (e.g., a gaming operator) may establish and/or enforce rules for a fantasy sports game. Such a central authority may include a casino, a server, a house, a book maker, a web site, and/or any other desired gaming  
25 operator. Such a central authority may be referred to as a commissioner, and/or a treasurer. In some embodiments, multiple entities may operate as separate parts of such a central authority (e.g., one treasurer and one commissioner). In some embodiments, the central authority may be configured to determine outcomes of a game, accept wagers, adjust balances, accept money, determine if a game condition is satisfy, establish leagues, maintain  
30 accounts, pay winnings, perform a method to facilitate functionality described herein, and so on. A central authority may include one or more computing devices (e.g., servers, processors, mobile devices, and so on) configured to perform one or more actions in order to facilitate gaming.

One example of a game that may be used in some embodiments may include a  
35 Cantor 5 (or Cantor any number) game that may be offered by Cantor Gaming and/or Cantor



5 Data Services. In such a game, a league may be opened (e.g., by player and/or operator).  
Some non-limiting examples are given in terms of a 2 person league, but a league may be  
any number of users (e.g., 2, 5, 10, etc.). When a league is full (e.g., players equal to the  
maximum number have joined), the league may be closed and a game may be formed  
between/among the players that joined the league. So, for example, a user may desire to play  
10 a \$50 dollar Cantor 5 game and so may form a two person Cantor 5 league with a \$50 buy-in  
(e.g., risked amount, contest entry fee) by entering information through a website. A second  
user may see the formed league through the website and may join the league. At that point,  
the players may be entered into a \$50 game with one another. Cantor may take a cut of the  
buy-ins for offering the fantasy service and may use the rest of the buy-ins to pay an award  
15 to a winner of the game. Cantor may pool the buy-ins into a pool that may be used to  
provide a winner some award.

At some point before a start of a game and/or some other closing trigger, each player  
may be required to select members for their fantasy team. Members may be chosen in any  
manner (e.g., round robin, individually, and so on). In some embodiments, each player may  
20 independently choose a team so that a team of one player does not affect ta team of another  
player and that each player may have some or all same players on their team. A gaming  
operator (e.g., Cantor) may set an expected point total for each team (e.g. based on historical  
performance of each player on the team). To set such an expected point total Cantor may  
intentionally skew the number lower to encourage players to choose higher performing  
25 players. Based on the assigned expected value of each team, a spread may be created  
between the team. For example, if team A is expected to earn 95 points and team B is  
expected to earn 97 points, then a 2 point spread between the teams may be formed. A  
winner may be determined for the game based on the play of real games so that if Team B,  
for example, wins by more than two points, team B is the winning team because it beat the  
30 spread.

In some embodiments, a system may be configured to provide one or more  
participants with fantasy sports contest-related information. Fantasy sports contest-related  
information may include any suitable information associated with one or more fantasy sports  
contests. For example, fantasy sports contest-related information may include information  
35 regarding a participant's one or more rosters, a participant's standing in one or more fantasy

5 sports contests, point tallies associated with a participant in one or more fantasy sports  
contests, information regarding the number of trades that a participant may make,  
information regarding the amount of fantasy money available to a participant for contracting  
players for a roster, information regarding deadlines to make trades or to perform any other  
suitable task associated with one or more fantasy sports contests, an outcome of a fantasy  
10 game and/or any other suitable information.

In some embodiments, a system may be configured to provide one or more  
participants with information regarding one or more real life games. Such information may  
include information regarding real-life athletes (e.g., names, statistics, etc.), real-life sports  
leagues (e.g., game schedules, standings, etc.), real-life sporting events (e.g., baseball  
15 games, golf tournaments, tennis matches, etc.), sports arenas, weather information, sports  
commentary, or any other suitable information regarding real-life sports or events.

In some embodiments, various types of fantasy games may be played. For example,  
a head-to-head type game may be played in some embodiments. A head-to-head game may  
include a participant competing against one or more participant (e.g., another player, a  
20 casino or other gaming operator) in a game (e.g., over a week, over a season and so on). In  
some embodiments, the fantasy team that accumulates the most points in the game period  
based on performance in actual games may win the game. As another example, a "roisserie  
league" game may be played in some embodiments. In such a game, participants associated  
with respective fantasy teams compile won-lost records by competing head to head against  
25 each of the other teams in the league. A winner in such a system may be determined based  
on the performance of active real life athletes in real life games. It should be recognized that  
any desired game type and/or scoring system may be used in various embodiments.

In some embodiments, a playoff type game may be played. For example,  
participants may play one or more games during a regular season of fantasy games that may  
30 or may not correspond to a regular season of an underlying sport. Participants may be  
eliminated during the regular season in some embodiments. Participants may acquire points  
and/or wins during the regular season. Participants remaining at some point in the game,  
with a most number of points and/or wins at some point in the game may qualify for a  
playoff type game. The playoff game may be similar and/or different to a "regular season"  
35 game. For example, a participant may be able to select members for their playoff team and

5 engage in games in the playoffs with the selected fantasy team. A winning of the playoff may be larger than a winning of a regular season. Players that may be selected may be limited to those players that are participating in a playoff in an underlying game. Different rules regarding budgets, uniqueness, and/or scoring may be used in a playoff game.

10 One or more games may include a user-specified accomplishment. For example, a group (e.g., head to head, pool, rotisserie, league, etc.) of players may play a group game. Each player may identify an accomplishment and a team. The team may win if the team achieves the accomplishment. Each player with a winning team may be a winning player in the game. A gaming operator may set some characteristic that determines how the money is split based on difficulty of achieving the accomplishment (e.g., players with more difficult  
15 accomplishments may gain more money from a pool). A single player game may be played in which similarly an odds or other characteristic may be determined by a house that facilitates play of the game.

Some embodiments may include a pari-mutuel pool for a league. For example, each player that enters a team into a league may pay money. The winner of the league may win at  
20 least a portion of the pool of money.

It should be recognized that a fantasy sports game need not be limited or restricted in time. For example, a fantasy sports contest may last an entire season, a portion of the season, a definite period of time (e.g., one month, two weeks, three days, one hour, etc.), the duration of a particular event (e.g., Wimbledon, etc.), a portion of a particular event, or any  
25 other suitable period of time.

In some embodiments, a fantasy sports contests may include event game options. For example, fantasy sports contests may involve a participant wagering on whether particular outcomes will occur (e.g., whether a particular golfer will make the next put). Such games may be played against a house, another participant (e.g., a participant against whom a team  
30 to team game is played, and so on).

It should be recognized that these examples are only one non-limiting examples and that any manner of fantasy gaming and/or or other gaming/wagering may be used as desired.

5 Example Interface Discussion

Some embodiments may include presenting an interface through which a player may form a team for such a game and/or receive/enter any information about such a game. Such an interface may allow a player to select members of the team from a set of players of a real sport (e.g., players that are expected to play in an upcoming game) and/or an accomplishment for a game. Such an interface may present information about each possible member to add to a team to allow a player to better perform a selection of members. For example, an interface may display an expected number of points that each possible addition to a team may be expected to score in a game. Such an interface may identify if one or more possible members has been chosen as part of a casino team and/or other team (e.g., that may eliminate the selection by a player for a game against that particular team in some embodiments). Such members may be excluded from an interface in some embodiments if rules of such an embodiment prevent the member from being added to a team for some reason (e.g., the member is in another team, there are already a number of common members to teams and addition of a member would exceed a maximum threshold of common members, a member is expected to be injured, and so on). Such an interface may identify a number of times a member has been selected for a team and/or an amount of money that has been risked on and/or against teams with a member.

In some embodiments, one or more characteristics for a game involving a player's team, a casino's team and/or any number of other teams may be determined based on members of each respective team and/or an accomplishment selected by a player. For example, in some embodiments, odds, moneylines, point spreads, a handicap and/or any desired characteristic may be determined for a game of one team against another team based on expected performance of members of one team compared to members of another team. Various examples of determining characteristics are given herein.

30 In some embodiments, such information may be displayed in an interface related to a selection of a team. For example, a handicap or other information (such as odds, payout ratios, etc.) may be displayed in an interface for the selection of a team. Such information may identify how a selection of one player or another player has affected or would affect a handicap if added to a team. For example, a handicap may identify a current handicap at a

5 current makeup of a team even if the team is not complete or finalized. As members are added and/or change, the handicap may adjust to reflect the next state of the team.

In some embodiments, a player may form their team and then select a casino team and/or may form and/or select opponent teams in any combination order or manner as desired (and there may be no opposing team at all). An interface may identify a handicap  
10 and/or other characteristic associated with games involving each of the possible casino and/or opponent teams and/or the selected player team. In some embodiments, one or more teams may not be available for selection in a game against a player team based on rules of a venue (e.g., if a casino team includes more than a number of common members with a player's team, the casino team may be excluded from an interface in response to a  
15 determination of such common members).

In some embodiments, in response to a selection of a player's team and/or a opponent's team (e.g., a casino team), such characteristics may be displayed to a player through an interface. For example, in response to a formation of a player's team and a selection by that player that the player desires to enter into a game setting that team against  
20 an accomplishment being achieved by the team, an indication of an odds (or other characteristic) for such a game may be identified through an interface to the player. The interface may allow the payer to accept, alter, set a money amount, reject, and so on the game having the identified characteristic. For example, an interface may identify that a player may enter into the game with the player's team being required to earn 8.5 points in  
25 order to win the game with a 3 to 1 odds. A player may be able to choose between achieving the accomplishment or not achieving the accomplishment with same or different odds. The player may enter a dollar amount in response to such an indication to play a game, press an accept button to enter into the game, reject entry into the game, and/or take any other actions through such an interface.

30 Figure 4 illustrates an example interface through which a user may enter information regarding a game. For example, a user may choose members of a team, view odds, choose a side to game on, confirm a game, and so on through such an interface. In the illustrated interface, a user has selected a player team and chosen a casino team for the player team to play against. The casino and player team share a defense. A handicap of 18 points has been

5 determined (e.g., the player team has a 1 point advantage), and a money line of -115 has been determine (e.g., \$115 must be game to win \$100).

It should be recognized that while some embodiments may be described in terms of a game against a casino and/or a wager against a casino, that other embodiments may include a game against another player and/or a game involving a team formed by another player  
10 and/or casino (e.g., casino formed team, player-specified accomplishment). Elements of one embodiment may apply to another embodiment in any combination (e.g., an interface that includes information such as handicaps about possible opponent teams may be included in a plurality of embodiments).

### 15 Example Systems

One example fantasy sports system is described in U.S. patent number 6,371,855 to Gavriloff, which is hereby incorporated herein by reference. Another example fantasy sports system is described in U.S. patent number 7,001,279 to Barber, which is hereby incorporated herein by reference. Yet another example of a fantasy sports system is  
20 described in U.S. patent publication number 2008/0287198 to Callery, which is hereby incorporated herein by reference. An example of a fantasy sports system that may include additional interactive elements is described in U.S. patent number 7,351,150 to Sanchez, which is hereby incorporated herein by reference. One variation of a fantasy sports game is given in U.S. patent publication 2005/0064937 to Ballman, which is hereby incorporated  
25 herein by reference. An example of a fantasy sports betting system that may provide additional advice to players is described in U.S. patent publication 2007/0060380 to McMonigle, which is hereby incorporated herein by reference. An example commissioner system for a fantasy sports system is described in U.S. patent publication number 2008/0200254 to Cayce, which is hereby incorporated herein by reference. An example  
30 system for managing assets and transactions related to a fantasy sports system is described in U.S. patent publication 2008/0215168 to Charchian, which is hereby incorporated herein by reference. An example of pari-mutuel wagering related to fantasy sports is described in U.S. patent publication number 2009/0023495 to Koustas, which is hereby incorporated herein by reference.

