

NATIONAL
INDIAN
GAMING
COMMISSION

August 31, 1993

Jeffrey D. Parker
President, Executive Council
Bay Mills Indian Community
Rural Route No. 1
Brimley , Michigan 49715

Dear President Parker:

This letter responds to your request to review and approve the tribal gaming ordinance submitted on June 3, 1993 and amended on August 30, 1993 for the Bay Mills Indian Community. This letter constitutes such approval under the Indian Gaming Regulatory Act (IGRA).

Under the IGRA and the regulations of the National Indian Gaming Commission (NIGC), the chairman is directed to review ordinances with respect to the requirements of that Act and the implementing regulations. Thus, the scope of the Chairman's review and approval is limited to the requirements of the IGRA and the NIGC regulations. Such approval does not constitute approval of specific games.

The NIGC expects to receive the applications for key employees and primary management officials under 25 C.F.R. § 556.6 (as published in the Federal Register on January 22, 1993, at 58 Fed. Reg. 5813) and fingerprint cards under NIGC Bulletin No. 2 which was sent to all tribes in July. Provisions other than those required under the IGRA or the NIGC regulations that may be included in a tribal ordinance are not subject to review and approval.

It is important to note that the gaming ordinance is approved for gaming only on Indian lands as defined in the IGRA.

This approval is for class II gaming only. If the Tribe should wish to engage in class III gaming in the future, it must first negotiate and obtain approval of a tribal-state compact for such games. Please notify the NIGC when the compact is approved by the Secretary of the Interior and forward a copy of it to this office.

FILE COPY

Thank you for submitting the ordinance of the Bay Mills Indian Community for review and approval. The NIGC staff and I look forward to working with you and your Tribe in implementing the IGRA.

Sincerely yours,

A handwritten signature in cursive script that reads "Fred W. Anderson".

for Anthony J. Hope
Chairman

cc: Kathryn Tierney, Esq.



NOV 14 2000

Bertram E. Hirsch, Esq.
P.O. Box 220145
Great Neck, NY 11022

Re: National Indian Bingo Game Classification Opinion

Dear Mr. Hirsch:

This letter responds to your request on behalf of your client, Parker Gaming, Inc. (Parker) for a game classification opinion of its proposed game called National Indian Bingo (NIB). We have reviewed your June 1, 2000, request as well as your subsequent letters of June 30, 2000, July 28, 2000, August 18, 2000, and October 25, 2000. We conclude that NIB is a Class II game pursuant to the Indian Gaming Regulatory Act (IGRA) and is therefore subject to regulation by Tribes and the National Indian Gaming Commission (NIGC). This opinion supersedes our prior opinion regarding NIB issued on August 9, 1999.

This opinion is based solely on the written materials submitted. No prototype of the game has been developed. When a tribe begins operation of NIB, continued play will be subject to our field review. If there are any changes made to the game as described below, such changes might materially alter our opinion.

BACKGROUND

On August 9, 1999, in response to a game classification request by Parker, the NIGC issued an opinion that NIB was a class III game. This opinion was based on written submissions provided by Parker and oral representations made to the NIGC.

On December 17, 1999, you filed a Complaint on behalf of Parker in the United States District Court, District of South Dakota, which challenged the August 9, 1999, opinion and sought a declaratory judgment that NIB is a class II game pursuant to the IGRA.

During January and February 2000, you had discussions with NIGC Staff Attorney Maria Getoff, during which it became apparent that the August 9, 1999 decision might have been based on incomplete information and/or a misunderstanding of certain game features. In addition, Ms. Getoff raised questions about the game that prompted Parker to consider modifications to the game.

Based on these discussions, it was agreed that Parker would seek voluntary dismissal of its Complaint and resubmit a request for a classification opinion on the revised NIB game. On February 4, 2000, Parker voluntarily dismissed its lawsuit. The NIGC agreed that it would seek to render a decision within 60 days of receipt of the resubmitted request.

On June 1, 2000, Parker resubmitted its request. Upon review of the resubmission, the NIGC determined that additional information was required before it could render an opinion. The NIGC received the requested information on June 30, 2000. On several subsequent occasions, additional questions were raised and the NIGC requested more information from Parker. This information was provided on July 28, 2000, and August 18, 2000.

DESCRIPTION OF GAME

As described in the materials, NIB is a linked bingo game with a progressive jackpot. The game would be played live once per week, at a gaming facility of one of the participating tribes. Bingo players located at the gaming facilities of the other participating tribes would play the game by watching a digital reader board display. Bingo cards would be purchased throughout the week preceding a live bingo game.

Bingo Card Dispensing Machine

There are two ways a player would be able to purchase a bingo card. First, a player, using the bingo card-dispensing machine, could directly purchase bingo cards. Alternatively, a player physically located on Indian land could establish an account at a tribal gaming facility and appoint the tribal gaming facility as legal agent for the purpose of purchasing bingo cards. The facility would then purchase cards upon instruction from the player who is physically present on Indian land and pay for the purchase from the account. In this way, a player could instruct the tribal gaming facility to purchase, for instance, one card for each of the next four weekly games.¹

NIB would utilize traditionally configured paper bingo cards bearing letters and numbers. Live drawings would be conducted with traditional bingo balls, marked with letter and number combinations, drawn from a bingo blower. Players would compete for two jackpots: a weekly jackpot and a progressive jackpot.

A bingo card holder would win the progressive jackpot if he covers a row using the first four letter or number combinations drawn and a "floating free space." If the progressive jackpot is won, the game would continue until there is a winner of a smaller weekly jackpot. A weekly

¹ Parker's original submission provided for the establishment of accounts and the purchase of cards via telephone, mail or e-mail. Parker withdrew these features due to our conclusion that all gaming activity must take place on Indian lands as required by IGRA. The use of any off-reservation game features, including account establishment or card purchase, would void this opinion and subject the tribe to civil and criminal prosecution.

jackpot winner is one who is the first to cover any five of the letter or number combinations drawn and those letter or number combinations are arranged in either a vertical, horizontal, or diagonal row. With either jackpot, if there is more than one winning card, the prize is shared equally among holders of all winning bingo cards.

Use of Agents to Play Game

NIB could be played by the purchaser/player or through a designated legal agent. Because the tribal gaming facility would not know the identities of the players who are present in person, the tribal gaming facility, acting as the legally appointed agent for each player, would play all of the cards purchased for a given drawing. To assure that each purchaser designates the tribal gaming facility as legal agent, the bingo card dispenser machine would dispense an original card with a tear off or peel off duplicate card attached. Each player would be required to validate the original card by filling in the identifying information on the card and by designating the tribal gaming facility as legal agent to play the card and at time won, to claim, receive, and hold any prize for and on behalf of an absent purchaser.

Purchasers would further be required to tear or peel off and retain the duplicate and deposit the original in a secure deposit box. If the purchaser is present when the bingo game is played the purchaser could play using the duplicate and covering the numbers when balls are drawn. If the purchaser is not physically present, the tribal gaming facility acting as agent, would play the original card by covering the numbers on the original card when the bingo balls are drawn. In either situation, the agent would play all original cards.

Bingo Card Reader/Dauber Machine

Each tribal gaming facility would carry out its agent responsibilities by the use of tribal gaming facility employees. The tribal gaming facility employees would use Bingo Card Reader/Dauber (Reader/Dauber) machines to read and daub the cards. These machines would be similar to other "bingo minder" machines in use throughout Indian country. The materials submitted indicate that Parker is unable to identify presently the number of players who would be represented by each tribal gaming facility employee playing the game. The volume of cards would dictate the number of bingo card Reader/Dauber machines that would be necessary for all of the purchased cards to be played simultaneously. NIB will, however, use the bingo card Reader/Dauber machines that within current technology can read and daub the largest volume of cards.

At the start of the game, all of the original cards purchased for that drawing would be placed in one or more bingo card Reader/Dauber machines. As each letter or number combination is drawn by the bingo blower, the agent in charge of the machine would enter into the machine the data identifying each letter or number combination and instruct the machine to scan or read each of the cards it holds and identify each card having the combination drawn. Upon further instruction by the agent the machine would daub or cover each corresponding number or letter combination on each card.

APPLICABLE LAW

IGRA defines class II gaming in relevant part to include:

(i) the game of chance commonly known as bingo (whether or not electronic, computer, or other technologic aids are used in connection therewith) --

(I) which is played for prizes, including monetary prizes, with cards bearing numbers or other designations:

(II) in which the holder of the card covers such numbers or designations when objects, similarly numbered or designated, are drawn or electronically determined; and

(III) in which the game is won by the first person covering a previously designated arrangement of numbers or designations on such cards.

25 U.S.C. §2703(7)(A).

NIGC regulations similarly define class II gaming as follows:

(a) Bingo or lotto (whether or not electronic, computer, or other technologic aids are used) when players:

(1) Play for prizes with cards bearing numbers or other designations:

(2) Cover numbers or designations when objects, similarly numbered or designated, are drawn or electronically determined; and

(3) Win the game by being the first person to cover a designated pattern on such cards.

25 C.F.R. § 502.3.

In addition, if technological aids are used, the following definition applies:

Electronic, computer or other technologic aid means a device such as a computer, telephone, cable, television, satellite or bingo blower that when used-

(a) Is not a game of chance but merely assists a player or the playing of a game;

(b) Is readily distinguishable from the playing of a game of chance on an electronic or electromechanical facsimile; and

(c) Is operated according to applicable Federal communications law.

25 C.F.R. § 502.7.

Class II gaming specifically does not include "(ii) electronic or electromechanical facsimiles of any game of chance or slot machine of any kind." 25 U.S.C.

