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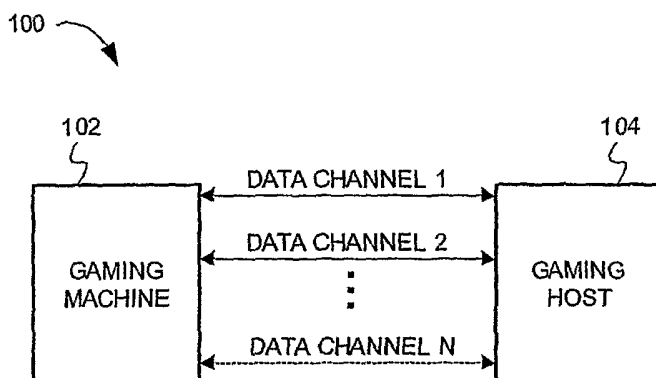
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(54) Title: METHOD AND SYSTEM FOR USING MULTI-CHANNEL COMMUNICATIONS TO ENHANCE GAMING SECURITY



(57) Abstract: A method and system for using multi-channel communications to enhance security is described herein. In one embodiment, the method comprises receiving in a first gaming device a set of gaming data stream portions over a plurality of data channels, wherein the gaming data stream portions are received from a second gaming device. The method further comprises combining ones of the set of gaming data stream portions into a gaming data stream.

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## METHOD AND SYSTEM FOR USING MULTI-CHANNEL COMMUNICATIONS TO ENHANCE GAMING SECURITY

### RELATED APPLICATION

5           This application claims the benefit of U.S. Provisional Application Serial  
No. 60/565,791 filed April 26, 2004, which is incorporated herein by reference.

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### FIELD

15           This invention relates generally to the field of gaming systems and more  
particularly to secure gaming system communication techniques.

### BACKGROUND

20           Casino gaming machines (e.g., video slots, video poker, video blackjack,  
video keno, video bingo, video pachinko, and video lottery) are often configured  
to operate as part of a host-based gaming network. Host-based gaming networks  
typically include a number of gaming machines, where each gaming machine is  
communicatively coupled via a single dedicated data channel (i.e. a non-public  
data channel) to one or more gaming hosts. In such a configuration, the gaming  
25           hosts collect various types of gaming data, such as betting information, payout  
information, banking information, etc. over the single data channel. One  
disadvantage of using a single data channel to transmit information between  
gaming machines and a gaming host is that a single data channel may be difficult  
to secure. An infiltrator could access to all communications between the gaming  
30           machine and the gaming host by breaching the single data channel. Another  
disadvantage of the single data channel is a lack of bandwidth. Currently, most  
of the dedicated gaming data channel networks are bandwidth-limited RS232  
networks, which operate at 19.2 kbps to 38.4 kbps.

## SUMMARY

A method and system for using multi-channel communications to enhance security is described herein. In one embodiment, the method comprises receiving in a first gaming device a set of gaming data stream portions over a plurality of data channels, wherein the gaming data stream portions are received from a second gaming device. The method further comprises combining ones of the set of gaming data stream portions into a gaming data stream.

In one embodiment, the system includes a first gaming device for performing a number of operations. The operations include disassembling a gaming data stream into gaming data stream portions and transmitting the gaming data stream portions. The system also includes a second gaming device for performing the following operations: receiving the gaming data stream portions and assembling the gaming data stream portions into the gaming data stream. The system also includes a plurality of data channels for transmitting gaming data stream portions from the first gaming device to the second gaming device.

## BRIEF DESCRIPTION OF THE FIGURES

The present invention is illustrated by way of example and not limitation in the Figures of the accompanying drawings in which:

**Figure 1** is a data flow diagram illustrating multi-channel communications between a gaming machine and a gaming host, according to exemplary embodiments of the invention;

**Figure 2** is a block diagram illustrating a system for transmitting gaming data over multiple data channels, according to exemplary embodiments of the invention;

**Figure 3** is a flow diagram illustrating operations for transmitting data over a plurality of data channels, according to exemplary embodiments of the invention;

**Figure 4** is a flow diagram illustrating operations for receiving gaming data over multiple data channels, according to exemplary embodiments of the invention;

**Figure 5** is a flow diagram illustrating operations for transmitting encrypted gaming data over a first data channel and security information over a second data channel, according to exemplary embodiments of the invention;

**Figure 6** is a flow diagram illustrating exemplary operations for receiving encrypted gaming data and security information over separate data channels, according to exemplary embodiments of the invention;

**Figure 7** is a flow diagram illustrating operations for transmitting interleaved encrypted gaming data and encryption information over a plurality of data channels, according to exemplary embodiments of the invention;

**Figure 8** is a flow diagram illustrating operations for receiving interleaved encrypted gaming data and encryption information over a plurality of data channels, according to exemplary embodiments of the invention; and

**Figure 9** is a perspective view of a gaming device, according to exemplary embodiments of the invention.

15

### DESCRIPTION OF THE EMBODIMENTS

Systems and methods for transmitting gaming information over multiple communication channels are described herein. In the following description, numerous specific details are set forth. However, it is understood that embodiments of the invention may be practiced without these specific details. In other instances, well-known circuits, structures and techniques have not been shown in detail in order not to obscure the understanding of this description. Note that in this description, references to “one embodiment” or “an embodiment” mean that the feature being referred to is included in at least one embodiment of the invention. Further, separate references to “one embodiment” in this description do not necessarily refer to the same embodiment; however, neither are such embodiments mutually exclusive, unless so stated and except as will be readily apparent to those of ordinary skill in the art. Thus, the present invention can include any variety of combinations and/or integrations of the embodiments described herein. Moreover, in this description, the phrase “exemplary embodiment” means that the embodiment being referred to serves as an example or illustration.