5           It should be understood that the above are merely illustrative elements of fantasy sports contests. Any other suitable arrangement or approach may be used. It will further be understood that the nature of the fantasy sports contests may vary depending on which activity or sport is involved or based on any other suitable criteria.

          Some embodiments may include a gaming operator that includes one or more systems, such as a fantasy sports system. One example fantasy sports system 200 is  
10           illustrated in Figure 2. As illustrated, fantasy sports system 200 may include a gaming system 201, an event server 203, a network 205, a client computing device 207, a staff computing device 209, a mobile device 211, and an event source 213.

          Gaming system 201 may be configured to perform any desired services related to a  
15           game. For example, gaming server 201 may receive one or more indications related to a game (e.g., achievement, team, money). gaming system 201 may match players into a game, may form games, may audit games, may determine/provide outcomes of games, may transmit data for interfaces, may act as treasurer or house for a game, may provide gaming opportunities, may perform a method such as one described herein, and so on. In some  
20           embodiments, gaming system 201 may allow a participant to enter into a game against a house. In some embodiments, gaming system 201 may allow a participant to enter into a gaming involving another player. It should be recognized that gaming system 201 may include any number of systems, computing devices, and/or any desired components.

          In some embodiments, gaming system 201 may include an exchange-based gaming  
25           system. One example exchange based gaming system is described in U.S. patent application number 10/831,375 to Burgis and entitled System and method for managing risk associated with product transactions, which is hereby incorporated herein by reference. In some embodiments, bid and/or offers for a game may be received and games may be formed based on the bids and/or offers.

30           It should be recognized that the above example of a gaming system is given as a non-limiting example only. In some embodiments, a gaming system 201 may receive an indication of a fantasy sports team on which a game is desired. The gaming system 201 may receive an accomplishment for the team to define the game. Gaming system 201 may form a game defined by the team and the accomplishment. Such a game may include one or more

5 gaming system defined characteristics (e.g., odds, payout ratios, handicap, etc.) that may be based on the team and/or the accomplishment.

In some embodiments, a casino or other venue may act as an intermediary (e.g., gaming server) between players. For example, a casino may enter into two offsetting games with two players. In some embodiments, a window of time may be set for particular gaming  
10 opportunities (e.g., gaming opportunities for particular teams and accomplishments). The gaming server may accept some games that offset one another (e.g., one for achieving the accomplishment and one against achieving the accomplishment) so that risk is minimized by the gaming server. Some examples of a gaming portal that may be used in some  
15 embodiments are described in U.S. patent application number 12/979,546, which is hereby incorporated herein by reference.

Event server 203 may be configured to receive and/or process information regarding events. The events may include real life sporting events. For example, events may include hits, runs, completed passes, incomplete passes, interceptions, catches, bases stole, blocks, three point shots, steals, fumbles, shots on goal, and/or any other information. Events may  
20 include events at a recent game and/or events from non-recent games. Events may be received substantially simultaneously as the event happening.

Event server 203 may determine fantasy sport outcomes and/or points based on the events. For example, in an embodiment in which a participant receives a point if a real life player that corresponds to a member of the participant's fantasy sports team scores a  
25 touchdown, then the event server may be configured to add a point to the participant when information identifying that the player scored the touchdown is received. In some embodiments, event server 203 may be configured to maintain historical records of event information. Such information may be used periodically to determine outcomes and/or  
30 points. In some embodiments, event information may be used to determine performance values for a fantasy sports team.

Some examples of receiving and processing event information are described in U.S. patent application number 12/367,566 to Plott and entitled Mobile Gaming Alert, which is hereby incorporated herein by reference.

Network 205 may include any desired communication network or networks.  
35 Network 205 may include wired portions and/or wireless portions. Network 205 may



5 include a local network, the internet, and/or any desired network. Network 205 may allow portions of system 200 to communicate among one another and/or outside systems.

Client computing device 207 may include any desired computing device. Client computing device may be configured to allow a participant to enter and/or access information regarding a fantasy sports game. For example, client computing device 207 may  
10 include a network connected computer at a casino, at a remote location, and/or at any desired location. Client computing device 207 may include a special purpose computer configured to display sporting statistics, game feeds, game option and so on on one or more displays (e.g., that display an interface such as one described herein). Client computing device 207 may include input and/or output elements for money related to one or more  
15 games (e.g., a ticket in ticket out device, a credit card device, a cash dispenser, a cash intake element, etc.). Client computing device 207 may communicate with one or more other elements of system 200, such as gaming system 201 to submit or receive information. System 200 may include any number of client computing devices that may allow any number of participants to play any number of fantasy sports games.

20 Staff computing device 209 may include a computing device configured to be operated by a staff member of a gaming establishment, such as a casino. Staff computing device 209 may include a device at a sports book at which a participant may tell a staff member about a desired game, the staff member may enter the information to create a game, a bid for a game, a fantasy sports team, an accomplishment, and so on.

25 Mobile device 211 may include any desired mobile computing device. For example, mobile device 211 may include a mobile telecommunications device such as a cell phone, a mobile gaming device and so on. An example mobile gaming device is described in U.S. patent application number 11/868,013 to Lutnick and entitled Game of Chance Processing Apparatus, which is hereby incorporated herein by reference. Other example mobile gaming  
30 devices may include tablet computers, smartphones, and so on. Mobile device 211 may communicate over a wireless network, such as a portion of network 205. Mobile device 211 may allow a participant to enter and/or receive information related to a fantasy sports team and/or game.

Event source 213 may include any desired source of information related to events.  
35 For example, event source 213 may include a television, an rss feed, a news feed, a news

5 paper publication, an announcer, a web site, a log of events, a phone system, a television, and so on. Event source 213 may be part of system 200 or may be separate form system 200 (e.g., a system run by a sports league or television channel such as ESPN, NFL.com, and so on). Event source may be connected to the internet and provide information about events to system 200.

10 Various elements of a system may be considered a module. For example, an interface module may receive, transmit, and/or perform any actions for allowing interfaces of any type to function; a gaming module may determine information, process games, determine outcomes, and/or perform any actions for allowing gaming functionality; an accounting module may function to manage accounts; and/or any collections of modules (e.g., that  
15 match or do not match elements and/or functions portions that may be described herein) may be used in some embodiments.

It should be recognized that system 200 is given as a non-limiting example only. Various embodiments may include additional, alternative, fewer, different, and so on components as desired. For example, some embodiments may include a web server, an  
20 authentication server, and or other servers as desired. It should be recognized that system 200 may not be a singular system, but rather may include various components that may be owned, operated, and/or manufactured by different entities. System 20 and/or one or more components thereof may operate to facilitate gaming such as by performing one or more methods described herein or otherwise.

25

#### Example Methods

Figure 3 illustrates an example process 300 that may be performed in some embodiments. Process 300 may begin at block 301. Process 300 may be performed by  
30 system 200 and/or one or more components of system 200 such as gaming system 201, event server 203, a processor, and/or any other device.

As indicated at block 303, process 300 may include receiving an indication of a first fantasy team for a sport. The indication may be received from a computing device (e.g., a device operated by a participant, a client computing device a mobile computing device, staff  
35 computing device). In some embodiments, the first fantasy team may include a first plurality

5 of members that each correspond to a respective player of the sport, as discussed above. Such a first team may include a casino team and/or a player team in some embodiments.

In some embodiments, the indication may include an indication of each of the members of the fantasy team. In some embodiments, the indication may include an indication of a position for one or more of the members of the fantasy team (e.g.,  
10 quarterback). In some embodiments, an indication of a fantasy team may include an indication of an outcome of a draft. In some embodiments, an indication of a fantasy team may include an indication of a selection of members of the fantasy team (e.g., by a participant of a fantasy sports game, by a casino as part of a selection of one or more casino teams). Various examples of forming a team are described above and it should be  
15 recognized that an indication of such forming may be received in any number of ways in some embodiments.

Various examples of rules for a team involving uniqueness and other elements are described above. Some embodiments may include verifying that the team meets requirements.

20 In some embodiments, at least two of the first plurality of members may correspond to a same first player of the sport. It should be recognized that in various embodiments, any number of the members may correspond to the same first player. The members may be assigned same or different positions from one another and/or the real player, in various embodiments. In one example, all members on a team may correspond to a same first  
25 player. In some embodiments, two or more members of a team may correspond to respective players that play in a same position in the sport even if the sport only allows one player to play that position at one time. For example, in some embodiments, a fantasy team may include multiple members that correspond to players that play as quarterbacks.

It should be recognized that some embodiments may include assigning members to a  
30 position and some embodiments may not include assigning members to a position. Such assignment to a position may and/or may not be affected by non-unique members. In some embodiments, non-unique members may not be assigned positions at all and may earn points based on actions of the player regardless of position played by the player. In some  
35 embodiments, non-unique members may be assigned positions and may earn points based on actions of the player that are relevant to each assigned position.

5           As indicated at block 305, process 300 may include receiving an indication of a  
second fantasy team for the sport. Such receiving may be substantially similar to the  
receiving of block 303. Such receiving may be from a player of a fantasy sports game (e.g.,  
a player that desires to play their selected team against a casino's selected team in a fantasy  
sports matchup). The second fantasy team may include a second plurality of members that  
10 each correspond to a respective player of the sport. The second fantasy team may include a  
casino team and/or a player team.

          In some embodiments, at least one of the second plurality of members corresponds to  
the same first player of the sport discussed above. In some embodiments, for example, the  
first fantasy team includes one or more of the first player and the second fantasy team  
15 includes one or more of the first player. A combined number of times the first player is  
included in any number of times may not be limited in some embodiments. A combined  
number of times the first player is included in any number of times may be limited in some  
embodiments. In some embodiments, a number of members of a first team and a second  
team that are common may be limited (e.g., a second team may be rejected or otherwise not  
20 allowed to be selected if the number of common members exceeds a threshold number).

          Although some fantasy games may include two or more teams, others may include  
only a single team and block 305 is given as a non-limiting example of games in which two  
or more teams are part of a game.

          As indicated at block 307, process 300 may include receiving an indication of  
25 respective statistics related to each of the corresponding players of the sport. Statistics may  
include any information that may describe happenings in one or more sport. For example,  
statistics may include a statistic related to past performance of one or more players of the  
sport. For example, a statistic may include a number of completed passes, a number of  
yards run last game, a number of games played in a career, a current earn run average, a  
30 percentage of free throws made, and/or any desired information. Such an indication may be  
received from an event source (e.g., from a historical database of an event source). It should  
be recognized that any information regarding one or more members of one or more teams  
may be received in various embodiments. Such information may include information about  
prior games.

5 As indicated at block 309, process 300 may include determining, based on the  
respective statistics, the first fantasy team, and the second fantasy team, a characteristic  
(e.g., a payout ratio, a handicap, other odds, a minimum risked amount, a maximum risked  
amount, and so on) for a game involving the first fantasy team and/or the second fantasy  
team (e.g., in games involving two or more teams). A payout ratio and/or odds may define  
10 an amount that a participant associated with each respective team may be paid if they win a  
game involving the two teams. In some embodiments determining the payout ratio may  
include determining the payout ratio so that a team with players that have better statistics  
may receive a lower payout than a team that includes players with worse statistics. A  
handicap may include an amount of points that one team must win against another team to  
15 be considered a win by the one team. A handicap may be determined such that a team with  
players that have better statistics may have to win by at least some number of points to be  
considered a winning team.

Some embodiments may include determining characteristics related to a game and/or  
(possible or actual) member of a fantasy team. For example, some embodiments may  
20 include determining an expected number of points that a team and/or member may earn in a  
game. For example, a fantasy team selected by a player and/or casino may include a number  
of members. A determination of a number of points that each team and/or member may earn  
in a fantasy game may be determined in some embodiments. In some embodiments, a  
determination based on such expectation may be used to determine a odds, moneyline,  
25 payout ratio, handicap, and/or other characteristic of a game.