§ 2703(7)(B)(ii). Electronic or electromechanical facsimile means any gambling device as defined in the Johnson Act at 15 U.S.C. § 1171(a)(2) or (3). 25 C.F.R. § 502.8. The Johnson Act defines a gambling device as follows:

- (1) any so-called "slot machine" or any other machine or mechanical device an essential part of which is a drum or reel with insignia thereon, and (A) which when operated may deliver, as the result of the application of an element of chance, any money or property or (B) by the operation of which a person may become entitled to receive, as the result of the application of an element of chance, any money or property; or
- (2) any other machine or mechanical device (including but not limited to, roulette wheels and similar devices) designed and manufactured primarily for use in connection with gambling, and (A) which when operated may deliver, as the result of the application of chance, any money or property, or (B) by the operation of which a person may become entitled to receive, as the result of the application of an element of chance, any money or property

15 U.S.C. § 1711(a).

ANALYSIS

Use of Agents to Play Game

IGRA contains no statutory prohibition on the use of agents to play the game of bingo. The bingo definition contained in IGRA requires only that the "holder of the card" cover the numbers. 25 U.S.C. § 2703 (7)(A)(i)(II). The "holder" is not defined. The holder in NIB is either the player or the player's designated agent. Although the bingo definition in the NIGC regulations replaces the word "holder" with the word "player," this is a distinction without a difference when the law of agency is applied to the analysis. It is a fundamental tenet of the law of agency that the acts of the agent are deemed to be the acts of the principal. *See* 3 Am. Jur. 2D Agency § 2 (1986); *See also* Lubbock Feed Lots, Inc. v. Iowa Beef Processors, Inc., 630 F.2d 250, 272 (5th Cir. 1980); U.S. v. Sylvanus, 192 F.2d 96, 108 (7th Cir. 1951); and Lux Art Van Service, Inc. v. Pollard, 344 F.2d 883, 887 (9th Cir. 1965). When the agent plays the NIB card for the player, the act of playing the card is deemed to be the act of the player/principal. The legal effect is that the agent *is* the player. Therefore, the use of agents violates neither IGRA's provision regarding the holder nor NIGC's regulations that discuss the player.

The Three-Part Bingo Definition

To qualify as a class II game, NIB must meet the three-part definition of bingo. First, it must be played for prizes with cards bearing numbers or other designations. 25 U.S.C.

§ 2703(7)(A)(i)(I). The materials submitted by Parker describe the game as utilizing traditionally configured paper bingo cards bearing letters and numbers. The game is played for prizes. Therefore, NIB meets the first part of the definition.

Second, IGRA requires holders to cover the numbers or other designations when objects, similarly numbered or designated, are drawn or electronically determined. 25 U.S.C.

§ 2703(7)(A)(i)(II). NIB would utilize live drawings conducted with traditional bingo balls, marked with letter and number combinations, drawn from a bingo blower. Players or their designated agents would cover the letter and number combinations on the bingo cards when the bingo balls are drawn from the bingo blower.

As described in the submission, the letter and number combinations would be covered by the agent and by those players who are physically present. The agent will utilize a Reader/Dauber to cover combinations determined by the bingo blower (The individual player may use a device commonly used in the industry, called a bingo minder. Both devices work in essentially similar fashion). As described above, the agent enters data into the Reader/Dauber machine identifying each letter and number combination drawn by the bingo blower, and instructs the machine to scan or read each of the cards it holds and identify each card with the letter and number combination drawn. Upon further instruction by the agent the machine will daub or cover each corresponding number and letter combination on each card.

A similar feature used to cover patterns on an electronic bingo card has been found by a federal court to be an acceptable class II method. In U.S. v. 103 Electronic Gambling Devices, 1998 WL 827586 (N.D. Cal), *affirmed*, 2000 WL 1218766 (9th Cir. Aug. 29, 2000), the court determined that the MegaMania electronic bingo game was a Class II game. In so finding, the court analyzed a feature of the game which automatically identified electronically drawn numbers, requiring the player to merely push a "daub" button which covered the drawn number or numbers. This feature made it unnecessary for the player to push a button corresponding to each relevant position on the bingo card. The court held that:

There is nothing in IGRA or its implementing regulations [t]hat require a player to independently locate each called number on each of the player's card and manually 'cover' each number independently and separately. The statute and the implementing regulations merely require that a player cover the numbers without specifying how they must be covered.

Id. at 6.² While the MegaMania game automatically identifies the electronically drawn numbers, the Reader/Dauber operates in a manner that requires the agent to take an

² In another case which dealt with the classification under the IGRA of the MegaMania game, the court found unpersuasive the argument that the game was not a class II game because the player does not actually "cover" the numbers, but merely presses a lighted "daub button" and the machine does the covering. United States v. 162 Megamania Gambling Devices More or Less, et al., No. 97-C-1140-K (N.D. Okla. October 26, 1998), *aff'd*, 2000 WL 1634741 (10th Cir. Oct. 31, 2000).

independent action to enter into the machine data identifying each letter and number combination drawn. Certainly, if the automatic features of the MegaMania do not contravene the requirement that players cover the numbers when drawn, neither does the use of the Reader/Dauber in NIB. Therefore, we find that neither the use of bingo minder machines by players nor the use of the Reader/Dauber machine by agents violates the requirement that the player cover numbers or designations when objects, similarly numbered or designated, are drawn or electronically determined. NIB satisfies the second part of the bingo definition.

Finally, the third element of class II bingo requires that the game be won by the first person to cover a designated pattern. 25 U.S.C. §2703(7)(A)(i)(III). According to information provided by Parker, NIB will so operate. Of course, if there is more than one winner of a bingo game, the winners split the prize evenly. Such a feature violates neither the spirit nor the letter of the law. See U.S. v. 103 Electronic Gambling Devices, 1998 WL 827586, 827587 (N.D. Cal), *affirmed*, 2000 WL 1218766 (9th Cir. Aug. 29, 2000). Therefore, NIB meets the third and final element of class II bingo.

Reader/Dauber Machine

Having concluded that NIB meets the three fundamental elements of bingo, we must next decide whether the Reader/Dauber machine qualifies as a technological aid and is therefore authorized for use in connection with class II bingo. 25 U.S.C. § 2703(7)(A)(i). To be so authorized, the Reader/Dauber must meet a three-part definition as follows:

- (a) [It] is not a game of chance but merely assists a player or the playing of a game;
- (b) [It] is readily distinguishable from the playing of a game of chance on an electronic or electromechanical facsimile; and
- (c) [It] is operated according to applicable Federal communications law.

25 C.F.R. § 502.7.

The Senate Report on IGRA is instructive when analyzing the technological aid versus electronic facsimile question:

The [Senate Indian Affairs] Committee specifically rejects any inference that tribes should restrict class II games to existing game sizes, levels of participation, or current technology. The Committee intends that tribes be given the opportunity to take advantage of modern methods of conducting class II games and the language regarding technology is designed to provide maximum flexibility.

S. REP. No. 446, 100th Cong., 2d Sess. 9 (1988).

The first inquiry is whether the Reader/Dauber is itself a game of chance or whether it merely assists a player or the playing of a game. As described above, the Reader/Dauber scans the pre-printed bingo cards. As each number and letter combination is drawn by the bingo blower, the agent in charge of the machine would enter into the machine the data identifying the number and letter combination and instruct the machine to scan or read each of the cards. Upon further instruction by the agent the machine would daub or cover each corresponding number and letter combination on each card and identify each card having the combination drawn.

The Reader/Dauber is not itself a game of chance. Whether a player will win or lose a NIB game would be entirely determined by the contents of the card purchased, and whether the letter and number combinations on the bingo balls drawn by the bingo blower match the letter and number combinations on the bingo card. The Reader/Dauber would have no effect on whether the player wins or loses. Indeed, use of the Reader/Dauber would merely assist the player or agent; allowing for the play of a larger volume of cards than is possible with manual reading and daubing, thereby broadening participation levels with current technology as sanctioned by Congress. Based on this analysis, we find that the Reader/Dauber is not a game of chance but merely assists the player. Thus, it meets the first requirement of a technological aid.

Having determined the Reader/Dauber is not a game of chance but merely assists the player in the play of the game of bingo, we must next decide whether the Reader/Dauber is an "electronic or electromechanical facsimile" of the game of bingo. *See* 25 U.S.C.

§ 2703(7)(B)(ii). NIGC regulations define electronic or electromechanical facsimile to be any gambling device as defined in the Johnson Act. 25 C.F.R. § 502.8. However, two recent federal circuit courts of appeal have held that the Johnson Act definition does not apply to bingo aids. *See U.S. v. 103 Gambling Devices*, 2000 WL 1218766, _____ (9th Cir. Aug. 29, 2000) ("[T]he text of IGRA quite explicitly indicates that Congress did not intend to allow the Johnson Act to reach bingo aids."); *United States v. 162 Megamania Gambling Devices More or Less, et.al.*, 2000 WL 1634741, 10 (10th Cir. Oct. 31, 2000) ("We [c]onclude Congress did not intend the Johnson Act to apply if the game at issue fits within the definition of a Class II game, and is played with the use of an electronic aid.").