Herein, block diagrams illustrate exemplary embodiments of the invention. Also herein, flow diagrams illustrate operations of the exemplary embodiments of the invention. The operations of the flow diagrams will be described with reference to the exemplary embodiments shown in the block diagrams. However, it should be understood that the operations of the flow diagrams could be performed by embodiments of the invention other than those discussed with reference to the block diagrams, and embodiments discussed with references to the block diagrams could perform operations different than those discussed with reference to the flow diagrams. Moreover, it should be understood that although the flow diagrams depict serial operations, certain embodiments could perform certain of those operations in parallel.

#### Overview of Embodiments

This section provides a system overview, according to an embodiment of the invention. **Figure 1** is a data flow diagram illustrating multi-channel communications between a gaming machine and a gaming host, according to exemplary embodiments of the invention. As shown in Figure 1, gaming system 100 includes a gaming machine 102 and a gaming host 104. The gaming machine 102 is communicatively connected to the gaming host 104 by a set of N data channels, where N is any suitable number of data channels (e.g.,  $N = 16$ ). In one embodiment, each data channel is established over a separate transmission medium (e.g. copper wire, fiber optic cable, etc.). Alternatively, each data channel can be established over a common transmission medium using time division or frequency division multiplexing. Moreover, some or all of the data channels can be established using wireless technology.

The data channels can transmit gaming data and security data between the gaming machine 102 and the gaming host 104. According to embodiments, gaming data can include betting information, payout information, banking information, etc., while security information can include passwords, encryption keys, digital certificates, etc. In one embodiment, data channels 1 and 2 can be used for transmitting encrypted betting information from the gaming machine 102 to the gaming host 104. Data channel N can be used for transmitting encryption keys or other security information from the gaming machine 102 to the gaming host 104. Transmitting the betting information and encryption keys



storage device, such as a disk drive, flash RAM drive, CD-ROM drive, DVD-ROM drive, etc. The storage unit 208 can store information regarding player profiles, current and past player bets, recent payouts, progressive jackpot amounts, and other various gaming and betting information. The storage unit  
5 208 can also store security information, such as digital certificates, encryption keys, passwords, and other trust information.

The player interface unit 206 can include one or more audio and video presentation devices. For example, the player interface unit 206 can include two liquid crystal display monitors and several audio speakers for presenting a game.  
10 The player interface unit 206 can also include various input devices, such as buttons and switches, which receive player input during a game.

The gaming machine 202 also includes a data channel interface unit 228 for transmitting and receiving gaming and security information over a plurality of communication channels. The data channel interface unit 228 can include  
15 hardware, software, or other logic for preparing data for transmission according to any suitable transmission layer protocol, such as Ethernet, ATM, DSL, etc. The data channel interface unit 228 can also include logic for preparing data for transmission according to any suitable wireless protocol, such as 802.11g. The data channel interface unit 228 can also include logic for encapsulating and  
20 decapsulating data according to any protocol layer of the Open Systems Interconnect protocol stack, such as the Transfer Control Protocol (TCP), Internet protocol (IP), datalink protocols, etc. The data channel interface unit 228 can receive data for transmission from any of the gaming machine components. For example, the gaming machine control unit 224 can send  
25 betting information to the data channel interface unit 228, which in turn transmits the betting information to the gaming host 204 over a plurality of data channels 218. The data channel interface unit 228 also receives data from the gaming host 204 and forwards it to the appropriate gaming machine component (e.g., the gaming machine control unit 224). Operations for transmitting and  
30 receiving gaming and security data over a plurality of data channels will be described in detail in the next section.

As noted above, in addition to the gaming machine 202, the gaming system 200 also includes the gaming host 204. The gaming host includes a data channel interface unit 210, storage unit 214, game administrator interface unit

216, and a gaming host control unit 212. The gaming host components can communicate with each other over a bus 222.

The gaming host's data channel interface unit 210 transmits and receives gaming and security information to and from the gaming machine 202 via the plurality of data channels 218. Like its gaming machine counterpart, the gaming host's data channel interface unit 210 can include hardware, software, or other logic for preparing data for transmission according to any suitable data transmission protocol, such as ethernet, ATM, DSL, etc. The data channel interface unit 210 can also include logic for data transmission/receipt according to any suitable wireless protocol, such as 802.11g. The data channel interface unit 228 can also include logic for encapsulating and decapsulating data according to any layer of the OSI protocol stack, such as the Transfer Control Protocol (TCP), Internet protocol (IP), datalink protocols, etc. The data channel interface unit 210 receives data over the plurality of data channels and forwards the data to an appropriate gaming host component (e.g., the gaming host control unit 212).

The gaming host's storage unit 214 can be any suitable persistent storage device, such as a disk drive, flash ROM drive, CD-ROM drive, DVD-ROM drive, etc. The storage unit 214 can store gaming and security information, as described above.

The game administrator interface unit 216 can include hardware, software, or other logic for providing an interface through which an administrator can configure the gaming host 204. For example, the game administrator interface unit 216 can include an LCD monitor, keyboard, mouse, and/or any other suitable input/output device. The game administrator interface unit 216 provides an interface through which a gaming administrator can update gaming information, security information, communications settings, etc.

The gaming host control unit 212 is the primary controller for the gaming host 204. The gaming host control unit 212 includes logic for cataloging and organizing gaming and security information. The gaming host control unit 212 determines when selected gaming and security information is transmitted to the gaming machine 202. Additionally, the gaming host control unit can include logic for encrypting and decrypting gaming information. The gaming host



control unit 212 can be configured through the game administrator interface unit 216.

The gaming system components (e.g., the gaming machine control unit 224 ) shown in Figure 2 can include various processors, application specific  
5 integrated circuits (ASICs), memories, and/or machine-readable media for performing operations according to embodiments of the invention. Machine-readable media includes any mechanism that provides (i.e., stores and/or transmits) information in a form readable by a machine (e.g., a computer). For example, a machine-readable medium includes read only memory (ROM),  
10 random access memory (RAM), magnetic disk storage media, optical storage media, flash memory devices, electrical, optical, acoustical, or other forms of propagated signals (e.g., carrier waves, infrared signals, digital signals, etc.), etc. The operations of the components of the gaming machine 202 and the gaming host 204 are described in greater detail below in the next section.