In some embodiments, a skew may intentionally be introduced to such a  
determination of a characteristic. Such a skew for example may include intentionally  
lowering an expected points earned by a member of a fantasy team and/or fantasy team in  
whole than would be expected from statistics. Such a skew may encourage players of a  
30 game to select members of the team that are higher performing than they would normally  
pick (e.g., in cases in which player's prefer to have an underdog team).

A determination of an expected number of points for a member and/or team may  
include determining a number of points that the member is expected to earn based on  
historic performance of the player. The data may include information indicative of each  
35 participant's ability to contribute to the accomplishment in prior events to the plurality of

5 events. The historic performance may include performance from all prior games, recent  
prior game, prior games against an opponent (e.g., team, coach, player) that the member will  
be playing an upcoming real game that may be used as a basis for determining an outcome  
of a fantasy game, history of home and/or away games, and so on. Various weightings may  
10 may be given more weight than non-recent games in determining an expected points. If an  
upcoming game is an away game, away games may be given more weight than home games.  
Games against same opponents may be given more weight than games against different  
opponents. It should be recognized that any combination of weights and information may be  
used in determining an expected number of points for a particular member as desired and  
15 that examples given are non-limiting. Such information may be displayed through one or  
more interfaces in some embodiments.

In one particular non-limiting example, player X may have an expected number of  
points to be earned in an upcoming game. In the past two seasons, player X may have earned  
an average of 70 points each game. In the current season, the player may have earned 60  
20 points for two of the three games. One of the three games may have been against team A and  
member may have earned 80 points. Such information may be received in some  
embodiments. A determination of an expected points may be made by an algorithm that  
takes such information into account. For example, an expected number of points may be  
determined such that expected points are equal to 70 times A (e.g., .33) + 70 times B (e.g.,  
25 .33) + 60 times C (e.g., .1) + 60 times C (e.g., .1) + 80 times D (e.g., .13). In this example  
embodiment such an expected number of points may equal 68.6. In some embodiments,  
such an expectation may be skewed down intentionally (e.g., by a set percentage, by a  
number of points, if it is great than a threshold, etc.) to, for example 65 points.

In some embodiments, a sum of points of each member of a team may be used to  
30 determine an expected number of points for a team. For example, a sum of a casino team  
member may be used to determine an expected number of points that the casino team will  
earn. As another example, a sum of expected points for each member of a player team may  
be used to determine an expected number of points for a player team to earn in a game.

Some embodiments may include determining a characteristic for a game based on  
35 such characteristics of a team. For example, a characteristic of a game may be determined

5 based on expected points of one or more teams and/or one or more members. For example, a  
handicap may be determined for a game involving two teams based on a comparison of  
expected pointed for each of the teams. For example, as a non-limiting example, if a first  
team has an expected number of points of 100 and a second team has an expected number of  
10 points of 110.5, a handicap may be 10.5 points. Such a handicap may include an amount of  
points that a second team may be required to win by in order for a game on the second team  
to be a winning game. Such information may be presented to a user through an interface  
(e.g., an interface for selecting a team, an interface for making a game, and so on). In some  
embodiments, a house edge may be added to one or more sides or teams as desired.

15 In some embodiments, such an expected points may be used to determine an odds  
and/or payout ratio (e.g., in combination with an accomplishment). For example, an odds  
that are worse for the player may be determined if the accomplishment is to achieve points  
that are less than the expected points and may be better for the player if the accomplishment  
is to achieve points that are greater than the expected points.

20 It should be recognized that various examples of characteristic determination are  
given as non-limiting examples only. Other embodiments may include any desired  
methodology. For example, in some embodiments, actual expected events of a real game  
may be determined (e.g., expected passing yards, expected touchdowns), and based on such  
expected events, an expected score may be determined. As another example, some  
embodiments may include adjusting a characteristic based on other games (e.g., if many  
25 players the thing a particular team will win, the team may be given an increase in expected  
points; if a player that has a winning record thinks that a team will win, the team may have  
an adjustment made to the expected points, and so on).

30 In some embodiments, determining the payout ratio may include determining an  
expected performance value for the first team and/or the second team. An expected  
performance value may include an indicator of expected performance based upon statistics  
of players on a team. An expected performance value may include an indication of an  
expected number of points that a team may earn based on the statistical data. In some  
embodiments, a payout ratio may be based on a comparison of the two expected  
performance values (e.g., a ratio of the two values, a formula applied to the two values, etc.)  
35 and/or a comparison of an achievement and an expected performance value.

5           It should be recognized that while points earned in a fantasy game are given as examples of accomplishments and/or characteristics that may be determined, that any desired element may be determined based on any characteristic of an event (e.g. length of game, number of hits, etc.) that may or may not be translated into points through game rules.

          Some embodiments may include displaying one or more of the expected  
10 performance values and/or the payout ratio to a participant (e.g., a user associated with one of the teams). Such information may be used, for example to adjust a team, to verify a game, and so on.

          As indicated at block 311, process 300 may include receiving an indication to form a game involving the first fantasy team and/or the second fantasy team (e.g., in embodiments  
15 where there are two or more teams in a game). The indication may be received from one or more client computers, from a gaming system, and so on. The game may include a game that a first team may achieve an accomplishment, beat a second team (e.g., over a period of time, in a game, in a season, and so on), achieve an accomplishment before a second team, out achieve an accomplishment by more than a second team, and/or vice-a-versa. The game  
20 may include a game that one fantasy team will outperform another fantasy team over a period of time with or without reference to an accomplishment selected by a player. In some embodiments, a participant associated with one or more of the fantasy teams may view information related to the game and/or verify the game. Some embodiments may include receiving an amount of money to play a game from a player (e.g., from an account, in cash,  
25 etc.).

          In some embodiments, various game related actions may be performed, such as debiting and/or crediting accounts, obtaining signed contracts, collecting chips or money, and so on.

          As indicated at block 313, process 300 may include determining an outcome of the  
30 game. The outcome of the game may be determined based on happenings of one or more events. For example, events related to members in the team(s) may be used to determine points for each team, as described above. A comparison of the points may be used to determine the outcome. In some embodiments, determining the outcome may include determining the outcome based on events in one or more games involving the members on



5 one or more fantasy team. Some embodiments may include receiving an indication of the performance of the members (e.g., from an event source).

As indicated at block 315, process 300 may include transmitting an indication of a payout amount based on the outcome of the game and the payout ratio/odds/moneyline. Such a payout amount may be determined based on the outcome and the payout ratio. Such  
10 an indication may be made to a client. In some embodiments, such an indication may include an indication that a payment was made. In some embodiments, such an indication may be displayed on a display. In some embodiments, such an indication may include an indication to a staff member to pay an amount. In some embodiments, such an indication may include an indication that an amount should be transferred from one account to another  
15 account.

In some embodiments, an outcome includes winning the game if the players in fantasy team achieved the accomplishment and a determination to provide a payment may be made in response to a determination that the outcome includes winning the game.

Process 300 may end at block 317. It should be recognized that process 300 is given  
20 as a non-limiting example only. It should be recognized that method 300 is given as a non-limiting example only. Other embodiments may include additional, alternative, differently ordered, more, fewer, different, and/or same actions as desired.

For example, in some embodiments, a player may enter two or more teams for a game and/or two or more accomplishments for a game. A game may be based on both such  
25 teams and/or both such accomplishments. For example, a player may define a game and a first team may achieve a first accomplishment and a second team will achieve a second accomplishment, that a first team will achieve a first accomplishment before a second team achieves a second accomplishment, that a first team will achieve a first accomplishment but a second team will not a achieve a second accomplishment, and so in any combination and  
30 number of teams and/or accomplishments. As another example, a player may not establish a team but rather a gaming operator may establish a team and a player may establish an accomplishment for that team.

Some embodiments may include voiding one or more games based on actions that occur after a game is formed. For example, if a member of a team involved in a game is  
35 injured, the game may be voided. In some embodiments, if a member of one of the teams

5 does not play in a game the game may be void. Different rules may apply in different games and/or to different members. For example, a game may not be void if a kicker does not play in a football game because there is no kicking opportunity in a game, and/or a defense does not play in a football game because there is no defensive opportunity, but a game may be voided if a quarterback does not play.

10 It should be recognized that while some embodiments may describe determining odds, pay ratios, handicaps, and/or other characteristics of one or more games involving pairs of teams, single teams, accomplishments, and so on, some embodiments may include determining characteristics for a league and/or for any number of teams in a matchup. For example, a three team matchup may include determining odds that any one of the three  
15 teams wins and/or assigning handicaps for each team with respect to another team, and/or determining payout ratios for each team if they win, and so on.

It should be recognized that while some embodiments may include determining a single money line and/or handicap, some embodiments may include determining a different handicap for one team than another and/or a different money line for one team or another.  
20 Some embodiments may include an even money line, no handicap, and so on in any combination as desired. For example, in some embodiments there may be no handicap and there may be different money lines.

It should be recognized that while various embodiments are given in terms of football, other embodiments are not limited to football. Some embodiments may include other sports  
25 and/or other events as desired and may include different rules for different events as desired. For example different sports may include different numbers of players, different game characteristics, and so on.

It should be recognized that reference to a casino are non-limiting and may include any intermediary, gaming operator, sports book, and so on.

30 It should be recognized that various orderings of actions are non-limiting. For example, a player may select a team before a casino team is presented and/or a casino team may be presented before a player selects a team. In some embodiments where a player selects a team first, casino teams that do not include selected players may be displayed but other casino teams may not be displayed.

5           It should be recognized that while various embodiments may be referred to as having a casino perform one or more actions, that such an identification of a casino is given as a non-limiting example only. In other embodiments, any entity and/or entities may perform any desired action sin any combination. For example, a gaming provider, a sports book, a server, a processor, a computer system, and so on may perform one or more actions.

10

#### Example Choose N Embodiments

          Some embodiments may include facilitating a game on whether one or more participants achieve one or more accomplishments in one or more events. For example, in some embodiments, a user may select a set of participants (e.g., one or more players in a sports game), select one or more accomplishments (e.g., number of points scored by the  
15           players), and/or play a game for an amount of money that the set of participants will achieve the accomplishment. For example, in some embodiments, a gaming operator (e.g., a computing device of a sports book) may determine parameters for the game (e.g., odds based on the participants and/or accomplishments), determine whether the set of participants  
20           achieves the accomplishment in one or more events, and/or make payouts for winning games (e.g., based on determined odds and/or an amount of money risked). Figure 5 illustrates one example method that may be performed in some embodiments (e.g., by a computing device of a gaming operator such as a gaming server run by a sports book and/or one or more mobile or other devices that may interact with a computing device such as  
25           smartphones through which users may play games with a sports book).

          Some embodiments may include determining a set of participants. The set of participants may include one or more participants. In some embodiments, each participant plays in only one of a plurality of events and the set of participants collectively plays in all of the plurality of events. In some embodiments, users may select one or more participants  
30           that they desire for a game through an interface (e.g., an interface of a mobile device that allows the users to play games). In other embodiments, a house may determine a set of participants in other ways (e.g., choose a set randomly, choose a set for each game, choose a set based on current players in on going and/or upcoming games, establish one set of players for all games, and so on). Determining a set of participants may include receiving the set of  
35           participants (e.g., from a user and/or operator of a house).

5           In some embodiments where users may select their own set of participants, a user may choose from available participants through an interface and/or enter participants through an interface. The available participants may include any set of participants such as a set of participants that are competing in an upcoming and/or on going event. For example, some embodiments may allow a user to select players that are playing in a game on a  
10 coming weekend (e.g., any baseball players that will be playing in any MLB game to be held in a next weekend).

          In some embodiments, a set of participants may include any desired number of participants. For example, a set may be limited to some maximum number, may be required to have some minimum number, may be any number greater than or equal to one, may be a  
15 required number, may be chosen by a user, may be chosen by a house, may include five participants, seven participants, ten participants, and so on.