Rather, courts have "adopted a plain meaning interpretation of the term 'facsimile' and recognized a facsimile of a game is one that replicates the characteristics of the underlying game." *162 Megamania Gambling Devices*, at 10. *See also Cabazon Band of Mission Indians v. National Indian Gaming Commission*, 827 F. Supp 26, 32 (D.D.C. 1993) ("The definition of facsimile is an exact and detailed copy of something."), *aff'd*, 14 F.3d 633, 636 (D.C. Cir. 1994) ("[a]s commonly understood, facsimiles are exact copies, or duplicates"); *Sycuan Band of Mission Indians v. Roache*, 54 F.3d 535, 542 (9th Cir. 1994) ("[t]he first dictionary definition of 'facsimile' is 'an exact and detailed copy of something.'").

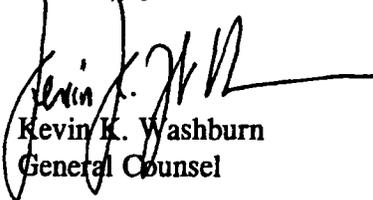
The Reader/Dauber is not an exact copy of the game of bingo. It is a device that reads and daubs bingo cards in large numbers thereby assisting players in the play of bingo. The complete game of bingo is not and cannot be played on the Reader/Dauber. For the game of bingo to be

played, cards must be purchased, balls must be drawn, and the results called out or otherwise communicated. The Reader/Dauber does none of this. As discussed above, the Reader/Dauber is merely an aid to the play of bingo, and does not replicate the game of bingo.⁴

The final requirement for use of a technological aid in connection with class II bingo is that the aid must be operated according to applicable Federal communications law. It is Parker's responsibility to ensure that NIB is so operated. We make no determination whether the game as described violates any Federal communications law.

Please be advised that this legal opinion is advisory in nature only and that it may be superseded, reversed, revised, or reconsidered by a subsequent General Counsel or Chairman of the Commission. Furthermore, if there are any changes made to the game as described, such changes might materially alter our conclusion.

Sincerely yours,



Kevin K. Washburn
General Counsel

⁴ A recent D.C. Circuit Court of Appeals decision applied a similar analysis with respect to the classification of a pull-tab machine. The issue before the court was whether the Lucky Tab II game, an electromechanical device that dispenses paper pull-tabs and then displays their contents on a video monitor, should be classified under IGRA as a class II aid or a class III facsimile. The court held the device was an aid to the play of pull-tabs because it cannot change the outcome of the game but merely reads the paper pull-tab and displays the contents on a screen. Diamond Game Enterprises, Inc. v. Reno, et. al, 2000 WL 1577954, 5 (D.C. Circuit, Nov. 3, 2000).

JUL 26 1995

Larry Montgomery
President and COO
Multimedia Games, Inc.
7335 S. Lewis, Suite 302
Tulsa, Oklahoma 74316

Dear Mr. Montgomery:

Thank you for your letter of May 4, 1995, requesting the National Indian Gaming Commission (NIGC) to advise Multimedia Games, Inc. on the legality of using agents to play bingo cards for players who are not physically present at an Indian bingo facility.

Specifically, Multimedia Games, Inc. has requested the NIGC to determine whether the game as presented below is consistent with the definition of "Bingo" as a form of Class II gaming. As you know, the game of bingo is defined in the Indian Gaming Regulatory Act (IGRA). In addition, IGRA requires that all Class II gaming be conducted on Indian lands. 25 U.S.C. §2710 (b) (1).

The definition of "Bingo" is contained within the definition of "Class II gaming."

(A) The term "class II gaming" means-

(i) The game of chance commonly known as bingo (whether or not electronic, computer, or other technological aids are used in connection therewith)-

(I) Which is played for prizes, including monetary prizes, with cards bearing numbers or other designations,

(II) In which the holder of the card covers such numbers or designations when objects, similarly numbered or designated, are drawn or electronically determined, and

(III) In which the game is won by the first person covering a previously designated arrangement of numbers or designations on such cards.
25 U.S.C. §2703 (7) (A) (i).

As we understand the proposal, Multimedia Games, Inc. intends to offer home viewers the opportunity to participate in MegaBingo by purchasing a proxy service from agents located at participating Indian bingo facilities. MegaBingo is a class II game conducted on a daily basis with over 50 Indian tribes, linked by closed circuit

telephone lines and satellite television. Agents charge the purchaser of the proxy service a fee for purchasing a bingo card(s) at the Indian bingo hall and playing that bingo card(s) on their behalf. The agent is not an employee of any licensed class II establishment, but rather functions as an employee of Multimedia Games, Inc. Multimedia Games, Inc. is responsible for the payment of all prizes won by the purchaser of the proxy service. The agents will be located on Indian lands. Agents will then play the card for their principal, the purchaser. This concept is known as "proxy play." "Proxy play" involves the use of computer aided technology to assist the agent or, "proxy player," to track the bingo cards for a number of proxy play purchasers.

MegaBingo is played and videotaped during a regularly scheduled class II bingo game at a tribal bingo hall. The game is played by all holders of bingo cards present in the hall including those holding their own cards as well as agents holding cards for those purchasers of the proxy service. The computers will allow agents to play more than one card at a time. As the numbers are called, the cards are appropriately marked and the first person covering the previously designated arrangements of the numbers is the winner when yells "bingo!" Play continues until there is bingo on every game.

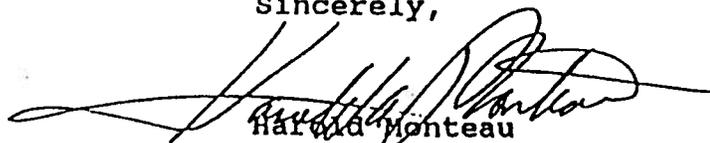
The game as described by Multimedia Games, Inc., complies with the statutory definitions of bingo in that 1) the game is being played for prizes with cards bearing numbers or other designations; 2) the holder of the card (i.e. the player, or proxy player) must cover a card bearing numbers or other designation; and 3) the game is won by the first person covering a previously designated arrangement of numbers or designations on such cards.

The NIGC has considered the question of whether this game is actually being played on Indian lands. There is no statutory prohibition against the use of agents for the conduct of bingo. Accordingly, the acts of the agent, which occur on Indian lands, are deemed to be the acts of the principal.

Therefore, in the opinion of the Commission, the conduct of the game described herein falls within the definition of bingo as defined by 25 U.S.C. §2703 (7) (A) (i) and within the definition of Indian lands as defined by 25 U.S.C. §2703 (4) (4) (A) (B). If MegaBingo is played with the parameters described above, the NIGC is of the opinion that the games complies with IGRA.

I trust this addresses your concerns.

Sincerely,


Harold Monteau
Chairman

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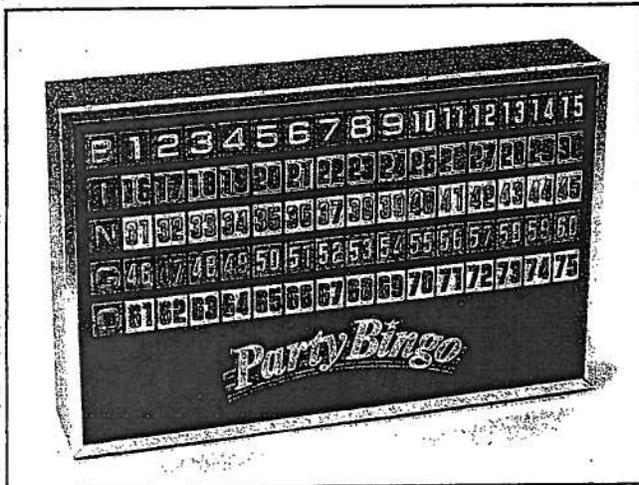
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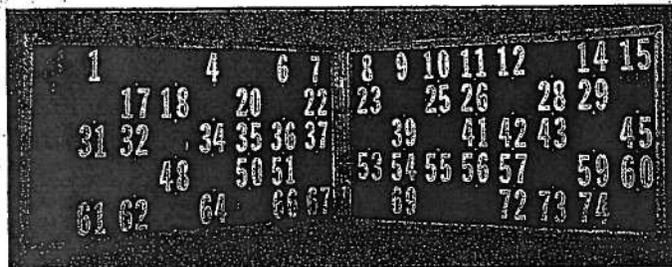
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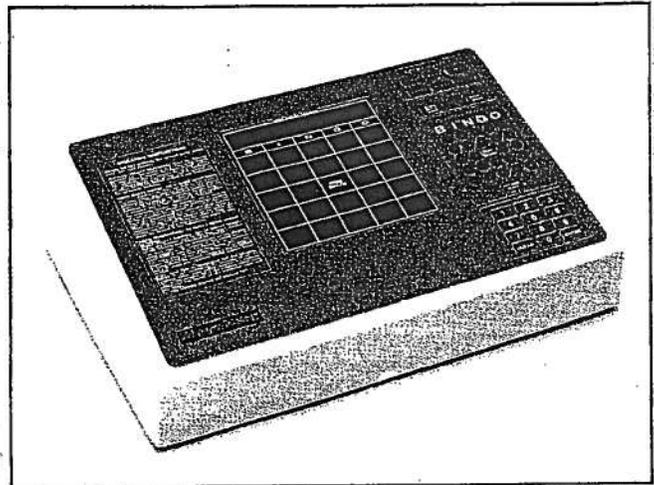
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- False bingos are instantly indicated—no more long waits. Estimate 30 to 45 minutes saved in 3 hours of play.
- Contains these Bingo King Bingo Papers: 18000 series Champion, 18000 series Mark Every Time, both with and without bonus numbers; 6000 series Shutter Cards, 12000 series King's Line, 9000 series Bonanza Bingo,® and these other series— TRIANGLE BINGO,™ WINFALL™ Bingo, WILDCARD™ Bingo, POKER JACKPOT BINGO,™ SANTA BINGO,™ CHRISTMAS TREE BINGO,™ and CROSSWORD BINGO.™

HOW IT WORKS:

Numbers are placed into memory as each ball is placed in Masterboard. When Bingo is called, caller keys in card number and the actual numbers on that card are displayed on the control panel and, if you desire, on all monitors connected to your camera video system. If it is a valid bingo according to the pattern being played, the winning pattern and winning numbers will flash.