15

### Exemplary Operations

This section describes the exemplary operations of the gaming system described above. In this section, Figures 3-8 will be presented. In particular, Figures 3 and 4 describes general operations for transmitting and receiving  
20 gaming information over a plurality of data channels, while Figures 5-8 describe more detailed operations for transmitting and receiving gaming and security information over a plurality of data channels.

**Figure 3** is a flow diagram illustrating operations for transmitting data over a plurality of data channels, according to exemplary embodiments of the  
25 invention. The flow diagram of Figure 3 will be described with reference to the gaming system of Figure 2. The flow diagram 300 commences at block 302.

At block 302, gaming data is selected for transmission. For example, the gaming host control unit 212 selects gaming data for transmission. The gaming host control unit 212 can select gaming data stored within the storage unit 214.  
30 The gaming host control unit 212 can disassemble a gaming data stream into a set of smaller data packets, which are suitable for transmission over a data channel. The flow continues at block 304.

At block 304, a plurality of data channels are selected. For example, the gaming host control unit 212 instructs the data channel interface unit 210 to

select a plurality of data channels over which to transmit the selected gaming data. The flow continues at block 306.

At block 306, portions of the gaming data are transmitted over the selected data channels. For example, the data channel interface unit 210  
5 transmits portions of the gaming data over each of the data channels 218. Alternatively, portions of the gaming data are transmitted over less than all of the data channels 218. From block 306, the flow ends.

**Figure 4** is a flow diagram illustrating operations for receiving gaming data over multiple data channels, according to exemplary embodiments of the invention. The flow diagram 400 will be described with reference to the  
10 exemplary gaming system shown in Figure 2. The flow diagram 400 commences at block 402.

At block 402, portions of the gaming data are received over the data channels. For example, the gaming machine's data channel interface unit 228  
15 receives portions of the gaming data over the data channels 218. The flow continues at block 404.

At block 404, the gaming data portions are reassembled. For example, the gaming machine's data channel interface unit 228 reassembled the gaming data portions. The data channel interface unit 228 can forwards the gaming data  
20 portions to any of the gaming machine components (e.g., storage unit 208). From block 404, the flow ends.

While Figures 3 and 4 describe general operations for transmitting and receiving gaming data over a plurality of data channels, Figures 5-8 describe operations for transmitting and receiving gaming data and security information  
25 (e.g., encryption keys etc.) over a plurality of data channels.

**Figure 5** is a flow diagram illustrating operations for transmitting encrypted gaming data over a first data channel and security information over a second data channel, according to exemplary embodiments of the invention. The operations of flow diagram 500 will be described with reference to the  
30 exemplary gaming system shown in Figure 2. The flow diagram 500 commences at block 502.

At block 502, gaming data is selected for transmission. For example, the gaming host control unit 212 selects gaming data for transmission. The gaming host control unit 212 can select gaming data stored in the storage unit 214.

Alternatively, the gaming host control unit 212 can select gaming data received through the game administrator interface 216. The flow continues at block 504.

At block 504, the gaming data is encrypted using an encryption key. For example, the gaming host control unit 212 encrypts the selected gaming data using an encryption key. Any commonly known or specifically developed encryption technique can be used for encrypting the gaming data. The flow continues at block 506.

At block 506, encrypted gaming data is transmitted over a first data channel. For example, the gaming host's data channel interface unit 210 transmits the encrypted the gaming data over one of the data channels 218. The flow continues at block 508.

At block 508, an encryption key is transmitted over a second data channel. For example, the gaming host control unit 212 transmits an encryption key to the data channel interface unit 210, which transmits the encryption key over a different one of the data channels 218. That is, the data channel interface unit 210 transmits the encryption key and the encrypted gaming data over different data channels. From block 508, the flow ends.

**Figure 6** is a flow diagram illustrating exemplary operations for receiving encrypted gaming data and security information over separate data channels, according to exemplary embodiments of the invention. The flow diagram 600 will be described with reference to the exemplary gaming system shown in Figure 2. The flow diagram 600 commences at block 602.

At block 602, encrypted gaming data is received over a first data channel. For example, the gaming machine's data channel interface unit 228 receives encrypted gaming data over one of the data channels 218. The flow continues at block 604.

At block 604, an encryption key is received on a second data channel. For example, the gaming machine's data channel interface unit 228 receives an encryption key over a second data channel. It should be understood that the encryption key and encrypted gaming data are received over different data channels. The flow continues at block 606.

At block 606, the encrypted gaming data is decrypted using the encryption key. For example, the gaming machine's data channel interface unit 228 forwards the encrypted gaming data and encryption key to the gaming

control unit 202, which decrypts the encrypted gaming data. The gaming control unit 202 can store the decrypted gaming data in the storage unit 208. From block 606, the flow ends.

In the following discussion, Figures 7 and 8 describe transmitting and receiving interleaved encrypted gaming data over a plurality of data channels.

**Figure 7** is a flow diagram illustrating operations for transmitting interleaved encrypted gaming data and encryption information over a plurality of data channels, according to exemplary embodiments of the invention. The flow diagram 700 will be described with reference to the exemplary gaming system shown in Figure 2. The flow diagram 700 commences at block 702.

At block 702, gaming data is selected for transmission. For example, the gaming host control unit 212 selects gaming data for transmission. The gaming host control unit 212 can select gaming data stored in the storage unit 214. The flow continues at block 704.

At block 704, the plurality of data channels are selected. For example, the gaming host's data channel interface unit 210 selects a plurality of data channels over which to transmit the selected gaming data. The data channel interface unit 210 can randomly select the data channels or it can select data channels according to any suitable selection algorithm. The flow continues at block 706.