          In some embodiments, a set of participants may include participants in a same side or team and/or participants from a variety of sides or teams. For example, in some  
20 embodiments, a set may be limited to participants on a single team. Such a single team may be restricted to a team that a user plays a game regarding. For example, a user may be offered a choose n type game as an adjunct to a standard game based on a team and the choose n game may be limited to members of the team. Similarly, in some embodiments, a set of participants may be limited to a game that a user may or may not have otherwise  
25 played. Some embodiments may or may not include limits on the type of participants (e.g., a single quarterback, any number of quarterbacks).

          Some embodiments may include facilitating selection of the set of participants. For example, some embodiments may include determining available participants for the set (e.g., based on information about which participants are participating in one or more events), providing those participants for selection through a user interface (e.g., presenting  
30 participant names through a computing device interface for selection by a user, limiting selection to available participants), receiving a selection of the set of participants (e.g., receiving information identifying the participants over some communication network), and/or perform any desired actions.

          Some embodiments may include selecting a set of participants for a game. For  
35 example, a house may choose participants for a plurality of games based on a desired

5 makeup of a set and available participants. Rather than and/or in addition to selecting their own participants, players may use some or all of a house-made set as part of a game.

Some embodiments may include determining one or more accomplishments. In some embodiments, users may select one or more accomplishments that they desire for a game through an interface (e.g., an interface of a mobile device that allows the users to play  
10 games). In other embodiments, a house may determine one or more accomplishments in other ways (e.g., chosen randomly, chosen for each game, chosen based on a set of participants, established for all games, and so on). Determining one or more accomplishments may include receiving the one or more accomplishments (e.g., from a user and/or operator of a house).

15 In some embodiments where users may select one or more accomplishments, a user may choose from available accomplishments through an interface and/or enter information defining one or more accomplishments through an interface. Available accomplishments may include any type of accomplishment defined by any information. Different accomplishments may be available for different sets of participants (e.g., based on the size  
20 of the set and/or based on the type of the set). For example, some accomplishments may be available for players of certain games but not players of other games (e.g., a number of hits may be available for a set of baseball players, a number of points scored may be available for a mixed set of baseball and football players, a yards passed may be available for a set that includes a quarterback, and so on).

25 In some embodiments, some accomplishments may include one or more variables and/or conditions that define the accomplishments. For example, an accomplishment may be achieved if some condition that defines the accomplishment is met. Some example conditions may include a winning game, a completed pass, a homerun hit, a number of yards run, a number of runs earned, a number of votes earned, a number of strokes in a golf game,  
30 a number of punches thrown, and so on. A variable may include a quantity that may be used as a comparison to determine if an accomplishment is met. For example, an accomplishment may be achieved if some comparison to a variable has a desired characteristic. Some examples may include if a number of runs is greater than a variable, if a number of hits is greater than a variable, if a number of strokes is less than a variable, if a number of players  
35 are involved in a winning game, and so on.

5           In some embodiments, one or more accomplishments may include any number of accomplishments that may apply to the set of participants in any combination of ways. In some embodiments, the one or more accomplishments may include a single accomplishment, a single accomplishment per participant in the set, a plurality of accomplishments, and so on. In some embodiments, an accomplishment may be participant  
10 specific (e.g., a participant may either individually achieve or not achieve an accomplishment, a participant may either hit a number of balls in a set of games or not). In some embodiments, an accomplishment may be set specific (e.g., a set of participants may either collectively achieve or not achieve an accomplishment, a set of participants may either collectively hit a number of balls in a set of games or not). In some embodiments, an  
15 accomplishment may include any combination of collective or individual elements (e.g., a number of participants of the set of participants achieves or does not achieve an accomplishment individually or collectively, any subset such as the best performing of a set each hits and/or collectively hits a number of balls in a set of games or not).

          In some embodiments, accomplishments may include accomplishments that apply to  
20 different types of participants and/or events in any combination. For example, a set of participants may include a golfer, a quarterback, and a baseball player. Some corresponding example accomplishments may include each participant is a winner, the golfer has fewer than X strokes in a game, the quarterback throws at least Y yards, the baseball player earns at least Z hits, at least W of the prior accomplishments is achieved, and so on.

25  
In some embodiments, an accomplishment includes a number of points earned in total by a set of players in a plurality of events. In some embodiments, an accomplishment includes a plurality of accomplishments that each apply to a single respective one of a plurality of participants. In some embodiments, an outcome of a game is a winning outcome if each  
30 participant achieved the single respective accomplishment of the plurality of accomplishments that applies to the participant. In some embodiments, an accomplishment includes an achievement of a goal in a designated time period (e.g., score 2 runs within 5 minutes). In some embodiments, an outcome of a game is a winning game if the goal is achieved in less than the time period.

5           Some embodiments may include facilitating selection of one or more  
accomplishments. For example, some embodiments may include determining one or more  
accomplishments that may be selected from (e.g., based on a type of participant in the set,  
based on a number of participants in a set, based on accomplishments that may be achieved  
in upcoming events, determining variables and/or accomplishments that would produce odds  
10 within a range), providing those accomplishments for selection through a user interface  
(e.g., presenting accomplishment identifiers through a computing device interface for  
selection by a user, limiting selection to the determined one or more that may be selected),  
providing an interface through which a user may enter a variable that may define an  
accomplishment (e.g., a text box or other control that may allow entry of a number, limiting  
15 selection to the determined variables that may be available), receiving an identification of  
one or more accomplishments (e.g., receiving information identifying the accomplishment  
and/or variable over some communication network), and/or perform any desired actions.

          Some embodiments may include selecting one or more accomplishments. For  
example, a house may choose an accomplishment for a game based on the participants in a  
20 set. For example, in a baseball example, for each member of the set some additional number  
of hits may be added to a variable that defines an accomplishment based on the number of  
hits the participants hit a day. Such a number may be based on a historic skill of a participant  
(e.g., good hitters may add more hits). In some embodiments, a selection may be made such  
that expected odds for the game are within a desired range (e.g., so that odds based on  
25 historic data show that there would be an even chance of achieving the accomplishment).  
For example, for an accomplishment of a number of hits being made collectively by a set of  
participants, a determination may be made of the average number of hits that each player has  
made (e.g., in recent games, in all games, in games against a upcoming opponent, etc.). An  
accomplishment may be set based on such a sum of excepted hits. Rather than and/or in  
30 addition to selecting their own participants, players may use some or all of a house made  
accomplishment in a game.

          It should be recognized that while some examples are given in terms of one or more  
participants achieving one or more accomplishments being chosen by one or more users,  
that such examples are non-limiting. Some embodiments, for example, may include games  
35 based on an accomplishment not being achieved, games based on some number of

5 accomplishments of a set of accomplishments being achieved, games based on any combination of achievement and non-achievement, and so on.

As another example, some embodiments may include establishing a fixed one or more accomplishments and/or set of participants. Accordingly, a group of people may be in games with same parameter but different participants all hoping that their participants  
10 achieve the accomplishment, a group of people may be in games with the same participants hoping that their participants will achieve different accomplishments, and/or a group of people may be in games with the same accomplishment and participants.

Some embodiments may include determining one or more parameters for a game. Such a determination may be made in response to determining one or more  
15 accomplishments and/or the set of participants. For example some embodiments may include determining an odds for a game. Other embodiments may include determining a minimum and/or maximum money amount that may be played in a game (e.g., risked, paid as an entry fee to a contest), a payout table, a spread game paradigm, a point spread, and/or any other desired parameter that may define a game.

Determining a parameter may include determining an odds for a game based on a set  
20 of participants and/or one or more accomplishments. Such a determination may be based on an expectation of the likelihood of the set of participants achieving the one or more accomplishments. For example, an expected chance that a chosen set of participants will achieve a chosen one or more accomplishments may be determined based on an analysis of  
25 historical events. For example, for a game based on a number of hits being made by a collective set of participants in sports games on a upcoming day, a determination may be made of the percentage of times that such a collective of players would have achieved that accomplishment in the past based on their prior performance (e.g., number of hits in prior games). Such a percentage of times may be used as a basis for the odds of a game (e.g., may  
30 be the odds, may be the odds with an adjustment applied to include a house edge).

It should be recognized that any analysis of historical data may be used in any manner to determine an odds for a game. Some embodiments may store happenings in events (e.g., sports games) so that they may be consulted for odds determinations. Some  
35 embodiments may receive historic happenings and/or statistics to be used for odds calculations (e.g., in response to a need to make an odds calculation).



5           Some embodiments may include offering a game that is defined by the determined one or more parameters and is based on whether the set of participants achieves the one or more accomplishments. Such an offering may be made in response to a determination of the one or more parameters. For example, some embodiments may include presenting an interface through which a user may enter into a game that the set of participants will achieve  
10 the accomplishment. Such a game may include an odds defined by the parameters. A user may be able to operate such an interface to enter into the game with the house.

          Some embodiments may include receiving information about the game and forming the game in response. For example, a computing device may receive information identifying that an offered game is accepted by a user. The information may include an identity of the  
15 user. The information may include an amount of money on which the game is based. The game may be formed between a house and the user for the amount of money. Although gaming for money (e.g., risking money to win more money) is described in some embodiments, it should be recognized that other forms of gaming may not involve money (e.g., play for free, play for points, play with tokens, etc.).

20           Some embodiments may include determining an outcome of a game. For example, a feed of information identifying events in one or more events may be received and analyzed. Such analysis may result in a determination of whether the set of participants has achieved the one or more accomplishments. Such a determination may be made in response to a determination that the one or more events have ended. Some embodiments may include  
25 making a payment based on whether the outcome is a winning outcome. For example, if the outcome is a winning outcome, a payment from a house based on the odds may be made to an account of the user who played the game. Such a payment may be made in response to determining that the outcome is a winning outcome.

          It should be recognized that while examples are given in terms of pregame gaming in  
30 whole sports events against a house, that such examples are non-limiting only. For example, events may include any type of events whether sports related or not (e.g., elections, card games, casino games, tv shows, etc.)

          For another example, some embodiments may include a game related to an event that is placed after an event begins (e.g., an in game game). Being in a game may affect an odds  
35 or other parameter determination. For example, in the hits example, some number of hits

5 and/or hit attempts may have already occurred. Such information may be used to determine the odds of the game.

As another example, some embodiments may include a game based on a portion of an event. For example, an accomplishment may be based on an inning, a half, a period of time, and so on. For example, a number of yards that a player rushes in a half of a football  
10 game may be a basis of an accomplishment.

As yet another example, an exchange system may be used for the formation of games. Such exchange gaming may include a house as an intermediary with whom games are played that relate to matching offers from other users. Such an exchange system may directly form games between the other users and not against the house. To facilitate such  
15 exchange gaming, one or more elements of a game may be offered from one user, a house may determine some parameter based on such elements, and the game may be published on an exchange. A second user may accept the game and the house may form the game in response to the matching bid and offer.

As still another example, some embodiments may include a spread game in which a  
20 spread by which a team achieves an accomplishment or misses achievement of the accomplishment may affect a payment or loss in the game. Rather than an amount of meet or miss an achievement, some embodiments may be based on time of the achievement. As examples, some embodiments may include paying a user ore for a win that includes a win by more than a threshold amount, paying a player more for each point over an accomplishment  
25 that is achieved by a team, paying a player more for a team achieving an accomplishment faster than some time period, and/or vice-a-versa or in any combination or alternative desired.

One example of a game may include a game based on whether a set of baseball players will earn a number of hits in sports games played on a particular day. A system may  
30 identify the baseball players that are starting in the games played on that day to a user through an interface. The user may select a desired number of players from the identified players. The system may allow the user to enter a variable of the number of hits. The user may enter the number of hits that he would like to guess that the players will make. The system may receive that information and determine an odds for the game based on a history  
35 of hits by the players in prior games. The system may identify the odds to the user. The user

5 may accept the game and enter an amount of money to play the game. The system may form a game with the user, subtract funds from the user's account, determine that the game is a winning game based on events in the games, and pay the user to the account a payment for winning the game.