ADDITIONAL FEATURES:

- Works with any game pattern.
 - Displays number of balls in play and last number called.
 - Size: 18½"L x 13½"W x 6"H, Weight 17 lbs.
- For automatic operation with any of our AUTOTRONIC™ systems.

Cat. No. MONVER **\$339500**

MAGNETIC GAME BOARD



- Lightweight easy to move.
- Appoximate size 23 inches x 32 inches.
- Generous supply of 3 inch magnetic yellow circles to create pattern.

Cat. No. CMGB **\$7495**

BINGO BRAIN®

Prices quoted include delivery on all orders of \$50.00 and up.

With Bingo Brain,® Your Players may never miss a winning Bingo again, and that will make you a winner!

It's the perfect backup for your players as they mark their cards. The CONFIDENCE they gain from never missing a winning Bingo encourages them to play more cards. And that means more income for your organization.

Bingo Brain® Card Manager increases your income 3 ways

- 1. Increases Card Sales.** Bingo Brain® dramatically increases your AVERAGE CARDS PLAYED PER PERSON! You control the number of cards which may be played using Bingo Brain,® and can gradually increase that limit as players' acceptance grows. Bingo Brain® allows anyone to play up to 96 cards easily and accurately.
- 2. Profit from rental of Bingo Brain.®** Rent Bingo Brain® to your players for a fee or provide it free with a specified number of cards purchased.
- 3. Profit from sales of Bingo Brain.®** Many avid bingo players will want to own their own Bingo Brain® Card Manager. For every Bingo Brain® you sell, you will earn additional profit.

The Bingo Brain® Card Manager doesn't change your game. It doesn't change the way you sell your cards, call the numbers or conduct the game. You just sell more cards!

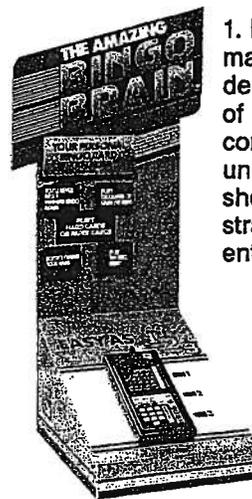
It's as easy as 1-2-3

- 1. LOAD THE CARDS** by entering the center/free space number of the bingo cards. For paper cards, after the initial sheet is entered, one center/free space number creates all the cards for the following sheet.
- 2. SELECT THE GAME PATTERN.** Bingo Brain® has pre-stored in its memory all of the most popular bingo game patterns. The convenient GAME PATTERN INDEX helps the user quickly select the game to be played. Bingo Brain® is capable of playing Double or Triple Bingo, Progressive Bingo, or thousands of other game patterns with the unique "Draw Your Own Winning Pattern" feature.
- 3. MARK THE CARDS.** Once the cards have been entered and the pattern has been selected, Bingo Brain® is ready to see that players never miss a winning Bingo card. As the numbers called are entered, Bingo Brain® instantly indicates how many cards had "hits," and displays that card which is closest to Bingo. Bingo Brain® will let the user know which of their cards has a Bingo so they'll never miss a winner again!

The Secret's in the Card Library Cartridges. The Card Library Cartridges contain a complete Bingo Card Manufacturer's series of bingo cards. These Cartridges easily plug into the Bingo Brain® Base Unit and allow high speed card entry simply by entering a bingo card's center/free space number. Just choose the Card Library Cartridge you need for your hall.



We make it easy for you to make more money. Bingo Brain,® Inc. provides you with a marketing support program that will help you generate more income for your organization.



1. Bingo Brain®'s eye catching, automated POINT OF SALE DISPLAY will demonstrate the simple to use features of the Bingo Brain® Card Manager. It comes with two card manager base units (one for the display and one to show or use in your hall), one demonstration cartridge and one high speed entry Card Library Cartridge.

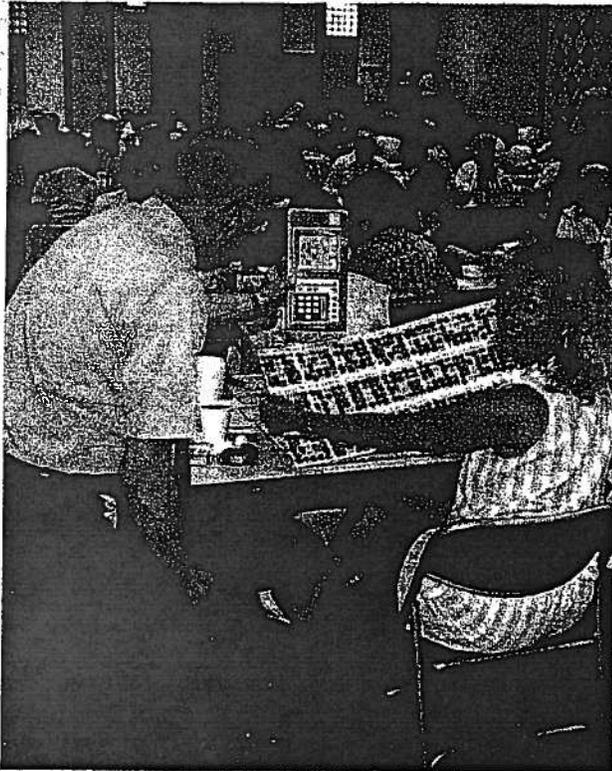
2. Video taped instructions help you and your players easily learn how to use Bingo Brain.®

3. Attractive posters and consumer brochures let your players know that your hall is a Bingo Brain® hall.

Prices quoted include
delivery on all orders
of \$50.00 and up.

BINGO BRAIN®

Improve Your Bingo Hall's Security, Bingo Brain® Is An Electronic Bingo Card Checkbook, Too!



**NOW AVAILABLE WITH 18,000
SERIES CARD LIBRARY CARTRIDGES!**

Equip your floorwalkers with the Bingo Brain® Card Manager to improve your Hall's security.

When a player calls out "Bingo" it's easy to verify the winning card. The floorwalker just enters the free space number into Bingo Brain® and the correct card shows up in the display. Then, a quick comparison of the display with the winner's card will reveal if the card has been altered.

When used this way, the Bingo Brain® Card Manager becomes the lowest cost electronic verifier on the market today!

Want to Know More?

Ask for our videotape "Making Money with the Bingo Brain® Card Manager" to learn more about this exciting opportunity.

Bingo Brain® Prices:

Important Note—The Bingo Brain® Card Manager is only sold as a system complete with at least one high speed Card Library Cartridge (which must be ordered separately below). Please specify which series of cards are used in your Bingo Hall.

Bingo Brain® CARD MANAGER BASE UNIT Cat. No. BBRAIN (does not include cartridge) **\$180⁰⁰**

YOU MUST PURCHASE AT LEAST ONE OF THE FOLLOWING CARTRIDGES:

Bingo Brain® Card Library Cartridges

BK9000-A Cartridge	Cat. No. BCART-1	\$ 74⁹⁵
Works with the following 1-3000, 1-6000 and 1-9000 series Bingo King Bingo Sheets: Bonanza Bingo®, Champion, Club, Winfall®, and Wild Card® Also, 1-9000 Series Reliable and Clover Press Brand. Also, 1-6000 Series Marker Cards and 1-6000 Series Shutter Cards.		
BK6000-S Cartridge	Cat. No. BCART-2	\$ 99⁹⁵
Works with all 1-6000 Series Bingo King® Shutter Cards.		
BK12000-K Cartridge	Cat. No. BCART-3	\$149⁹⁵
Works with 1-12000 Series Kings Line.		
BK18000-A Cartridge	Cat. No. BCART-4	\$149⁹⁵
Works with 1-18000 Series Champion.		
BK18000-B Cartridge	Cat. No. BCART-5	\$149⁹⁵
Works with 1-18000 Series Bonus®, EasyMark "75."® Also, 1-9000 Series Triangle.		

Point of Sale Display:

Includes: Display, 2 Bingo Brain® Card Manager Base Units, 1 high speed entry Card Library Cartridge, 1 demonstration module, a supply of consumer brochures, posters, video taped playing instructions, and an A/C battery eliminator.

Bingo Brain® U.S. Patent No. 4,768,151

Cat. No. BBRAIN DP. **\$499⁹⁵**

**SECOND AMENDED AND RESTATED RULES AND REGULATIONS
FOR THE LICENSING AND OPERATION
OF
BINGO GAMES IN MACON COUNTY, ALABAMA**

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MACON COUNTY BINGO REGULATIONS

The following Second Amended and Restated Rules and Regulations For the Licensing and Operation of Bingo Games in Macon County (hereinafter sometimes referred to as "Rules", "Regulations" or "Rules and Regulations") are hereby promulgated by David M. Warren, Sheriff of Macon County, to regulate the issuance of permits or licenses for and the operation of bingo games by certain nonprofit organizations in Macon County, Alabama pursuant to Act No. 2003-124, Regular Session, 2003, authorizing a referendum on an amendment to the Constitution of Alabama, which said referendum was approved by the voters on November 4, 2003. The primary purpose of this Second Amendment is to encompass the definition of "bingo games" as pronounced by the Attorney General for the State of Alabama and to further adopt the policy of the Attorney General in limiting the conduct of Class B bingo gaming in Macon County thereby allowing the Sheriff to more effectively regulate and enforce the proper conduct of bingo games.