At block 706, the gaming data is encrypted using an encryption key. For example, the gaming host control unit 212 encrypts the gaming data using an encryption key. The gaming host control unit 212 can employ an encryption algorithm that calls for one or more encryption keys. The flow continues at block 708.

At block 708, the gaming data and encryption key are interleaved into a data stream. For example, the gaming host control unit 212 interleaves portions of the encrypted gaming data and the encryption key in a data stream. The gaming host control unit 212 creates the interleaved data stream by interspersing the encrypted gaming data with one or more encryption keys. The gaming host control unit 212 transmits the interleaved data stream to the data channel interface unit 210 for transmission over the data channels 218. The flow continues at block 710.

At block 710, portions of the data stream are transmitted over the selected data channels. For example, the data channel interface unit 210 transmits portions of the data stream over the plurality of selected data channels 218. In one embodiment, the selected data channels includes all of the data channels 218. Alternatively, the selected group of the data channels includes less than all the data channels 218. From block 710, the flow ends.

**Figure 8** is a flow diagram illustrating operations for receiving interleaved encrypted gaming data and encryption information over a plurality of data channels, according to exemplary embodiments of the invention. The flow diagram 700 will be described with reference to the exemplary gaming system shown in Figure 2. The flow diagram 800 commences at block 802.

At block 802, portions of an interleaved data stream are received over a plurality of data channels. For example, the gaming machine's data channel interface unit 228 receives portions of an interleaved data stream over a plurality of data channels 218. The flow continues at block 804.

At block 804, encrypted gaming data and an encryption keys are reassembled. For example, the gaming machine's data channel interface unit 228 reassembles the encrypted gaming data and encryption key from the data stream portions. If more than one encryption key is received, the additional keys are reassembled. The flow continues at block 806.

At block 806, the gaming data is decrypted using the encryption key. For example, the reassembled encrypted gaming data and encryption key(s) are transmitted to the gaming machine control unit 224, where the encrypted gaming data is decrypted.

25

### Exemplary Gaming Device

**Figure 9** is a perspective view of a gaming device, according to exemplary embodiments of the invention. As shown in Figure 9, the gaming device 900 can be a slot machine having the controls, displays, and features of a conventional slot machine. The gaming device 900 can be operated while players are standing or seated. Additionally, the gaming device 900 is preferably mounted on a console. However, it should be appreciated that the gaming device 900 can be constructed as a pub-style tabletop game (not shown), which a player can operate while sitting. Furthermore, the gaming device 900 can be

constructed with varying cabinet and display designs. The gaming device 900 can incorporate any primary game such as slot, poker, or keno, and additional bonus round games. The symbols and indicia used on and in the gaming device 900 can take mechanical, electrical or video form.

5 As illustrated in Figure 9, the gaming device 900 includes a coin slot 902 and bill acceptor 924. Players can place coins in the coin slot 902 and paper money or ticket vouchers in the bill acceptor 924. Other devices can be used for accepting payment. For example, credit/debit card readers/validators can be used for accepting payment. Additionally, the gaming device 900 can perform  
10 electronic funds transfers and financial transfers to procure monies from house financial accounts. When a player inserts money in the gaming device 900, a number of credits corresponding to the amount deposited is shown in a credit display. After depositing the appropriate amount of money, a player can begin playing the game by pushing play button 908. The play button 908 can be any  
15 play activator used by the player to start a game or sequence of events in the gaming device 900.

As shown in Figure 9, the gaming device 900 also includes a bet display 912 and a "bet one" button 916. The player places a bet by pushing the bet one button 916. The player can increase the bet by one credit each time the player  
20 pushes the bet one button 916. When the player pushes the bet one button 916, the number of credits shown in the credit display 906 decreases by one, and the number of credits shown in the bet display 912 increases by one.

A player may "cash out" by pressing a cash out button. When a player cashes out, the gaming device 900 dispenses a number of coins, corresponding to  
25 the number of remaining credits, into the coin tray 918. The gaming device 900 may employ other payout mechanisms such as credit slips, which are redeemable by a cashier, or electronically recordable cards, which track player credits.

The gaming device 900 also includes one or more display devices. The embodiment shown in Figure 9 includes a primary display unit 904 and a  
30 secondary display unit 906. In one embodiment, the primary display unit 904 displays a plurality of reels 920. In one embodiment, the gaming device displays three reels, while an alternative embodiment displays five reels. In one embodiment, the reels are in video form. According to embodiments of the invention, the display units can display any visual representation or exhibition,

including moving physical objects (e.g., mechanical reels and wheels), dynamic lighting, and video images. In one embodiment, each reel 920 includes a plurality of symbols such as bells, hearts, fruits, numbers, letters, bars or other images, which correspond to a theme associated with the gaming device 900.

- 5 Furthermore, as shown in Figure 9, the gaming device 900 includes a primary sound unit 928 and a secondary sound unit 930. In one embodiment, the primary and secondary sound units include speakers or other suitable sound projection devices.

**CLAIMS**

1. A method comprising:  
receiving in a first gaming device a set of gaming data stream portions  
over a plurality of data channels, wherein the gaming data stream  
5 portions are received from a second gaming device;  
combining ones of the set of gaming data stream portions into a gaming  
data stream.
2. The method of claim 1, wherein the first gaming device is a gaming  
machine and the second gaming device is a gaming host.
- 10 3. The method of claim 2, wherein the plurality of data channels are  
dedicated data channels between the gaming machine and the gaming  
host.
4. The method of claim 1, wherein ones of the second set of data channels  
are established using a radio frequency protocol, an infrared protocol, a  
15 power line protocol, or ethernet protocol.
5. The method of claim 1 wherein the gaming data stream is encrypted.
6. The method 1 wherein the gaming data stream is interleaved.
7. A method comprising:  
performing the following operations in a first gaming device,  
20 dissassembling a gaming data stream into a first set of gaming  
data stream portions;  
selecting a second set of data channels for transmitting the  
gaming data stream portions;  
transmitting each of the first set of gaming stream portions over  
25 one of the second set of data channels, wherein the first  
set of gaming stream portions are transmitted to a second  
gaming device.
8. The method of claim 7 wherein the first gaming device is a gaming host  
and the second gaming device is a gaming machine.