10 Another example may include a game based on a number of passes that a set of quarterbacks may complete in games over a week. A set of starting football players may be presented to a user by a system for games in a coming week. The user may select a number of quarterbacks (e.g., only quarterbacks may be presented and/or the user may simply choose to make an all quarterback game, the passes game may be part of a multipart game that may include non quarterback components). The system may determine odds for the  
15 game, accept an amount of money, and make outcome determination as desired.

As yet another example, a user may choose to play a game based on a number of strokes that a set of golfers in a day of a golf tournament will take that day. A system may determine odds for such a game, determine outcomes of such a game, and so on as desired.

20 It should be recognized that while examples are given in terms of single sports and single accomplishments, that other embodiments may include multi part games with any number of accomplishments and/or any number of event types in any combination (e.g., strokes in golf and passes in football in a single game).

The following sections provide a guide to interpreting the present application.

## 25 **II. Terms**

The term "product" means any machine, manufacture and / or composition of matter, unless expressly specified otherwise.

The term "process" means any process, algorithm, method or the like, unless expressly specified otherwise.

30 Each process (whether called a method, algorithm or otherwise) inherently includes one or more steps, and therefore all references to a "step" or "steps" of a process have an inherent antecedent basis in the mere recitation of the term 'process' or a like term. Accordingly, any reference in a claim to a 'step' or 'steps' of a process has sufficient antecedent basis.

5           The term “invention” and the like mean “the one or more inventions disclosed in this application”, unless expressly specified otherwise.

          The terms “an embodiment”, “embodiment”, “embodiments”, “the embodiment”, “the embodiments”, “one or more embodiments”, “some embodiments”, “certain embodiments”, “one embodiment”, “another embodiment” and the like mean “one or more  
10 (but not all) embodiments of the disclosed invention(s)”, unless expressly specified otherwise.

          The term “variation” of an invention means an embodiment of the invention, unless expressly specified otherwise.

          A reference to “another embodiment” in describing an embodiment does not imply  
15 that the referenced embodiment is mutually exclusive with another embodiment (e.g., an embodiment described before the referenced embodiment), unless expressly specified otherwise.

          The terms “including”, “comprising” and variations thereof mean “including but not necessarily limited to”, unless expressly specified otherwise. Thus, for example, the  
20 sentence “the portfolio includes a red widget and a blue widget” means the portfolio includes the red widget and the blue widget, but may include something else.

          The term “consisting of” and variations thereof means “including and limited to”, unless expressly specified otherwise. Thus, for example, the sentence “the portfolio consists of a red widget and a blue widget” means the portfolio includes the red widget and the blue  
25 widget, but does not include anything else.

          The term “compose” and variations thereof means “to make up the constituent parts of, component of or member of”, unless expressly specified otherwise. Thus, for example, the sentence “the red widget and the blue widget compose a portfolio” means the portfolio includes the red widget and the blue widget.

30           The term “exclusively compose” and variations thereof means “to make up exclusively the constituent parts of, to be the only components of or to be the only members of”, unless expressly specified otherwise. Thus, for example, the sentence “the red widget and the blue widget exclusively compose a portfolio” means the portfolio consists of the red widget and the blue widget, and nothing else.

5           The terms “a”, “an” and “the” mean “one or more”, unless expressly specified otherwise.

          The term “plurality” means “two or more”, unless expressly specified otherwise.

          The term “herein” means “in the present application, including anything which may be incorporated by reference”, unless expressly specified otherwise.

10           The phrase “at least one of”, when such phrase modifies a plurality of things (such as an enumerated list of things) means any combination of one or more of those things, unless expressly specified otherwise. For example, the phrase “at least one of a widget, a car and a wheel” means either (i) a widget, (ii) a car, (iii) a wheel, (iv) a widget and a car, (v) a widget and a wheel, (vi) a car and a wheel, or (vii) a widget, a car and a wheel. The phrase “at least  
15 one of”, when such phrase modifies a plurality of things does not mean “one of each of” the plurality of things.

          Numerical terms such as “one”, “two”, etc. when used as cardinal numbers to indicate quantity of something (e.g., one widget, two widgets), mean the quantity indicated by that numerical term, but do not mean at least the quantity indicated by that numerical  
20 term. For example, the phrase “one widget” does not mean “at least one widget”, and therefore the phrase “one widget” does not cover, e.g., two widgets.

          The phrase “based on” does not mean “based only on”, unless expressly specified otherwise. In other words, the phrase “based on” describes both “based only on” and “based at least on”. The phrase “based at least on” is equivalent to the phrase “based at least in part  
25 on”.

          The term “represent” and like terms are not exclusive, unless expressly specified otherwise. For example, the term “represents” does not mean “represents only”, unless expressly specified otherwise. In other words, the phrase “the data represents a credit card number” describes both “the data represents only a credit card number” and “the data  
30 represents a credit card number and the data also represents something else”.

          The term “whereby” is used herein only to precede a clause or other set of words that express only the intended result, objective or consequence of something that is previously and explicitly recited. Thus, when the term “whereby” is used in a claim, the clause or other words that the term “whereby” modifies do not establish specific further limitations of the  
35 claim or otherwise restricts the meaning or scope of the claim.

5           The term “e.g.” and like terms mean “for example”, and thus does not limit the term or phrase it explains. For example, in the sentence “the computer sends data (e.g., instructions, a data structure) over the Internet”, the term “e.g.” explains that “instructions” are an example of “data” that the computer may send over the Internet, and also explains that “a data structure” is an example of “data” that the computer may send over the Internet.  
10          However, both “instructions” and “a data structure” are merely examples of “data”, and other things besides “instructions” and “a data structure” can be “data”.

          The term “respective” and like terms mean “taken individually”. Thus if two or more things have “respective” characteristics, then each such thing has its own characteristic, and these characteristics can be different from each other but need not be. For  
15          example, the phrase “each of two machines has a respective function” means that the first such machine has a function and the second such machine has a function as well. The function of the first machine may or may not be the same as the function of the second machine.

          The term “i.e.” and like terms mean “that is”, and thus limits the term or phrase it  
20          explains. For example, in the sentence “the computer sends data (i.e., instructions) over the Internet”, the term “i.e.” explains that “instructions” are the “data” that the computer sends over the Internet.

          Any given numerical range shall include whole and fractions of numbers within the range. For example, the range “1 to 10” shall be interpreted to specifically include whole  
25          numbers between 1 and 10 (e.g., 1, 2, 3, 4, ... 9) and non-whole numbers (e.g., , 1.1, 1.2, ... 1.9).

          Where two or more terms or phrases are synonymous (e.g., because of an explicit statement that the terms or phrases are synonymous), instances of one such term / phrase does not mean instances of another such term / phrase must have a different meaning. For  
30          example, where a statement renders the meaning of “including” to be synonymous with “including but not limited to”, the mere usage of the phrase “including but not limited to” does not mean that the term “including” means something other than “including but not limited to”.

5           **III. Determining**

The term “determining” and grammatical variants thereof (e.g., to determine a price, determining a value, determine an object which meets a certain criterion) is used in an extremely broad sense. The term “determining” encompasses a wide variety of actions and therefore “determining” can include calculating, computing, processing, deriving,  
10 investigating, looking up (e.g., looking up in a table, a database or another data structure), ascertaining and the like. Also, “determining” can include receiving (e.g., receiving information), accessing (e.g., accessing data in a memory) and the like. Also, “determining” can include resolving, selecting, choosing, establishing, and the like.

The term “determining” does not imply certainty or absolute precision, and therefore  
15 “determining” can include estimating, extrapolating, predicting, guessing and the like.

The term “determining” does not imply that mathematical processing must be performed, and does not imply that numerical methods must be used, and does not imply that an algorithm or process is used.

The term “determining” does not imply that any particular device must be used. For  
20 example, a computer need not necessarily perform the determining.

**IV. Forms of Sentences**

Where a limitation of a first claim would cover one of a feature as well as more than one of a feature (e.g., a limitation such as “at least one widget” covers one widget as well as more than one widget), and where in a second claim that depends on the first claim, the  
25 second claim uses a definite article “the” to refer to the limitation (e.g., “the widget”), this does not imply that the first claim covers only one of the feature, and this does not imply that the second claim covers only one of the feature (e.g., “the widget” can cover both one widget and more than one widget).

When an ordinal number (such as “first”, “second”, “third” and so on) is used as an  
30 adjective before a term, that ordinal number is used (unless expressly specified otherwise) merely to indicate a particular feature, such as to distinguish that particular feature from another feature that is described by the same term or by a similar term. For example, a “first widget” may be so named merely to distinguish it from, e.g., a “second widget”. Thus, the mere usage of the ordinal numbers “first” and “second” before the term “widget” does not  
35 indicate any other relationship between the two widgets, and likewise does not indicate any

5 other characteristics of either or both widgets. For example, the mere usage of the ordinal numbers “first” and “second” before the term “widget” (1) does not indicate that either widget comes before or after any other in order or location; (2) does not indicate that either widget occurs or acts before or after any other in time; and (3) does not indicate that either widget ranks above or below any other, as in importance or quality. In addition, the mere  
10 usage of ordinal numbers does not define a numerical limit to the features identified with the ordinal numbers. For example, the mere usage of the ordinal numbers “first” and “second” before the term “widget” does not indicate that there must be no more than two widgets.

When a single device, article or other product is described herein, more than one device / article (whether or not they cooperate) may alternatively be used in place of the  
15 single device / article that is described. Accordingly, the functionality that is described as being possessed by a device may alternatively be possessed by more than one device / article (whether or not they cooperate).

Similarly, where more than one device, article or other product is described herein (whether or not they cooperate), a single device / article may alternatively be used in place  
20 of the more than one device or article that is described. For example, a plurality of computer-based devices may be substituted with a single computer-based device. Accordingly, the various functionality that is described as being possessed by more than one device or article may alternatively be possessed by a single device / article.

The functionality and / or the features of a single device that is described may be  
25 alternatively embodied by one or more other devices which are described but are not explicitly described as having such functionality / features. Thus, other embodiments need not include the described device itself, but rather can include the one or more other devices which would, in those other embodiments, have such functionality / features.

#### **V. Disclosed Examples and Terminology Are Not Limiting**

30 Neither the Title (set forth at the beginning of the first page of the present application) nor the Abstract (set forth at the end of the present application) is to be taken as limiting in any way as the scope of the disclosed invention(s), is to be used in interpreting the meaning of any claim or is to be used in limiting the scope of any claim.. An Abstract has been included in this application merely because an Abstract is required under 37 C.F.R.  
35 § 1.72(b).



5           The title of the present application and headings of sections provided in the present application are for convenience only, and are not to be taken as limiting the disclosure in any way.

          Numerous embodiments are described in the present application, and are presented for illustrative purposes only. The described embodiments are not, and are not intended to be, limiting in any sense. The presently disclosed invention(s) are widely applicable to  
10 numerous embodiments, as is readily apparent from the disclosure. One of ordinary skill in the art will recognize that the disclosed invention(s) may be practiced with various modifications and alterations, such as structural, logical, software, and electrical modifications. Although particular features of the disclosed invention(s) may be described  
15 with reference to one or more particular embodiments and / or drawings, it should be understood that such features are not limited to usage in the one or more particular embodiments or drawings with reference to which they are described, unless expressly specified otherwise.

          Though an embodiment may be disclosed as including several features, other  
20 embodiments of the invention may include fewer than all such features. Thus, for example, a claim may be directed to less than the entire set of features in a disclosed embodiment, and such claim would not include features beyond those features that the claim expressly recites.