Section 1: Definitions

As used herein the following words shall have the following meanings as described herein, unless the context clearly indicates otherwise:

- (a) "Bingo" or "Bingo games" shall mean any game of chance known as bingo, including any bingo game permitted by federal law, (whether or not electronic, computer, or other technologic aids are used in connection therewith) which is played for prizes, including monetary prizes, with cards bearing numbers or other designations, and which the holder of the card covers such numbers or designations when objects, similarly numbered or designated, are drawn or electronically determined, and in which the game is won by the first person covering a previously designated arrangement of numbers or designations on such cards. The bingo game must incorporate the typical features of traditional bingo, including, but not limited to, a grid of five horizontal and five vertical squares, numbers randomly selected, and a preordained winning pattern. Alternative entertaining displays such as spinning reels and other video or mechanical graphics are permitted but must not affect game play. Just as in traditional bingo halls, players on electronic bingo machines must compete against one another. Consequently, the electronic machines must be linked so that players are competing against each other. Nothing herein is intended to prohibit the award of interim or consolation prizes. Electronic, computer or other technologic aids include any machine or device that assists a player or the playing of a bingo game;

broadens the participation levels in a common game; facilitates communication between and among bingo locations; or allows players to play a game with or against other players rather than with or against a machine. Examples of electronic, computer or other technologic aids include, but are not limited to, dispensers, readers, telephones, cables, televisions, screens, satellites, bingo blowers, electronic player stations, electronic cards for participants in bingo games, player terminals, central servers containing random number generators for remote player terminals and video displays providing game results in different display modes.

- (b) "Person" shall mean any human being, corporation, partnership, association or other legal entity of any kind whatsoever.
- (c) "Sheriff" shall mean the Sheriff of Macon County, Alabama. Under the Rules and Regulations herein, the Sheriff may designate or otherwise authorize persons of the Macon County Sheriff's Office to perform various duties of the Sheriff set forth herein.
- (d) "Nonprofit organization" shall mean a bona fide organization that is active and in good standing for charitable, educational, or other lawful purposes which operates without profit to its members and/or which has been classified by the Internal Revenue Service as a tax exempt organization.
- (e) "License holder" shall mean any nonprofit organization that has been issued a bingo license by the Sheriff pursuant to these Regulations.
- (f) "Location" shall mean a building, hall, enclosure, room, or outdoor area that complies with all federal, state and local laws and applicable building and fire codes.
- (g) "Class A Bingo License" shall mean a license issued to an applicant who desires to operate paper card bingo only at a qualified location.
- (h) "Class B Bingo License" shall mean a license issued to an applicant who desires to operate any and all games of bingo as defined hereinabove, at a qualified location.
- (i) "Qualified location" for the holder of a Class A Bingo License shall mean a location, as defined above, which has been inspected and approved by the Sheriff for the conduct of bingo games.

- (j) "Qualified location" for the holder of a Class B Bingo License shall mean a location, as defined above, which has been inspected and approved by the Sheriff for the conduct of bingo games and other lawful activities and for which the license applicant shall submit satisfactory evidence that the location has in place the following at all times that any bingo games are being conducted or operated: (i) public liability insurance in an amount not less than \$5,000,000; (ii) if liquor is served, liquor liability insurance in the amount of not less than \$1,000,000; (iii) adequate parking for patrons and employees; (iv) onsite security as prescribed by the Sheriff; (v) onsite first aid personnel as prescribed by the Sheriff; (vi) cash or surety bond in an amount not less than \$1,000,000; (vii) such accounting procedures, controls and security monitoring as necessary to preserve and promote the integrity of the operation of bingo games and to ensure the protection of the charitable license holder and its patrons; (viii) satisfactory evidence that the owner or owners of the location paid at least \$15,000,000 for the land, building and other capital improvements (before depreciation) comprising said location; (ix) satisfactory evidence that the location is fully compliant with the Americans with Disabilities Act ("ADA"); and (x) satisfactory evidence that the owner or owners of such location have been residents of the State of Alabama for at least three (3) years or, if the owner is a partnership, association, corporation, limited liability company, or other business entity, satisfactory evidence that those partners, members, or stockholders of such entity that own collectively at least two-thirds (2/3) of the voting rights and equity interests of such entity, are individuals that have been residents of the State of Alabama for at least three (3) years.
- (k) "Bingo session" shall mean a consecutive period of time up to 24 consecutive hours during which bingo is played on as many as seven (7) days in a given week. A license holder shall not be limited in the number of bingo sessions it operates during any 24 hour period.

Section 2: Operation of Bingo Games in Macon County

The operation of bingo games for prizes or money by nonprofit organizations, as defined herein, shall be allowed in Macon County, pursuant to Amendment No. 744 to the Constitution of Alabama and Act No. 2003-124, provided that the nonprofit organization shall first obtain a bingo license (Class A or B) as set out herein, and abide by all of the Regulations duly promulgated by the Sheriff. No Class B Licensee shall be authorized to operate bingo at any qualified location, as defined herein, unless a minimum of fifteen (15) applicants shall first obtain Class B

Licenses for such location. This restriction shall be noted on any Class B License issued hereafter. At no time shall there be issued and outstanding more than sixty (60) Class B Licenses for the operation of bingo in Macon County.

Section 3: Bingo License Required

No nonprofit organization, as defined herein, shall be allowed to operate a bingo game unless the Sheriff first issues a license to said organization authorizing it to do so. In the event of any controversy as to whether or not a game of chance or activity constitutes a bingo game, as defined herein, for which a license may be issued, the decision of the Sheriff shall control, subject to the rights of appeal as set out herein. The license described herein shall be in a form designated by the Sheriff and shall be in addition to and not in lieu of any other permits or licenses which may be required by law, and no bingo game shall be operated until such time as all required licenses or permits have been obtained. A license holder may hold only one license and that license shall be valid for only one location in Macon County, Alabama. A license is not assignable or transferable and shall become automatically void upon the change of name, dissolution, loss of charter, or, if the license holder is a tax exempt organization under the federal income tax laws, the loss of exemption from taxation under the Internal Revenue Code.

Section 4: Application for License; Submission; Form; Contents

(a) Any nonprofit organization, as defined herein, desiring to obtain a license to operate bingo games hereunder shall make application to the Sheriff on forms prescribed by the Sheriff and shall pay an annual fee of \$250.00 for Class A Bingo Licenses and \$1,000.00 for Class B Bingo Licenses. Such license shall expire and become automatically void on December 31 of the fifth year following its issuance. Renewal applications shall be filed with the Sheriff at least forty-five (45) days prior to January 1 of each calendar year and shall be on forms prescribed by the Sheriff. Renewal applications shall be subject to the same application fee as provided for an original application and shall contain the same information as required in an original application. Should fifteen (15) or more Class B Bingo License holders contract in a given calendar year with the owner of a Class B qualified location, the owner of said Class B qualified location shall pay a business license fee ("Operator's License Fee") of \$250,000 at the time the Class B Bingo License is issued or renewed. In no event shall more than one Operator's License Fee be paid by the owner of a Class B qualified location in any given year.

(b) The Sheriff shall refuse to grant a bingo license or renewal to any applicant qualified hereunder unless and until the applicant fully provides the information required hereunder, such being provided in a form and in sufficient

detail to satisfy the Sheriff of its validity and sufficiency. The Sheriff shall have complete discretion to require any reasonable confirming documentation as to any information required hereunder and shall have a reasonable time to check or confirm by any method available to him the accuracy or validity of any information provided hereunder.

(c) Each application for a bingo license or renewal thereof shall contain the following information and exhibits:

(1) The date of incorporation or other evidence of inception showing existence by the organization for the prescribed period of time.

(2) A copy of the charter, certificate of incorporation, by-laws, or other evidence of legal existence of the organization.

(3) When applicable, a copy of the letter ruling or tax exempt determination letter from the Internal Revenue Service or other proof deemed acceptable by the Sheriff verifying the tax exempt status of the organization named in the application or the parent organization of which the same is a qualified branch, chapter, lodge or post.

(4) The names and residence addresses of each of the officers and directors of the organization, as well as the names and addresses of any members or persons who shall be in charge of or have control over the operation or promotion of bingo games.

(5) The names and addresses of any persons, organizations, or other entities which shall act as sureties for the applicant or to which the applicant is financially indebted in regard to the operation of bingo games.

(6) The exact physical location at which the applicant will conduct the bingo games and if the premises on which the games are to be conducted are not owned by the applicant, the names and addresses of the owners thereof and a copy of all rental, lease, consulting or other agreements with the said owners regarding the use of the premises for the operation of the bingo games.

(7) A statement listing all convictions, if any, for criminal offenses, other than minor traffic offenses, of each of the persons for whom names are required in subsections (4), (5), and (6) above.

Section 5: Issuance of License

Upon receipt of a fully completed and documented application for a license meeting all of the requirements set out herein, the Sheriff shall make such investigation as he may deem necessary or proper of the qualifications of each applicant as required herein and the truth and veracity of the information contained or attached to the application and after making such investigation and after being first satisfied that all qualifications and requirements as set out herein the Sheriff shall issue such license to said applicant upon the terms and conditions herein set forth. As part of said investigation, any person named in paragraphs 4, 5, 6 of Section 4(c) herein may be required to furnish a consent for background and criminal history check.

A Class A Bingo License shall be issued to an applicant who desires to operate paper card bingo only at a qualified location for the holder of a Class A License. A Class B Bingo License shall be issued to an applicant who desires to operate any and all games of bingo, as defined hereinabove, at a qualified location for the holder of a Class B License.