9. The method of claim 7, wherein the second set of data channels are implemented using both wired technology and wireless technology.
10. A method comprising:  
performing the following operations in a first gaming device,  
5            encrypting gaming data using an encryption key;  
              transmitting the encrypted data over a first set of one or more data  
                                 channels, wherein the encrypted data is transmitted to a  
                                 second gaming device;  
              transmitting the encryption key over a second set of one or more  
10            data channels, wherein the encryption key is transmitted to  
              the second gaming device.
11. The method of claim 10, wherein the first gaming device is a gaming host and the second gaming device is a gaming machine.
12. A method comprising:  
15            receiving in a gaming device encrypted gaming data on a first set of one  
                                 or more data channels;  
              receiving an encryption key on a second set of one or more data  
                                 channels;  
              decrypting the encrypted gaming data using the encryption key.
- 20 13. The method of claim 12, wherein the gaming device is a gaming machine.
14. The method of claim 12, wherein the first set of one or more channels include Ethernet technology.
15. A method comprising:  
25            performing the following operations in a gaming device,  
              selecting gaming data for transmission;  
              selecting a plurality of data channels over which to transmit the  
                                 gaming data;  
              encrypting the gaming data using an encryption key;

- interleaving the gaming data and the encryption key into a gaming data stream;  
disassembling the gaming data stream into a set of gaming data stream portions;  
5 transmitting each of the gaming data stream portions over ones of the plurality of data channels.
16. The method of claim 15, wherein the gaming device is a gaming host.
17. The method of 15, wherein the data channels employ wireless technology.
- 10 18. A method comprising:  
receiving in a gaming device a data stream that includes encrypted gaming data interleaved with security data, wherein the data stream was received over a plurality of data channels;  
separating the encrypted gaming data from the security data, wherein the  
15 security data includes an encryption key;  
decrypting the encrypted gaming data using the encryption key.
19. The method of claim 18, wherein the gaming device is a gaming machine.
20. The method of claim 18, wherein the plurality of data channels include  
20 wireless data channels and wired data channels.
21. A system comprising:  
a first gaming device for performing the following,  
disassembling a gaming data stream into gaming data stream portions; and  
25 transmitting the gaming data stream portions;  
a second gaming device for performing the following,  
receiving the gaming data stream portions; and  
assembling the gaming data stream portions into the gaming data stream; and

a plurality of data channels for transmitting gaming data stream portions from the first gaming device to the second gaming device.

22. The system of claim 21, wherein the first gaming device is a gaming host and the second gaming device is a gaming machine.
- 5 23. The system of claim 21 wherein, the first gaming device further performs encrypting gaming data using an encryption key, and wherein the second gaming device further performs decrypting gaming data using the encryption key.