          No embodiment of method steps or product elements described in the present application constitutes the invention claimed herein, or is essential to the invention claimed  
25 herein, or is coextensive with the invention claimed herein, except where it is either expressly stated to be so in this specification or expressly recited in a claim.

          The preambles of the claims that follow recite purposes, benefits and possible uses of the claimed invention only and do not limit the claimed invention.

          The present disclosure is not a literal description of all embodiments of the  
30 invention(s). Also, the present disclosure is not a listing of features of the invention(s) which must be present in all embodiments.

          All disclosed embodiment are not necessarily covered by the claims (even including all pending, amended, issued and canceled claims). In addition, an embodiment may be (but need not necessarily be) covered by several claims. Accordingly, where a claim (regardless

5 of whether pending, amended, issued or canceled) is directed to a particular embodiment, such is not evidence that the scope of other claims do not also cover that embodiment.

Devices that are described as in communication with each other need not be in continuous communication with each other, unless expressly specified otherwise. On the contrary, such devices need only transmit to each other as necessary or desirable, and may  
10 actually refrain from exchanging data most of the time. For example, a machine in communication with another machine via the Internet may not transmit data to the other machine for long period of time (e.g. weeks at a time). In addition, devices that are in communication with each other may communicate directly or indirectly through one or more intermediaries.

15 A description of an embodiment with several components or features does not imply that all or even any of such components / features are required. On the contrary, a variety of optional components are described to illustrate the wide variety of possible embodiments of the present invention(s). Unless otherwise specified explicitly, no component / feature is essential or required.

20 Although process steps, algorithms or the like may be described or claimed in a particular sequential order, such processes may be configured to work in different orders. In other words, any sequence or order of steps that may be explicitly described or claimed does not necessarily indicate a requirement that the steps be performed in that order. The steps of processes described herein may be performed in any order possible. Further, some steps  
25 may be performed simultaneously despite being described or implied as occurring non-simultaneously (e.g., because one step is described after the other step). Moreover, the illustration of a process by its depiction in a drawing does not imply that the illustrated process is exclusive of other variations and modifications thereto, does not imply that the illustrated process or any of its steps are necessary to the invention(s), and does not imply  
30 that the illustrated process is preferred.

Although a process may be described as including a plurality of steps, that does not imply that all or any of the steps are preferred, essential or required. Various other embodiments within the scope of the described invention(s) include other processes that omit some or all of the described steps. Unless otherwise specified explicitly, no step is  
35 essential or required.

5           Although a process may be described singly or without reference to other products or methods, in an embodiment the process may interact with other products or methods. For example, such interaction may include linking one business model to another business model. Such interaction may be provided to enhance the flexibility or desirability of the process.

10           Although a product may be described as including a plurality of components, aspects, qualities, characteristics and / or features, that does not indicate that any or all of the plurality are preferred, essential or required. Various other embodiments within the scope of the described invention(s) include other products that omit some or all of the described plurality.

15           An enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are mutually exclusive, unless expressly specified otherwise. Likewise, an enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are comprehensive of any category, unless expressly specified otherwise. For example, the enumerated list “a computer, a laptop, a PDA” does not imply  
20 that any or all of the three items of that list are mutually exclusive and does not imply that any or all of the three items of that list are comprehensive of any category.

          An enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are equivalent to each other or readily substituted for each other.

25           All embodiments are illustrative, and do not imply that the invention or any embodiments were made or performed, as the case may be.

## **VI. Computing**

          It will be readily apparent to one of ordinary skill in the art that the various processes described herein may be implemented by, e.g., appropriately programmed general purpose computers, special purpose computers and computing devices. Typically a processor (e.g.,  
30 one or more microprocessors, one or more microcontrollers, one or more digital signal processors) will receive instructions (e.g., from a memory or like device), and execute those instructions, thereby performing one or more processes defined by those instructions. Instructions may be embodied in, e.g., one or more computer programs, one or more scripts.

          A “processor” means one or more microprocessors, central processing units (CPUs),  
35 computing devices, microcontrollers, digital signal processors, or like devices or any

5 combination thereof, regardless of the architecture (e.g., chip-level multiprocessing / multi-core, RISC, CISC, Microprocessor without Interlocked Pipeline Stages, pipelining configuration, simultaneous multithreading).

Thus a description of a process is likewise a description of an apparatus for performing the process. The apparatus that performs the process can include, e.g., a  
10 processor and those input devices and output devices that are appropriate to perform the process.

Further, programs that implement such methods (as well as other types of data) may be stored and transmitted using a variety of media (e.g., computer readable media) in a number of manners. In some embodiments, hard-wired circuitry or custom hardware may  
15 be used in place of, or in combination with, some or all of the software instructions that can implement the processes of various embodiments. Thus, various combinations of hardware and software may be used instead of software only.

The term “computer-readable medium” refers to any medium, a plurality of the same, or a combination of different media, that participate in providing data (e.g.,  
20 instructions, data structures) which may be read by a computer, a processor or a like device. Such a medium may take many forms, including but not limited to, non-volatile media, volatile media, and transmission media. Non-volatile media include, for example, optical or magnetic disks and other persistent memory. Volatile media include dynamic random access memory (DRAM), which typically constitutes the main memory. Transmission  
25 media include coaxial cables, copper wire and fiber optics, including the wires that comprise a system bus coupled to the processor. Transmission media may include or convey acoustic waves, light waves and electromagnetic emissions, such as those generated during radio frequency (RF) and infrared (IR) data communications. Common forms of computer-readable media include, for example, a floppy disk, a flexible disk, hard disk, magnetic tape,  
30 any other magnetic medium, a CD-ROM, DVD, any other optical medium, punch cards, paper tape, any other physical medium with patterns of holes, a RAM, a PROM, an EPROM, a FLASH-EEPROM, any other memory chip or cartridge, a carrier wave as described hereinafter, or any other medium from which a computer can read.

Various forms of computer readable media may be involved in carrying data (e.g.  
35 sequences of instructions) to a processor. For example, data may be (i) delivered from RAM

5 to a processor; (ii) carried over a wireless transmission medium; (iii) formatted and / or transmitted according to numerous formats, standards or protocols, such as Ethernet (or IEEE 802.3), SAP, ATP, Bluetooth□, and TCP/IP, TDMA, CDMA, and 3G; and / or (iv) encrypted to ensure privacy or prevent fraud in any of a variety of ways well known in the art.

10 Thus a description of a process is likewise a description of a computer-readable medium storing a program for performing the process. The computer-readable medium can store (in any appropriate format) those program elements which are appropriate to perform the method.

15 Just as the description of various steps in a process does not indicate that all the described steps are required, embodiments of an apparatus include a computer / computing device operable to perform some (but not necessarily all) of the described process.

20 Likewise, just as the description of various steps in a process does not indicate that all the described steps are required, embodiments of a computer-readable medium storing a program or data structure include a computer-readable medium storing a program that, when executed, can cause a processor to perform some (but not necessarily all) of the described process.

25 Where databases are described, it will be understood by one of ordinary skill in the art that (i) alternative database structures to those described may be readily employed, and (ii) other memory structures besides databases may be readily employed. Any illustrations or descriptions of any sample databases presented herein are illustrative arrangements for stored representations of information. Any number of other arrangements may be employed besides those suggested by, e.g., tables illustrated in drawings or elsewhere. Similarly, any illustrated entries of the databases represent exemplary information only; one of ordinary skill in the art will understand that the number and content of the entries can be different  
30 from those described herein. Further, despite any depiction of the databases as tables, other formats (including relational databases, object-based models and / or distributed databases) could be used to store and manipulate the data types described herein. Likewise, object methods or behaviors of a database can be used to implement various processes, such as the described herein. In addition, the databases may, in a known manner, be stored locally or  
35 remotely from a device which accesses data in such a database.

5           Various embodiments can be configured to work in a network environment including  
a computer that is in communication (e.g., via a communications network) with one or more  
devices. The computer may communicate with the devices directly or indirectly, via any  
wired or wireless medium (e.g. the Internet, LAN, WAN or Ethernet, Token Ring, a  
10    telephone line, a cable line, a radio channel, an optical communications line, commercial on-  
line service providers, bulletin board systems, a satellite communications link, a  
combination of any of the above). Each of the devices may themselves comprise computers  
or other computing devices, such as those based on the Intel® Pentium® or Centrino™  
processor, that are adapted to communicate with the computer. Any number and type of  
devices may be in communication with the computer.

15           In an embodiment, a server computer or centralized authority may not be necessary  
or desirable. For example, the present invention may, in an embodiment, be practiced on  
one or more devices without a central authority. In such an embodiment, any functions  
described herein as performed by the server computer or data described as stored on the  
server computer may instead be performed by or stored on one or more such devices.

20           Where a process is described, in an embodiment the process may operate without  
any user intervention. In another embodiment, the process includes some human  
intervention (e.g., a step is performed by or with the assistance of a human).

## **VII. Disclaimer**

25           Numerous references to a particular embodiment do not indicate a disclaimer or  
disavowal of additional, different embodiments, and similarly references to the description  
of embodiments which all include a particular feature do not indicate a disclaimer or  
disavowal of embodiments which do not include that particular feature. A clear disclaimer  
or disavowal in the present application shall be prefaced by the phrase “does not include” or  
by the phrase “cannot perform”.

## **VIII. Apparatus for Playing Over a Communications System**

30           Figure 1 shows apparatus for playing the game. There is a plurality of player units  
40-1 to 40-n which are coupled via a communication system 41, such as the Internet, with a  
game playing system comprising an administration unit 42, a player register 43, and a game  
unit 45. Each unit 40 is typically a personal computer with a display unit and control means  
35   (a keyboard and a mouse).

5           When a player logs on to the game playing system, their unit 40 identifies itself to the administration unit. The system holds the details of the players in the register 43, which contains separate player register units 44-1 to 44-n for all the potential players, i.e., for all the members of the system.

          Once the player has been identified, the player is assigned to a game unit 45. The  
10 game unit contains a set of player data units 46-1 to 46-6, a dealer unit 47, a control unit 48, and a random dealing unit 49.

          Up to seven players can be assigned to the game unit 45. There can be several such units, as indicated, so that several games can be played at the same time if there are more than seven members of the system logged on at the same time. The assignment of a player  
15 unit 40 to a player data unit 46 may be arbitrary or random, depending on which player data units 46 and game units 45 are free. Each player data unit 46 is loaded from the corresponding player register unit 44 and also contains essentially the same details as the corresponding player unit 40, and is in communication with the player unit 40 to keep the contents of the player unit and player data unit updated with each other. In addition, the  
20 appropriate parts of the contents of the other player data units 46 and the dealer unit 47 are passed to the player unit 40 for display.

          The logic unit 48 of the game unit 45 steps the game unit through the various stages of the play, initiating the dealer actions and awaiting the appropriate responses from the player units 40. The random dealing unit 49 deals cards essentially randomly to the dealer  
25 unit 47 and the player data units 46. At the end of the hand, the logic unit passes the results of the hand, i.e., the wins and/or losses, to the player data units 46 to inform the players of their results. The administrative unit 42 also takes those results and updates the player register units 44 accordingly.

          The player units 40 are arranged to show a display. To identify the player, the  
30 player's position is highlighted. As play proceeds, so the player selects the various boxes, enters bets in them, and so on, and the results of those actions are displayed. As the cards are dealt, a series of overlapping card symbols is shown in the Bonus box. At the option of the player, the cards can be shown in a line below the box, and similarly for the card dealt to the dealer. At the end of the hand, a message is displayed informing the player of the results of  
35 their bets, i.e., the amounts won or lost.

5           **IX.    Alternative Technologies**

          It will be understood that the technologies described herein for making, using, or practicing various embodiments are but a subset of the possible technologies that may be used for the same or similar purposes. The particular technologies described herein are not to be construed as limiting. Rather, various embodiments contemplate alternate  
10 technologies for making, using, or practicing various embodiments.