Section 6: Amendments; Applications; Licenses

(a) An applicant may amend an application filed hereunder to correct or complete the information contained therein or to change said information to comply with a change in circumstances at any time prior to the denial thereof by the Sheriff or the issuance of a license thereon, provided that said amendment be made in or on a form satisfactory to the Sheriff and the applicant pays a substitution or amendment fee of \$50.00 per amendment.

(b) A license, once issued, may be amended only upon resubmission of a new, completed application satisfactory to the Sheriff, surrender of the license being amended, and payment of a new annual fee. The Sheriff may deny amendments for any reason for which an original application may be denied.

Section 7: Contents and Display of Licenses

(a) Each bingo license shall contain the name and address of the license holder, the location at which the license holder is permitted to conduct bingo games, the days of the week on which the license holder is permitted to conduct bingo games, the date on which the license was issued and upon which it expires.

(b) The license holder shall display the license conspicuously at the location where bingo is being conducted at all times during the conduct of a bingo game.

Section 8: Fee Proceeds

All monies collected by the Sheriff hereunder shall be paid to the County and placed in a separate bingo account, and deposited in a designated bank located in Macon County within three business days of the collection of said fees. All expenses incurred by the Sheriff in the administration and enforcement hereof shall be paid from this account, with the balance, if any, in said account to be used by the Sheriff for general law enforcement purposes. To the extent allowed by law, in the public interest, the said account shall be subject to audit by the State of Alabama Examiners of Public Accounts.

Section 9: General Regulations; Prizes

(a) No person under the age of 19 years shall be permitted to play any game or games of bingo, nor shall any person under the age of 19 years be permitted to conduct or assist in the operation of any game of bingo.

(b) No bingo license shall be issued to any nonprofit organization, unless the organization shall have been in existence for at least three (3) years in the county immediately prior to the issuance of the permit or license.

(c) Bingo games may be operated on the premises owned or leased by the nonprofit organization operating the bingo games.

(d) A nonprofit organization may enter into a contract with any individual, firm, association or corporation to have the individual or entity operate bingo games or concessions on behalf of the nonprofit organization. A nonprofit organization may pay consulting fees to any individual or entity for any services performed in relation to the operation or conduct of a bingo game.

(e) A nonprofit organization may lend its name or allow its identity to be used by another person or entity in the operating or advertising of a bingo game in which the nonprofit organization is not directly and solely operating the bingo game.

(f) Prizes given by any nonprofit organization for the playing of bingo games shall not exceed the cash amount or gifts of equivalent value set by these Rules and Regulations for any bingo session. For the purposes of these Rules

and Regulations, no single prize given by any nonprofit organization, or on its behalf, for the playing of bingo games shall exceed \$20,000,000 in cash or equivalent value during any bingo session.

(g) No person who has been convicted of a felony offense, and whose civil rights have not been restored by law, shall conduct or in any way participate in the operation of any bingo game permitted hereunder, nor shall any person who has been convicted of any gambling offense be permitted to conduct or in any way participate in the operation of any bingo game permitted hereunder within 12 months of the conviction.

Section 10: Records and Accounting

Each license holder shall keep and maintain the following records and accounts pertaining to each bingo session conducted by it for at least three (3) years from the date of such session:

(a) An itemized list of all gross receipts for each bingo session, which shall include all receipts derived from the sale of bingo cards, entrance fees, donations, or from any other source whatsoever pertaining to the operation of such session. Notwithstanding the foregoing, the holder of a Class B License who has contracted with an individual, firm, association or corporation for the operation of bingo games shall only report the Class B License holder's gross receipts under such contract and provide a copy of such contract to the Sheriff.

(b) An itemized list of all expenses, costs and disbursements, other than prizes, paid or given as a result of the operation of any bingo session, together with the name and address of each person to whom said expenses, disbursements or consideration was paid or given; a receipt or invoice for all items purchased and for all services rendered; and such other records as will adequately reflect the amount and nature of such expenses, costs and disbursements. Notwithstanding the foregoing, the holder of a Class B Bingo License who has contracted with an individual, firm, association or corporation for the operation of bingo games which permits the holder to receive reasonable compensation for the operation of a bingo session net of the costs associated with the operation of the bingo games, including without limitation, building rent, insurance, equipment rental, consulting or management fees, employee expense, utilities, janitorial services, bingo prizes or gifts and the like, shall only be required to maintain a copy of such contract and provide a copy of same to the Sheriff upon request.

(c) All records, receipts, accounts and/or lists required to be kept and maintained hereunder shall be open to inspection by the Sheriff, or his

authorized agents or representatives, during reasonable business hours:

(d) All locations at which bingo games are being held by a license holder, or at which a license holder intends to conduct bingo games, shall be open to the Sheriff, or his authorized representatives, during all times at which bingo games are being conducted and during all other reasonable business hours.

(e) On or before April 15, 2005, and on or before April 15th of each calendar year thereafter, each license holder who held a license for all or any part of the preceding calendar year shall file with the Sheriff a verified copy of all records, receipts, accounts and/or lists required to be kept or maintained hereunder relating to the operation of bingo games for said previous calendar year.

Section 11: Enforcement and Supervision; Rules; Bonds

(a) The Sheriff shall be charged with the duty to and shall enforce and supervise the administration and enforcement of all of the rules, regulations and reporting required hereunder. In addition to these Regulations, the Sheriff shall enforce all applicable criminal and civil laws of the State of Alabama to prevent and discourage any illegal activity.

(b) The Sheriff may require such acceptable sureties and/or bonds which he deems reasonable or necessary to insure proper compliance with these Rules and Regulations and the submission of such acceptable sureties or bonds shall be a condition precedent to the issuance of any license hereunder. The operator and surety or sureties shall be jointly and severally responsible for payment of prizes to winners, said payment to occur no later than the end of the session during which the prize was won.

Section 12: Revocation of Licenses; Appeal

The Sheriff, for good cause shown, may revoke any license issued pursuant hereto if the license holder or any officer, director, agent, employee or member of the license holder, or any person acting in concert with such persons, violates any of the Regulations herein promulgated. Such revocation by the Sheriff shall become effective ten (10) days after written notice of such revocation has been delivered by the Sheriff, or his authorized representative, to any person named in the license application pursuant to Section 4, subsections (c)(4) and (c)(5) hereunder, or such other person as may be involved in the operation of bingo pursuant hereto, unless the license holder shall make a written request for a hearing as to such revocation to the Macon County Commission within said ten (10) day

period. Upon such request for hearing, the Commission shall hold a hearing upon such revocation, subject to rules and regulations for the conduct of meetings and hearings before such Commission, at its next regularly scheduled meeting, or specially called meeting for the purpose of such hearing. Upon such hearing the rendering of a decision adverse to the license holder shall result in the immediate revocation of the subject license. Following a hearing and rendition of an opinion by the Commission upon revocation of a license issued hereunder, either party to said hearing may appeal the same to the Circuit Court of Macon County, Alabama and may request a trial by jury. Pending appeal to the Circuit Court hereunder, the revoked license shall remain revoked until and unless the Circuit Court shall order the same reinstated and shall set a reasonable bond to assure complete compliance with all Rules and Regulations promulgated hereunder pending such appeal.

Section 13: Effect of Revocation

The holder of any license issued pursuant hereto which shall be revoked as herein set out shall return such license to the Sheriff on or before the effective date of such revocation and whether returned or not such license shall be void and not valid beyond the effective date of revocation thereof unless such revocation shall be extended by appeal as provided hereunder. A license holder whose license is revoked in consequence of a violation of any rule or regulation promulgated herein, or other rule or regulation promulgated hereunder, shall be ineligible to apply for or have issued to it another license hereunder for a period of one (1) year after the effective date of such revocation. Nor shall any license be issued to any organization which is directed or controlled by persons listed in the application for license filed pursuant to Section 4, subsections (c)(4) and (c)(5) hereof in regard to the revoked license or to any organization of which the membership is substantially the same as any organization whose license has been revoked hereunder, for a period of one (1) year after the effective date of such revocation.

Section 14: Appeal of Denial of License

Any nonprofit organization whose application for a license hereunder shall be denied by the Sheriff pursuant to these Regulations shall have the right to appeal such denial to the Macon County Commission and to the Circuit Court of Macon County in the same manner as an appeal of a revocation of a license issued hereunder may be appealed pursuant hereto provided, however, that such organization shall not operate any bingo game until such application shall have been granted, and a license issued, pursuant to any order of the said Commission or Court.

Section 15: Compliance With Federal Law

All electronic, computer, technologic aids and other devices used in connection with the operation of licensed bingo games conducted in Macon County under the authority of Amendment No. 744 to the Constitution of Alabama and permitted under the Rules and Regulations for the Licensing and Operating of Bingo Games promulgated by the Sheriff of Macon County are expressly enumerated as lawful and exempted from the provisions of 15 U.S.C. § 1172.

Section 16: Severability

The provisions hereto and the Regulations promulgated hereunder are severable. If any part hereof shall be declared invalid or unconstitutional, such declaration shall not affect any parts hereof which shall remain.

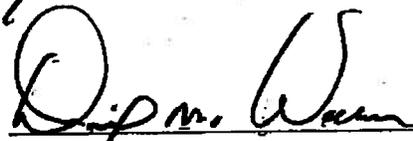
Section 17: Amendments

The Sheriff reserves the right to amend these Regulations from time to time as necessary, but no amendments shall be effective unless in writing and signed by the Sheriff.