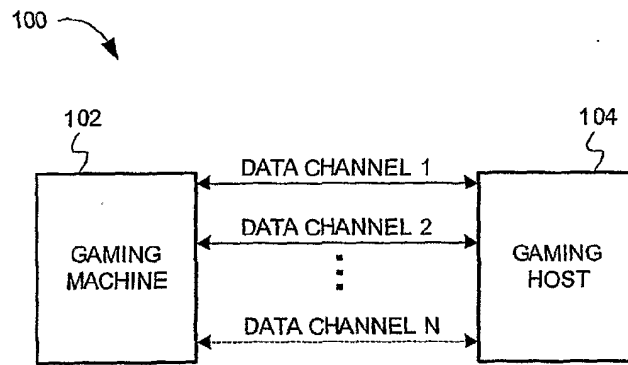


FIG. 1

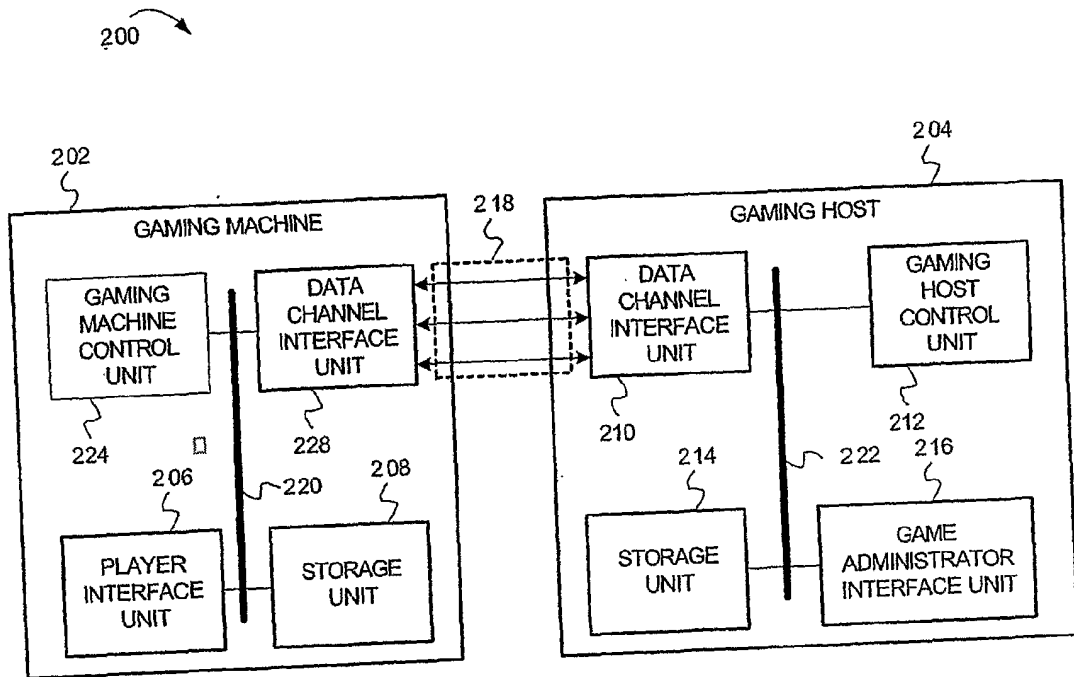


FIG. 2

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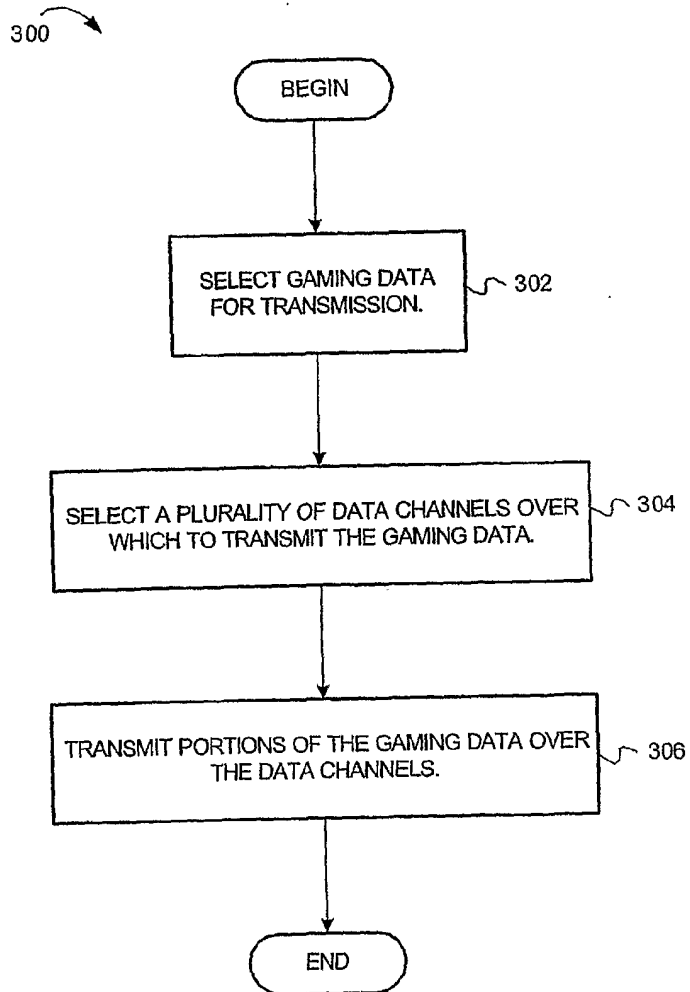


FIG. 3

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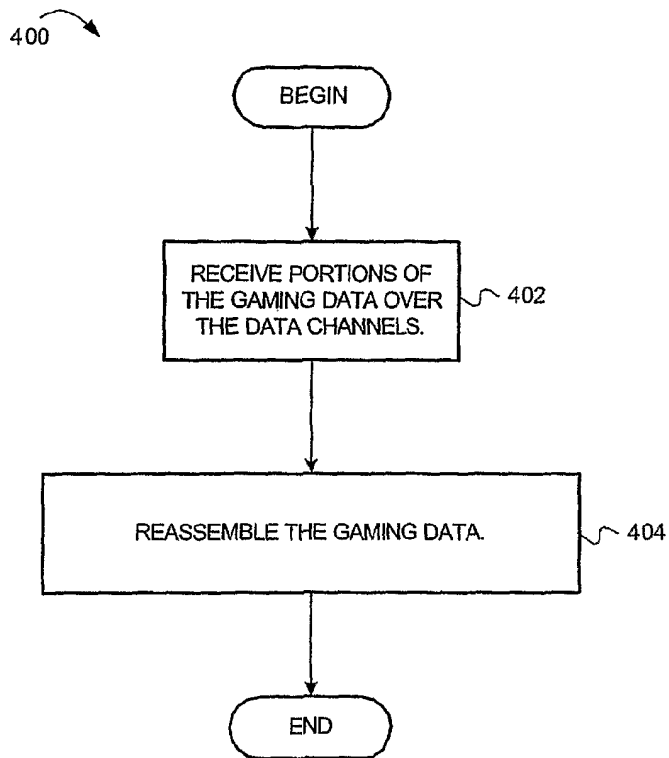


FIG. 4

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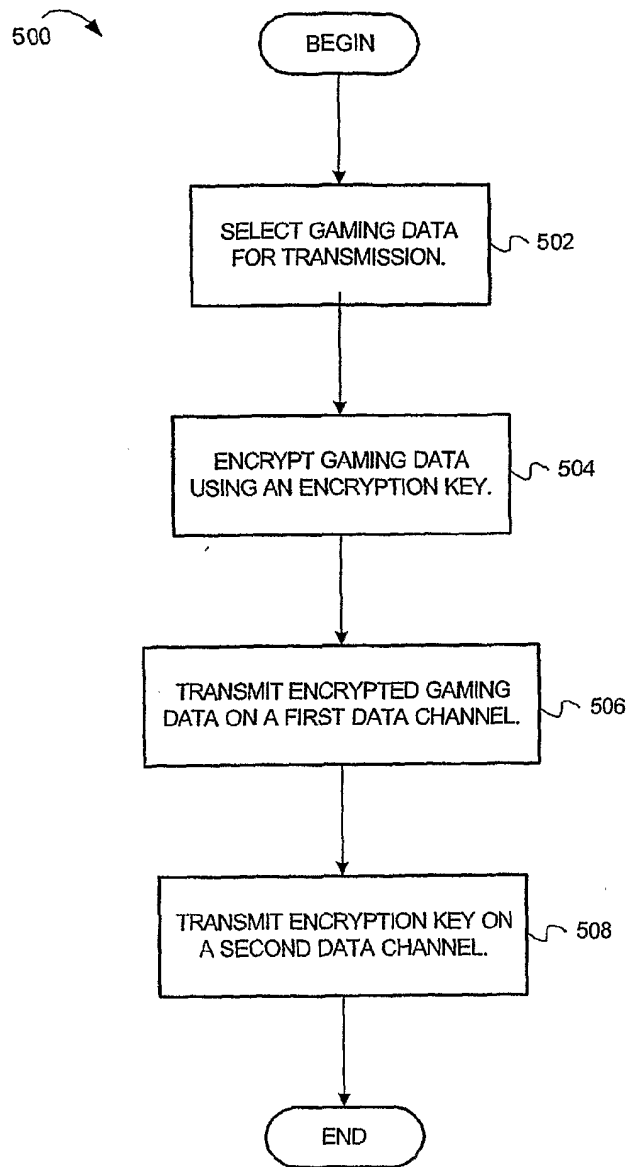