5            *Claims*

What is claimed is:

## 1. A method comprising:

receiving, by a computing device, a set of participants chosen by a user;

receiving, by the computing device, an accomplishment chosen by the user;

10            determining, by the computing device, odds for a game that is based on whether the set of participants will achieve the accomplishment in a plurality of events, in which the odds determination is based on historic data about performance of the participants;

             offering, by the computing device, the game for play with the odds to the user;

15            receiving, by the computing device, an acceptance of the offer from the user that identifies an amount of money risked through play of the game;

             determining, by the computing device, an outcome of the game based on whether the set of participants achieved the accomplishment in the plurality of events; and

             determining, by the computing device, whether to provide a payment to the user based on the outcome.

20

2. The method of claim 1, in which the set of participants are players from across a plurality of events.

3. The method of claim 1, in which the events include sporting events.

25

4. The method of claim 1, in which the game includes a fantasy sports game.

5. The method of claim 1, in which the historic data includes information indicative of each participant's ability to contribute to the accomplishment in prior events to the plurality of events.

30

6. The method of claim 1, in which offering includes presenting information about the odds to the user through a user interface of a mobile device.

- 5 7. The method of claim 1, in which the outcome includes winning the game if the participants achieved the accomplishment and a determination to provide the payment is made in response to the determination that the outcome includes winning the game.
8. The method of claim 1, further comprising receiving an amount of money to play the  
10 game from the user.
9. The method of claim 1, in which the accomplishment includes a number of points earned in total by the set of players in the plurality of events.
- 15 10. The method of claim 1, further comprising providing the payment to the user.
11. The method of claim 1, in which the set of participants includes a plurality of participants.
- 20 12. The method of claim 11, in which each participant plays in only one of the plurality of events and the set of participants collectively plays in all of the plurality of events
13. The method of claim 11, in which the accomplishment includes a plurality of accomplishments that each apply to a single respective one of the plurality of participants.  
25
14. The method of claim 13, in which the outcome is a winning outcome if each participant achieved the single respective accomplishment of the plurality of accomplishments that applies to the participant.
- 30 15. The method of claim 1, in which the accomplishment includes achievement of a goal in a designated time period.
16. The method of claim 15, in which the outcome is a winning game if the goal is achieved in less than the time period.

35

5

17. An apparatus comprising:

a computing device; and

a non-transitory medium having stored thereon a plurality of instructions that when executed by the computing device causes the computing device to:

10

receive a set of participants chosen by a user;

receive an accomplishment chosen by the user;

determine odds for a wager that the set of participants will achieve the accomplishment in a plurality of events, in which determining the odds includes determining based on historic data about performance of the participants;

15

offer the wager with the odds to the user;

receive an acceptance of the wager from the user that identifies an amount of money wagered;

determine an outcome of the wager based on whether the set of participants achieve the accomplishment in the plurality of events; and

20

provide a payment to the user based on the outcome.