Section 18: Effective Date.

The effective date of these Second Amended and Restated Rules and Regulations is January 1, 2005.

Issued this the 6 day of JANUARY, 2005.



David M. Warren
Sheriff of Macon County, Alabama

COMMENTARY TO SECOND AMENDED AND RESTATED BINGO REGULATIONS

The Attorney General for the State of Alabama has recently conducted an exhaustive investigation and review of gaming activities in the State of Alabama, including but not limited to, bingo games conducted in Macon County, Alabama, pursuant to Amendment No. 744 of the Constitution of Alabama. In response to the Attorney General's recent findings and pronouncements, the First Amended and Restated Rules and Regulations For the Licensing and Operation of Bingo Games in Macon County (the "Macon County Bingo Regulations") are hereby amended and restated to comport and comply with the Attorney General's definition of bingo games and policy to limit Class B bingo gaming activities in Macon County, Alabama, at a reasonable level whereby the Sheriff can more adequately and effectively regulate and enforce the proper conduct of such bingo games. Accordingly, the following changes have been made to the Macon County Bingo Regulations:

Section 1(a): The definition "Bingo" or "Bingo games" is hereby amended to add four new sentences to be inserted after the first sentence and before the second sentence of the current definition in order to adopt the Attorney General's pronouncement of bingo games that are lawful in the State of Alabama.

Section 2: A new sentence has been added to the end of Section 2 to limit the number of Class B Licenses that may be issued in order to follow the policy of the Attorney General to limit Class B bingo gaming activities in Macon County, Alabama, and to allow the Sheriff to more effectively regulate and enforce the proper conduct of such bingo games.

Section 4: The second sentence has been revised to allow licenses to be issued for five (5) years, rather than one (1) year. This revision will reduce and avoid additional administrative costs of review and processing of renewal applications for the Sheriff, although the annual license fee will still be required.

Quincy's 777 Casino



The Current IGT
Jackpot
is \$1,954,169.53!



- Home
- Video Bingo
- Our Games
- Winners' Corner
- Promotions
- Player's Club
- Dining
- Group Sales

Bingo is HOT, HOT, HOT!



Come play the latest and greatest in state-of-the-art electronic bingo. You might never imagine bingo being this much fun. With well-known titles such as Wheel of Fortune, Jackpot Party, Double Diamond, Sizzling 7's and many, many others, you'll find this bingo technology to be quick-paced and action-packed.

Add the thrill of Video Bingo ball drops, changeable Bingo cards, and auto or manual Daubing and it's no wonder that Video Bingo is so HOT!

You can choose to play the traditional-style electronic bingo card or watch the graphic representation of your game play. Bonus rounds add even more fun and excitement to your game sessions.

At Quincy's Triple Seven Bingo Casino matching a winning video bingo card pattern has never been more fun or profitable. You could win any of our Progressive Jackpots — our IGT Progressive Jackpot is currently \$1,954,169.53! You can even win a **Million Dollars** on a single play!

Not sure how to play Video Bingo? Every Video Bingo Game has a series of help screens to guide you and our friendly hosts are always available to answer your questions.

So what are you waiting for? Visit Quincy's Triple Seven Bingo Casino today!

For a change of pace, visit VictoryLand's **Bingo Theater** where you'll enjoy non-stop computer and traditional Bingo action seven days a week.

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Quincy's 777 Casino



The Current IGT Jackpot is \$1,954,169.53!



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Electronic Bingo with a Twist!

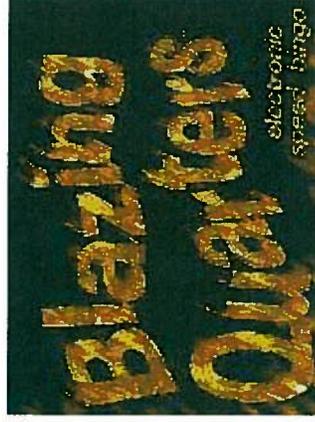


Join in on the fun playing fast-paced, action-filled Electronic **B-I-N-G-O** at VictoryLand.

Our state-of-the-art Bingo Theater features electronic interfaces that allow you to play over 300 Bingo cards at a time. If you prefer, bring your dauber and play on traditional Bingo cards. Either way, you'll be playing for large, nightly jackpots of \$5,000 or more.

It's easy to play and easy to win at VictoryLand!

Check out our daily Bingo game [schedule!](#)



JOIN US LATE NIGHT FOR "BLAZING QUARTERS", AMERICA'S NEWEST CRAZE

"Blazing Quarters" starts immediately after our Regular Bingo Sessions.

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Quincy's 777 Casino



Cadillac Escalade & Cash Giveaways!

- Video Bingo
- Traditional Bingo
- Our Games
- Winners' Corner
- Promotions
- Player's Club
- Dining
- Group Sales



Jackpot

Torriann A. Columbus, GA. \$248,281

Fun! Excitement! Winners!



The Current IGT Jackpot at Quincy's 777 Bingo Casino is

\$1,954,169.53 !

You'll find fun, excitement, winners and more 24/7 at Quincy's Triple Seven Bingo Casino in Shorter, Alabama.

Enjoy video bingo gaming at its best on any of our over 3,300 bingo machines. Play the newest and most popular **games** from IGT, Multimedia Games, Cadillac Jack and Nova Gaming.

At Quincy's Triple Seven Bingo Casino matching a winning video bingo card pattern has never been more fun or profitable. You could win any of our Progressive Jackpots — our IGT Progressive Jackpot is currently **\$1,954,169.53 !** Or win a **Million Dollars** on a single play!

So what are you waiting for? Thrilling, action-packed entertainment any time of the day or night is waiting for YOU at Quincy's Triple Seven Bingo Casino.

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Quincy's 777 Casino

**The Current
IGT Jackpot
is
\$1,954,169.53!**

- Home**
- Video Bingo**
- Our Games**
- Winners' Corner**
- Promotions**
- Player's Club**
- Dining**
- Group Sales**



About Us

LOCATION



Quincy's Triple Seven Bingo Casino at VictoryLand is conveniently located at Exit 22 off Interstate 85 between Montgomery and Tuskegee, Alabama, an [easy drive](#) from many locations.

HOURS OF OPERATION

Quincy's Triple Seven Bingo Casino at VictoryLand is open 24 hours a day, seven days a week for your entertainment pleasure.

ADMISSION & PARKING

Admission age is 19. Admission and parking are Free. Free Valet Parking is also available.



DRESS CODE

Casual attire is very appropriate to visit any part of the Park; however Management reserves the right to deny access to anyone deemed inappropriately dressed.

ALCOHOLIC BEVERAGES

Alabama State Liquor Control regulations allow sale of alcoholic beverages to only those 21 or older. We reserve the right to ask patrons for identification.



MACON COUNTY RACING COMMISSION

Macon County Greyhound Park, Inc. is governed under the rules and regulations of the Macon County Racing Commission, the Sheriff of Macon County and the laws of the State of Alabama.

EMPLOYMENT

Interested in joining our Quincy's Triple Seven Bingo Casino team?

Quincy's Triple Seven now accepts onsite applications on Monday and Wednesday from 8:00 AM - 5:00 PM. Applications may be submitted at anytime through our [website](#).

(Adobe Acrobat Reader required to view form. [Download Adobe Reader here](#))

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VictoryLand and Quincy's 777 Casino

VictoryLand and Quincy's 777 Casino is a dog track in Shorter, Alabama that features greyhound racing and is open daily 24 hours. The dog track racino's gaming space features 3,650 gaming machines. The property has two restaurants.

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Casino Coupons?

The [American Casino Guide](#) has over \$1,000 in money-saving coupons from all over the country!

[Book a room in Shorter »](#)

[Win a Trip!](#)

[VictoryLand and Quincy's 777 Casino Address](#)

8680 County Road 40
Shorter, Alabama
36075-0218
United States

[VictoryLand and Quincy's 777 Casino in the News](#)

[Multimedia Games Wins VictoryLand Contract](#)

6 June 2005

Multimedia Games' Players Passport player tracking system has been selected by Macon County Greyhound Park, Inc., operator of the VictoryLand dog track, for use in conjunction with the facility's electronic charity bingo operations.

[Official Says Dog Tracks Now in Gambling Compliance](#)

26 January 2005

Alabama Attorney General Troy King said all electronic gambling machines at the dog tracks in Macon and Greene counties are now in compliance with his view of what's allowed under state law.