FIG. 5



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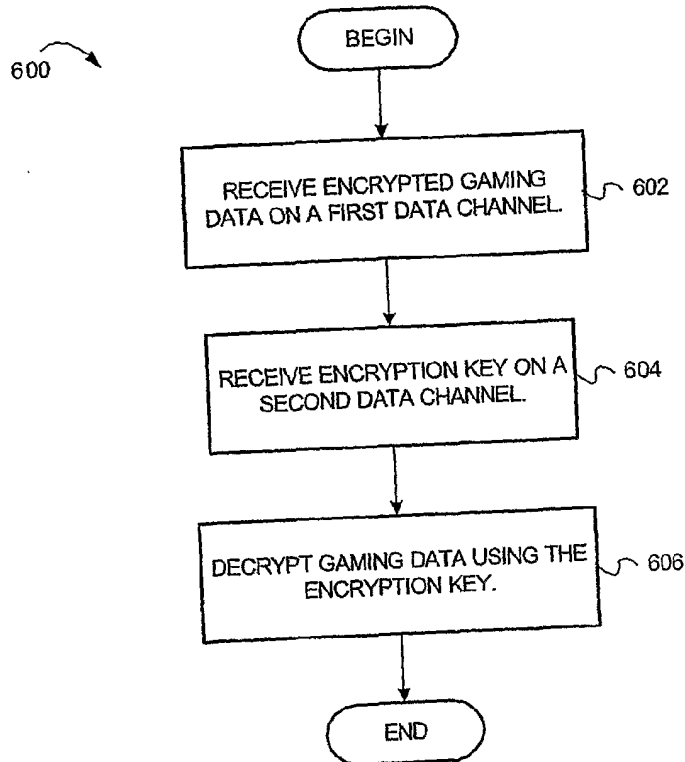


FIG. 6

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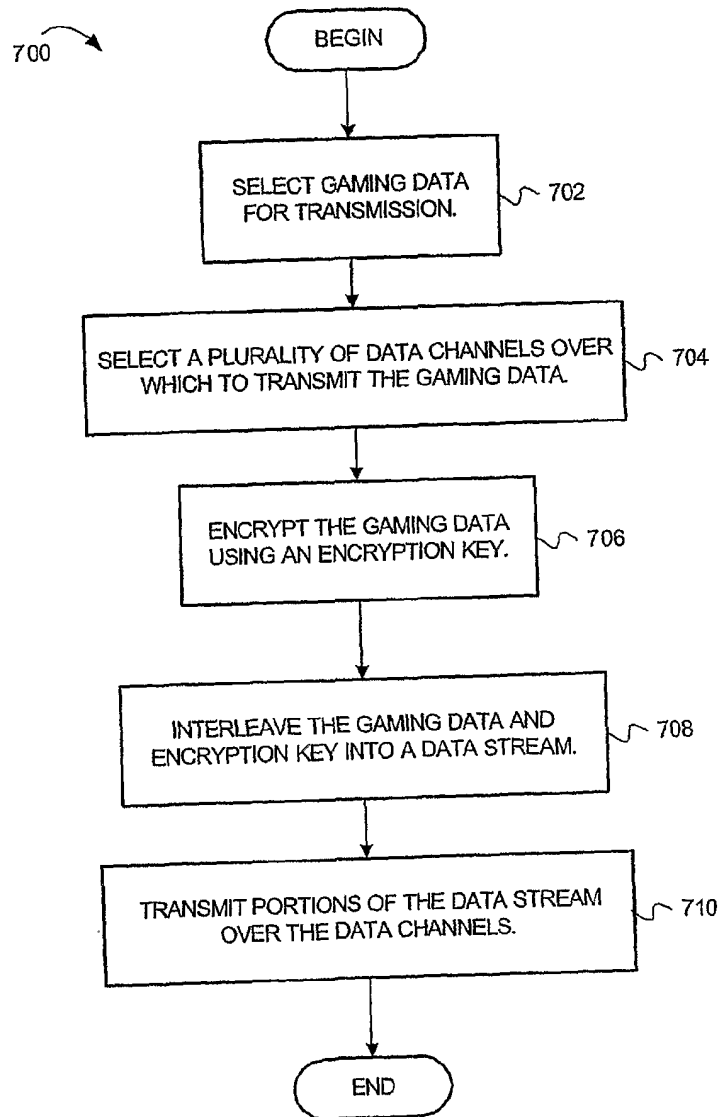