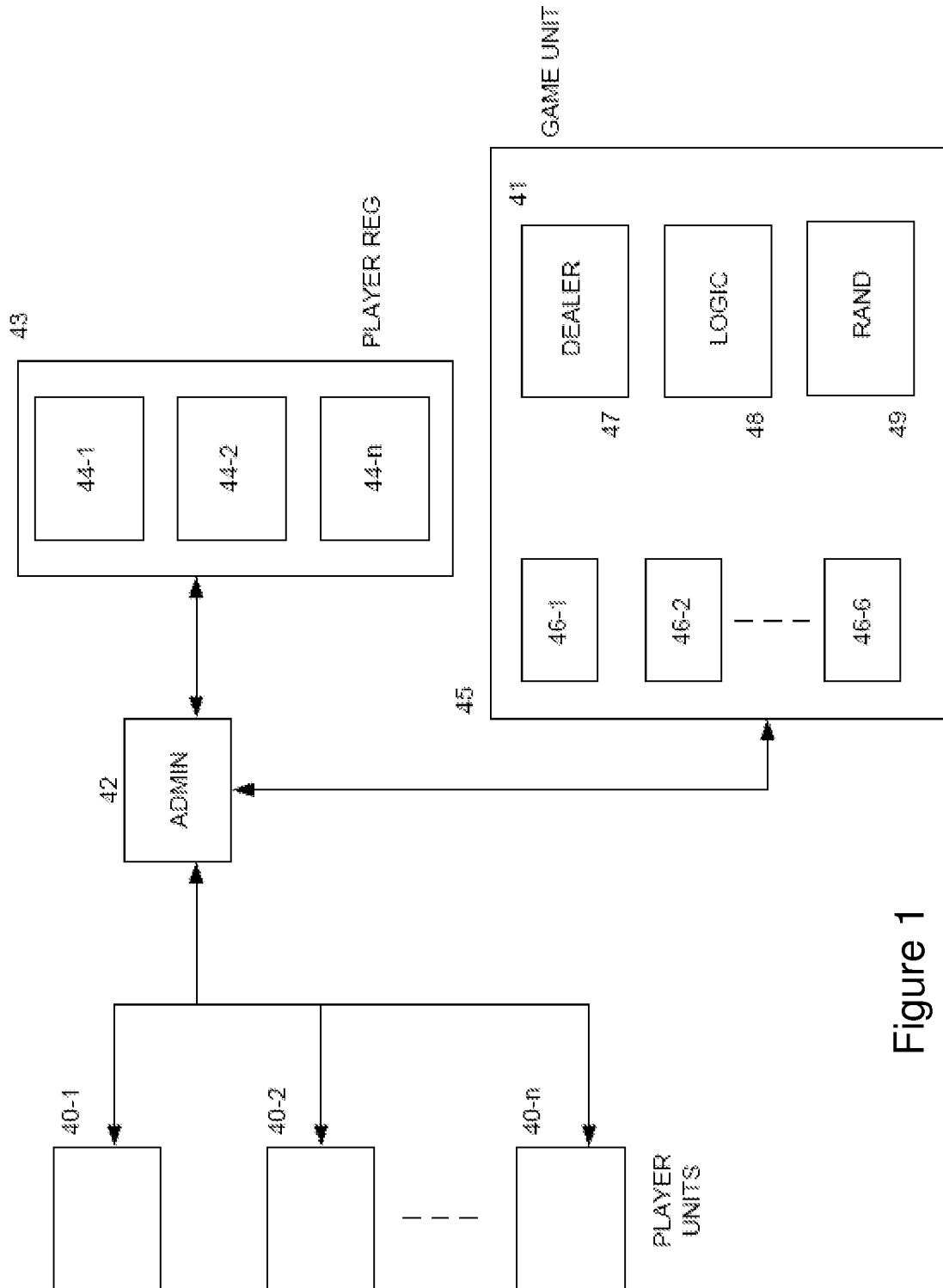


Figure 1

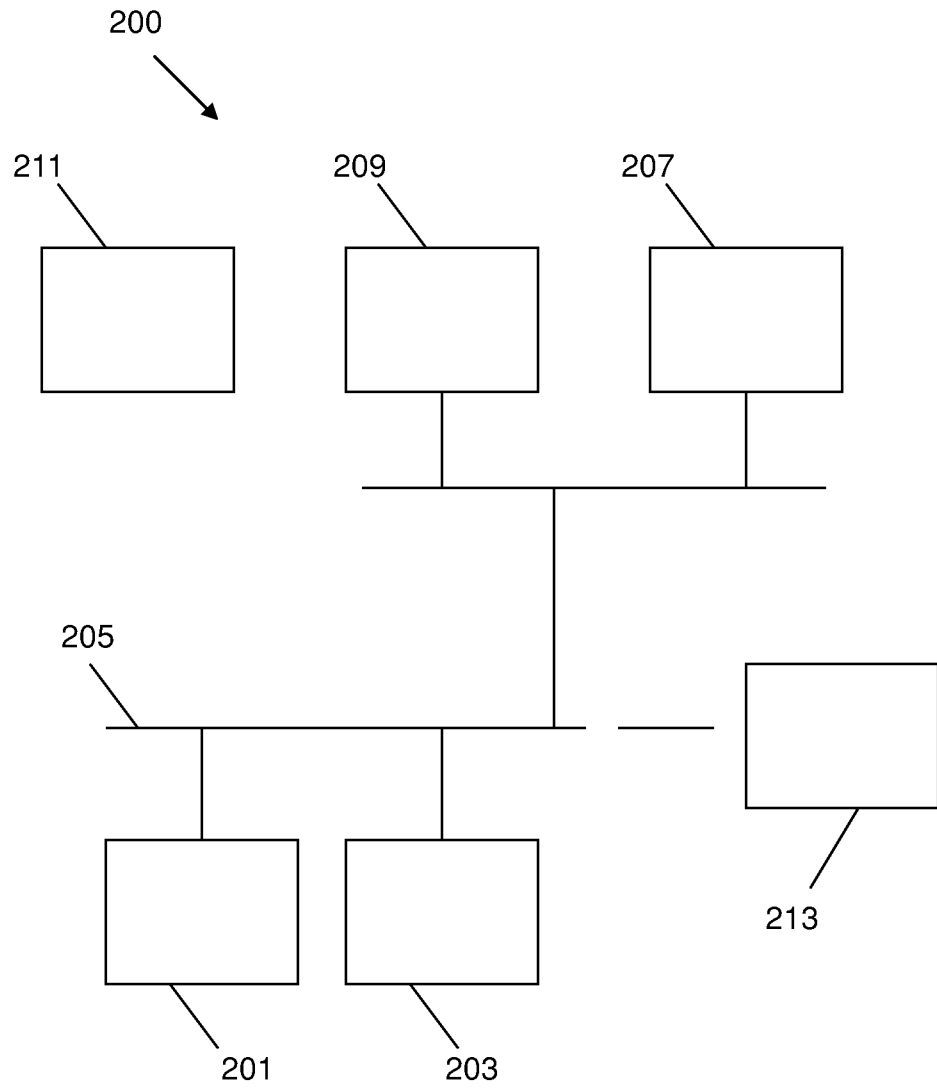


Figure 2

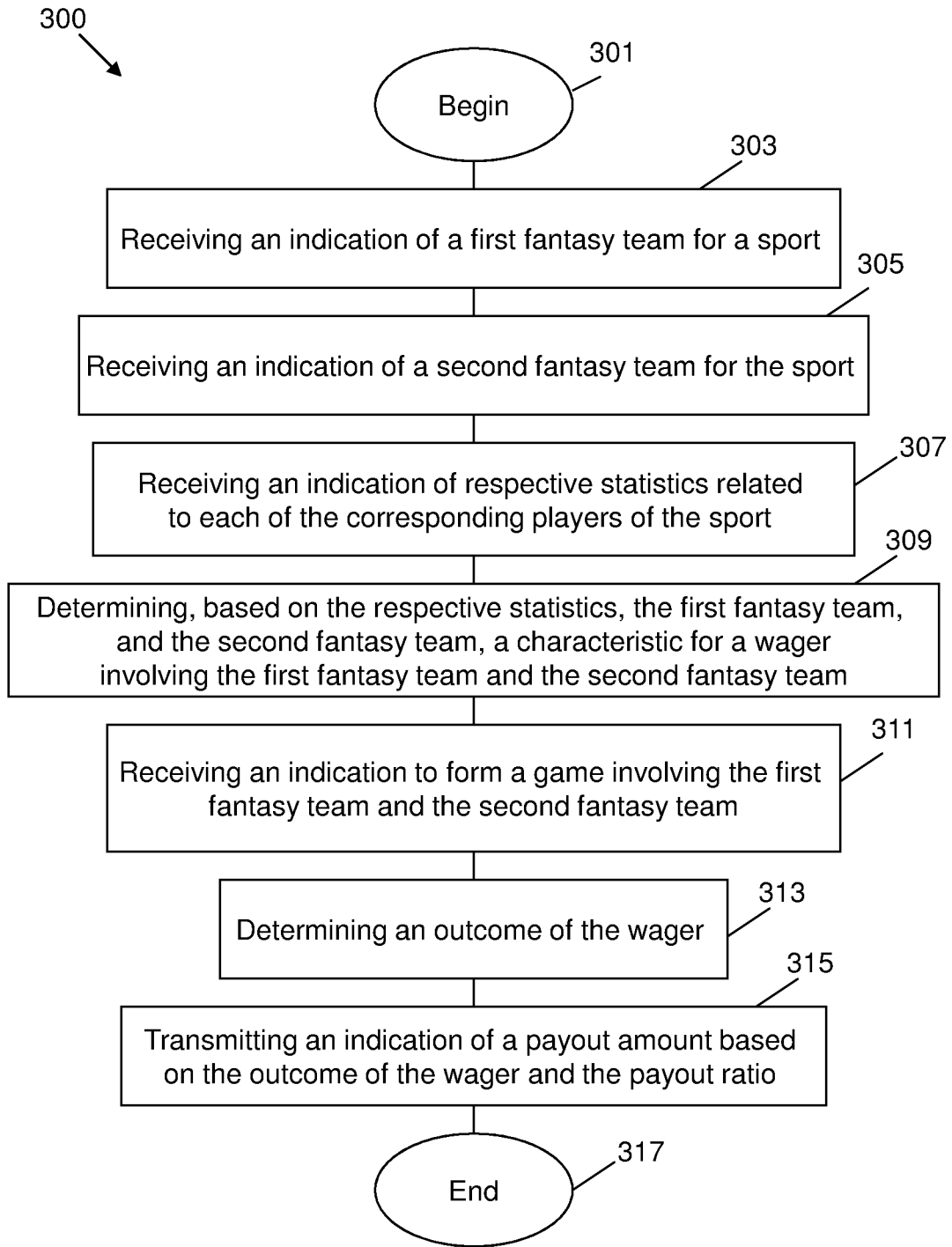
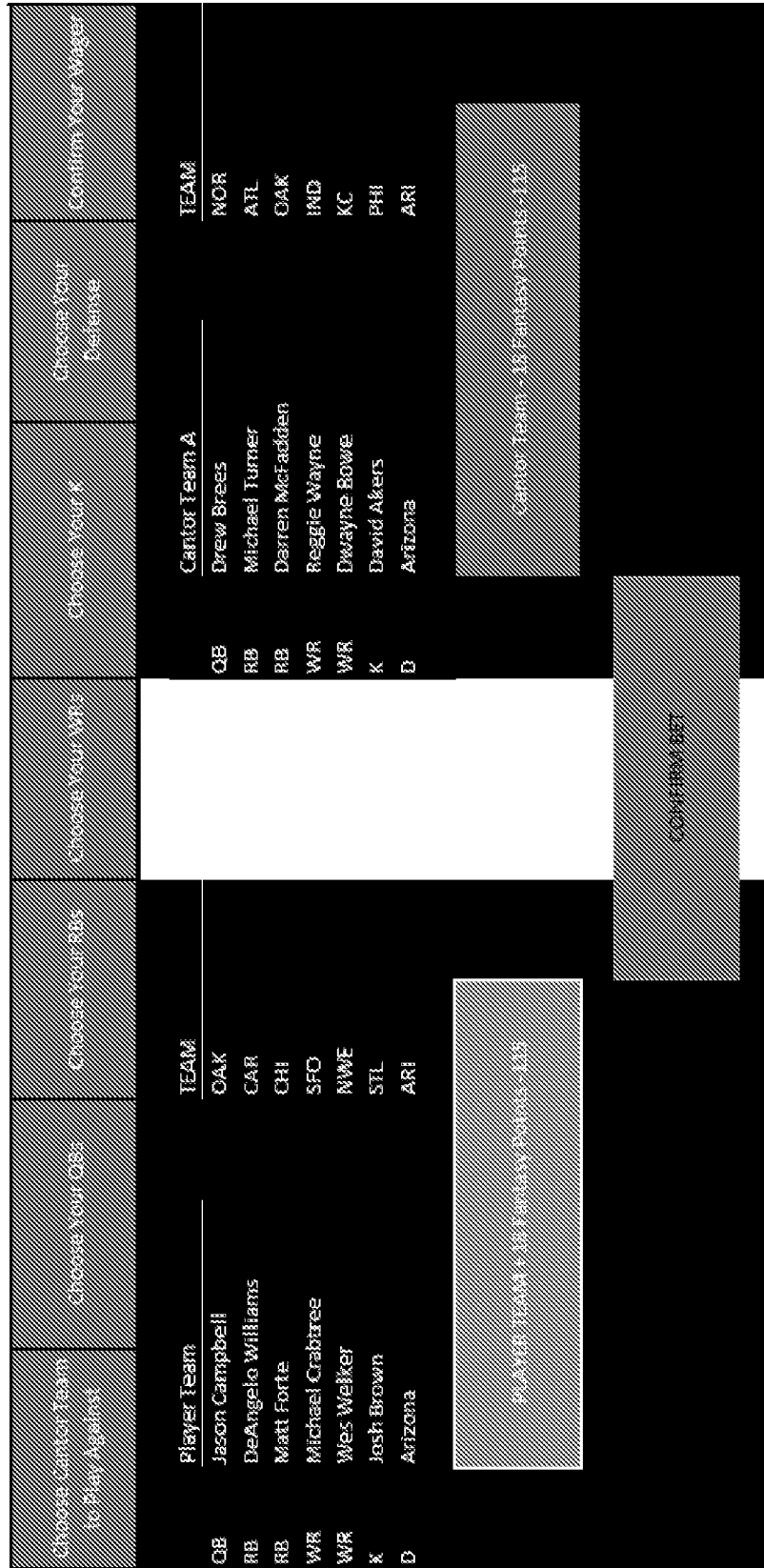


Figure 3

Figure 4



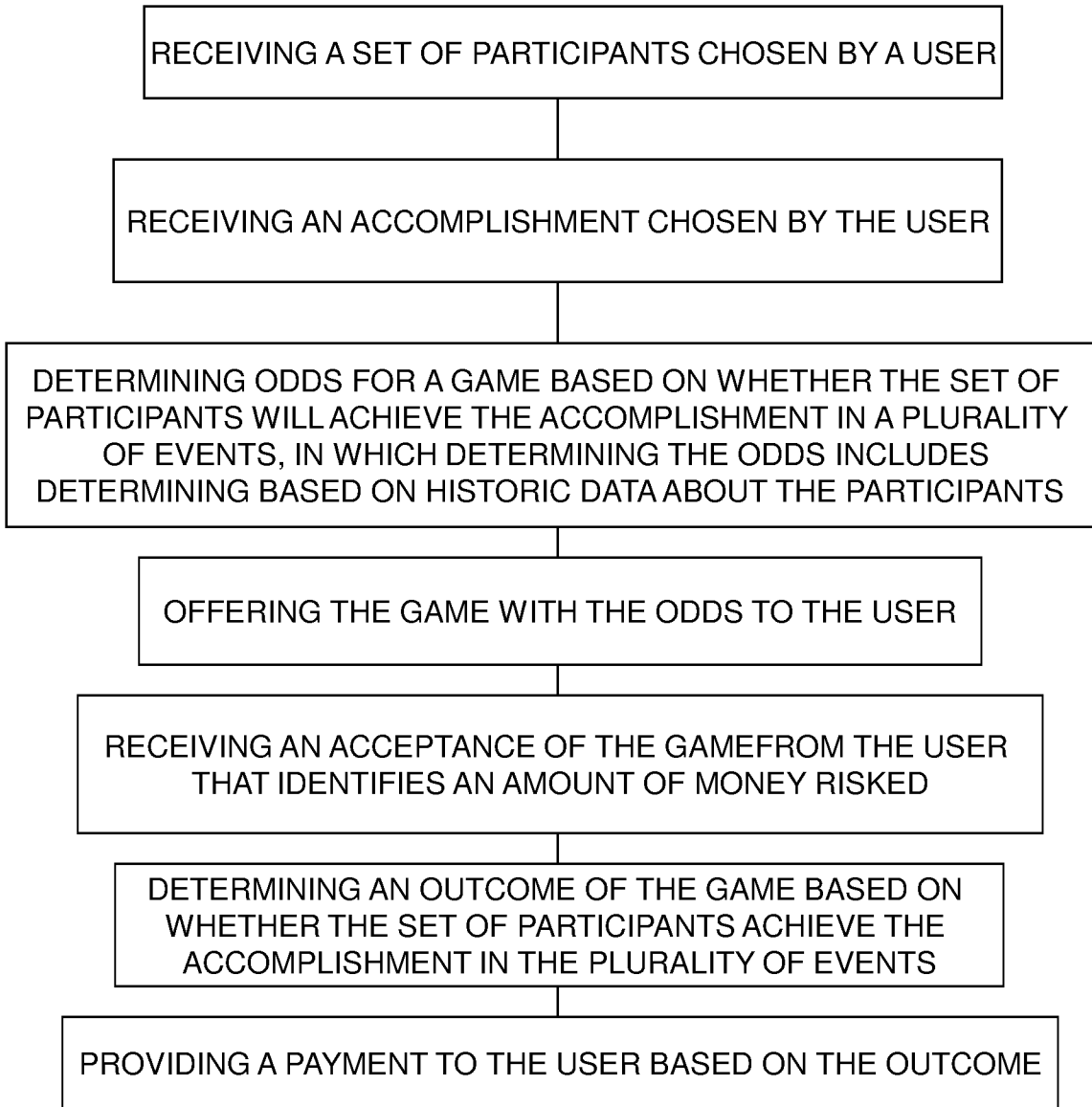


Figure 5



**INTERNATIONAL SEARCH REPORT**

International application No.  
PCT/US2013/027259

**A. CLASSIFICATION OF SUBJECT MATTER**  
IPC(8) - A63F 9/24 (2013.01)  
USPC - 463/4  
According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**  
Minimum documentation searched (classification system followed by classification symbols)  
IPC(8) - A63F 9/06, 9/24, 13/00, 13/12 (2013.01)  
USPC - 463/4, 25, 30, 43

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched  
CPC - A63F 13/005, 13/02, 13/10, 13/12

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)  
PatBase, Google Patents, ProQuest

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 2012/0009984 A1 (AMAITIS et al) 12 January 2012 (12.01.2012) entire document	1-17
A	US 2011/0098093 A1 (AMAITIS et al) 28 April 2011 (28.04.2011) entire document	1-17
A	US 2010/0285857 A1 (ANDERSON et al) 11 November 2010 (11.11.2010) entire document	1-17
A	US 2008/0287198 A1 (CALLERY et al) 20 November 2008 (20.11.2008) entire document	1-17
A	US 2006/0205461 A1 (LAROCCA et al) 14 September 2006 (14.09.2006) entire document	1-17

Further documents are listed in the continuation of Box C.

\* Special categories of cited documents:

"A" document defining the general state of the art which is not considered to be of particular relevance	"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"E" earlier application or patent but published on or after the international filing date	"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)	"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
"O" document referring to an oral disclosure, use, exhibition or other means	"&" document member of the same patent family
"P" document published prior to the international filing date but later than the priority date claimed	

Date of the actual completion of the international search 11 April 2013	Date of mailing of the international search report <b>26 APR 2013</b>
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Name and mailing address of the ISA/US Mail Stop PCT, Attn: ISA/US, Commissioner for Patents P.O. Box 1450, Alexandria, Virginia 22313-1450 Facsimile No. 571-273-3201	Authorized officer: Blaine R. Copenheaver  PCT Helpdesk: 571-272-4300 PCT OSP: 571-272-7774
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