FIG. 7

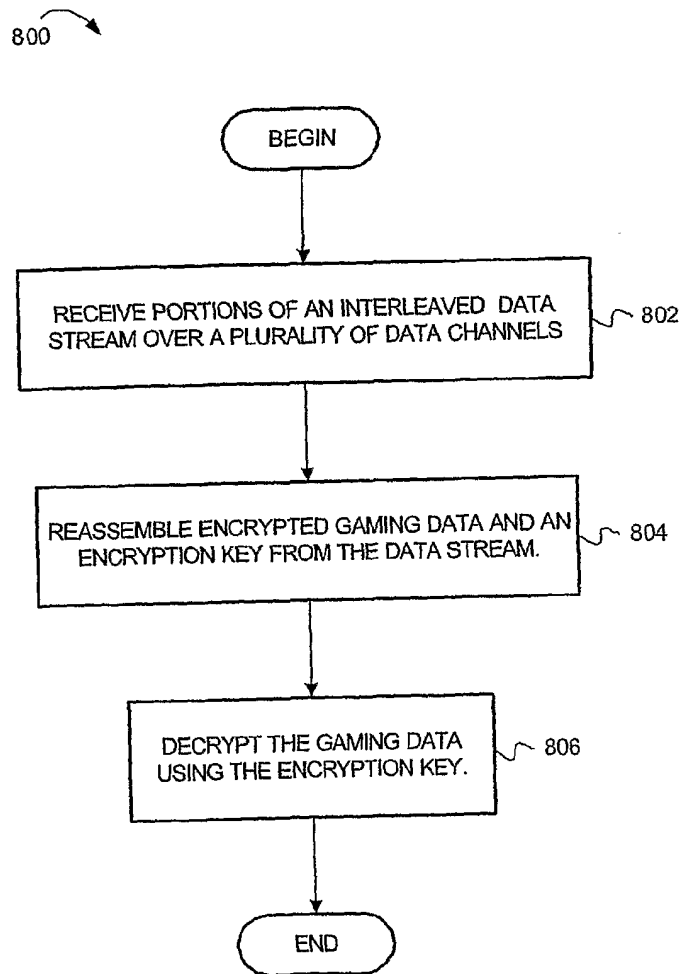


FIG. 8

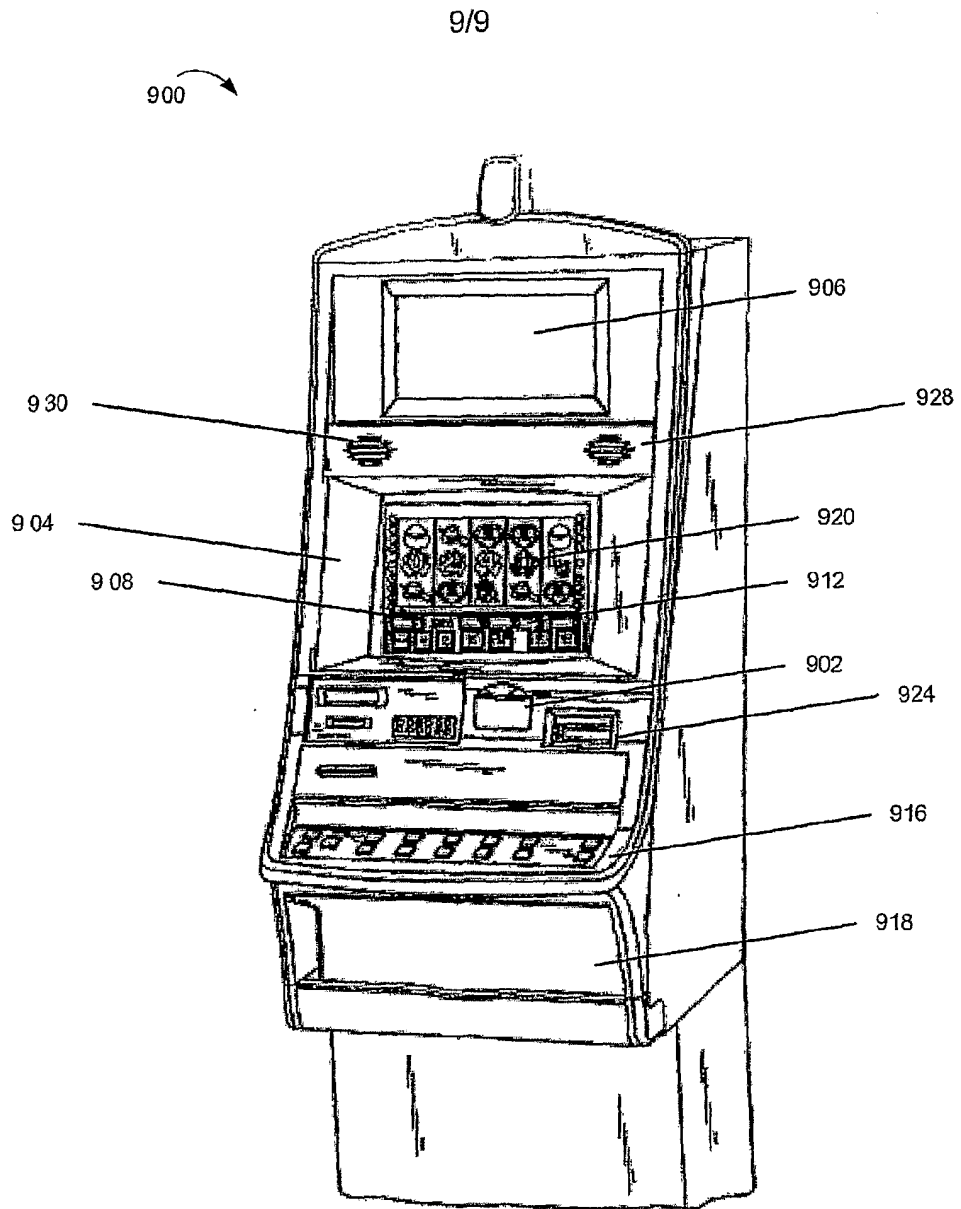


FIG. 9