[Contact Information](#)

Website - www.victoryland.com
General Information - (334) 727-0540
Toll Free - (800) 688-2946
FAX - (334) 727-0737

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Electronic Bingo, 300 machines
Video Gaming Machines, 3,350 machines

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- [54] **ELECTRONIC CARD AND BOARD GAME**
- [76] **Inventor:** Yuri Itkis, 759-H Arcadia Ave., Arcadia, Calif. 91006
- [*] **Notice:** The portion of the term of this patent subsequent to Jun. 19, 2001 has been disclaimed.
- [21] **Appl. No.:** 611,951
- [22] **Filed:** May 18, 1984

Related U.S. Application Data

- [63] Continuation-in-part of Ser. No. 301,118, Aug. 11, 1981, Pat. No. 4,455,025.
- [51] **Int. Cl.⁴** A63F 3/06
- [52] **U.S. Cl.** 273/237; 273/269
- [58] **Field of Search** 273/237, 238, 239, 269, 273/286

References Cited

U.S. PATENT DOCUMENTS

- 3,671,041 6/1972 Taylor et al. 273/237
- 4,455,025 6/1984 Itkis 273/237

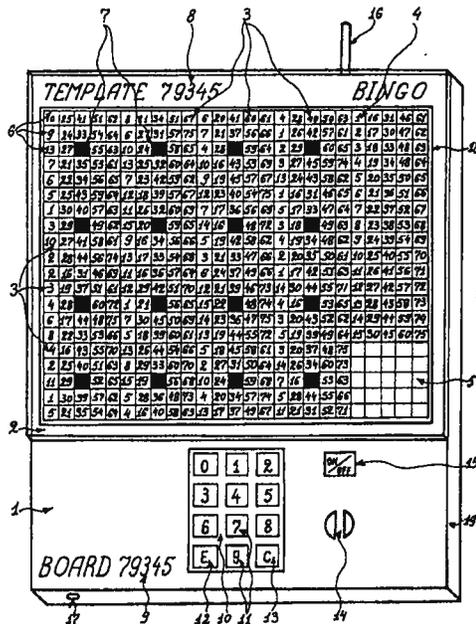
Primary Examiner—Leo P. Picard

Attorney, Agent, or Firm—Roylance, Abrams, Berdo & Goodman

[57] **ABSTRACT**

An electronic card and board game for playing bingo, keno, and the like games, wherein the master game board being operated by the caller generates and transmits random bingo numbers and game patterns, and the player's game board receives and processes the bingo numbers and game patterns, and the player's game board receives and processes the received information in conjunction with locally originated data determining the contents of a multiple bingo card. The multiple bingo card is implemented as a replaceable, removable transparent template bearing imprinted bingo numbers. In working position, the card overlays a dot-matrix display incorporated in the player's game board. The display is controlled by a microprocessor. The microprocessor activates the display dots located beneath the bingo numbers matching those transmitted by the master board via a radio channel. The microprocessor computes bingo numbers on the card using the identification number of the card in accordance with a predefined algorithm.

7 Claims, 12 Drawing Figures



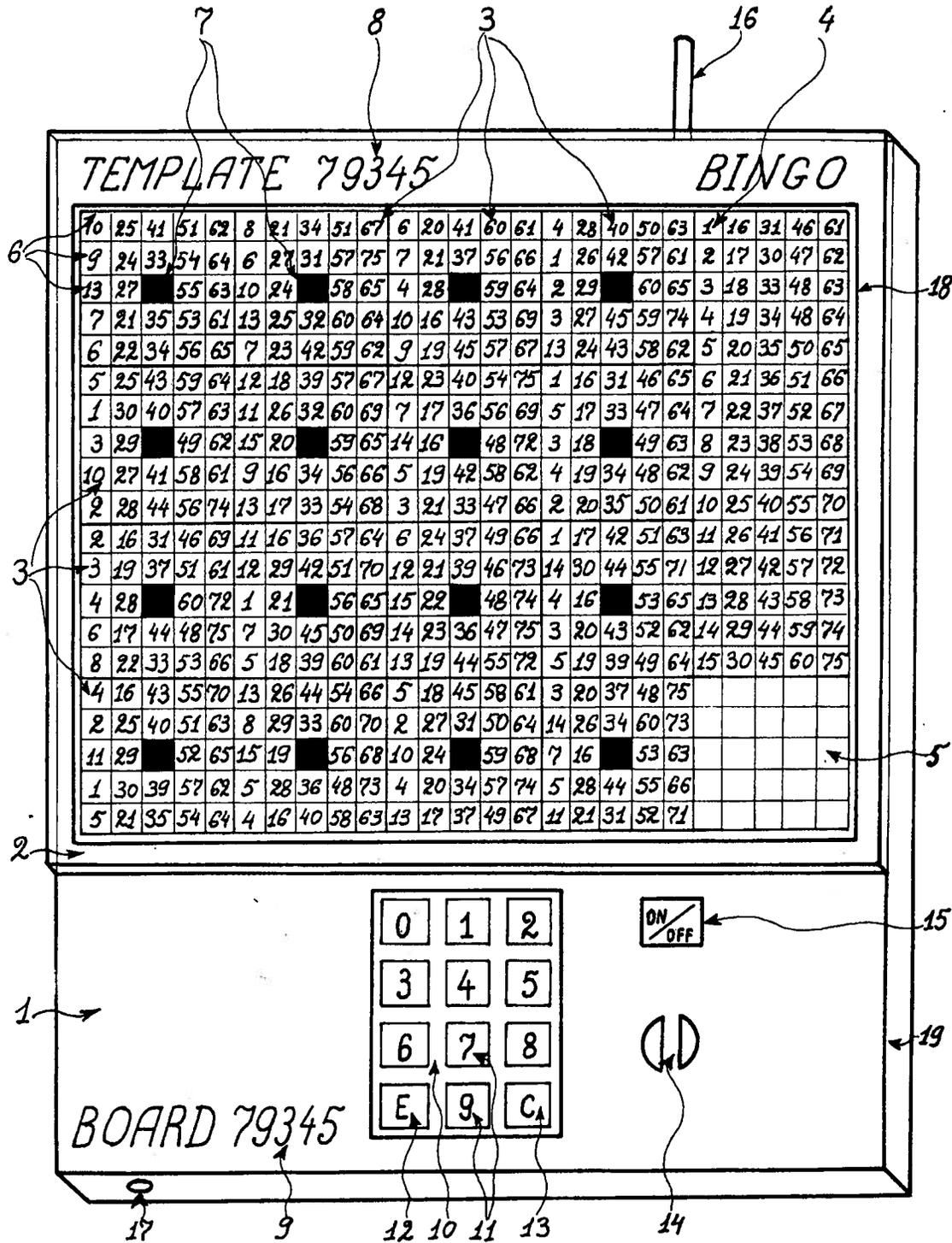


Fig. 1

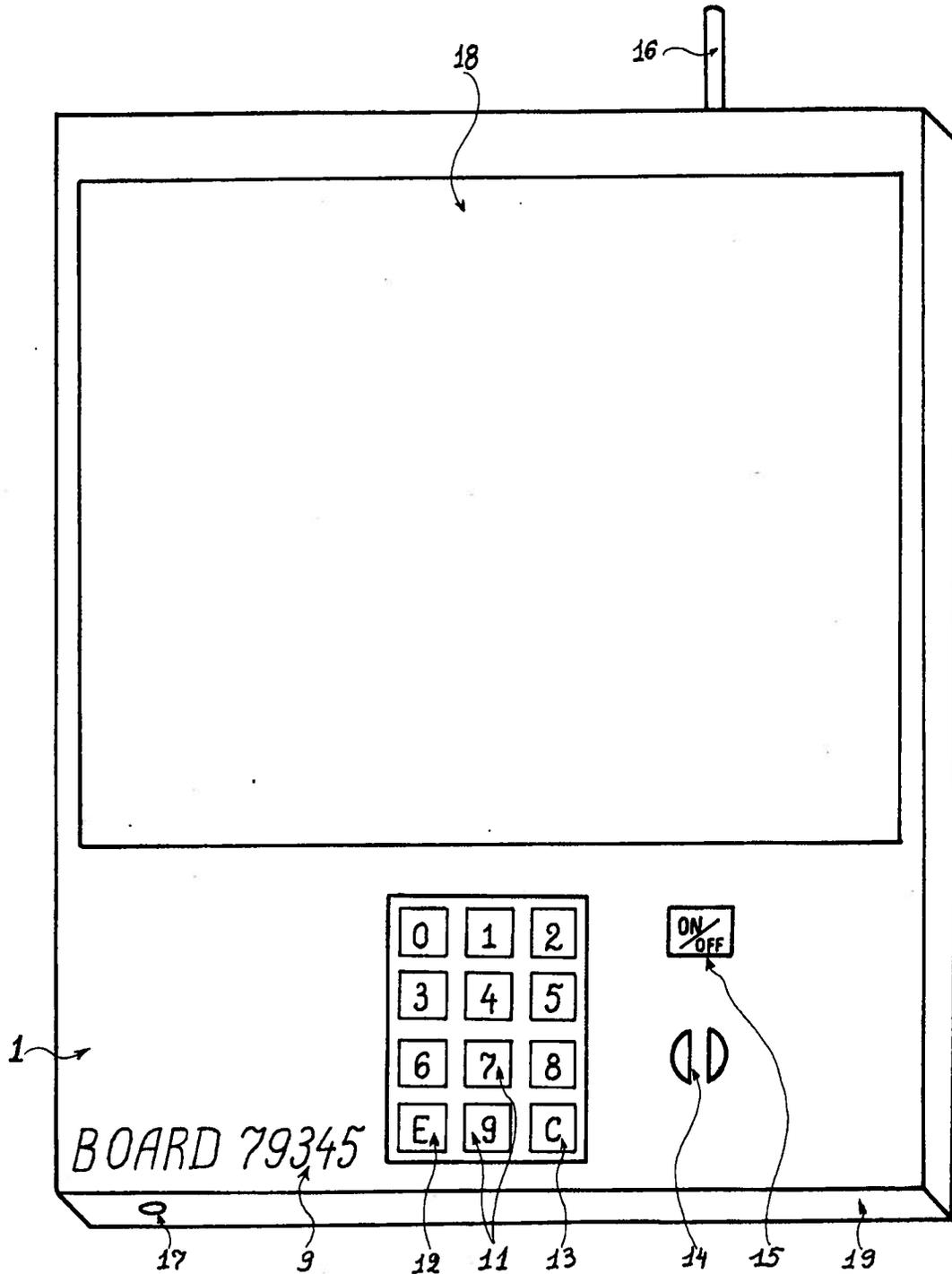


Fig. 2

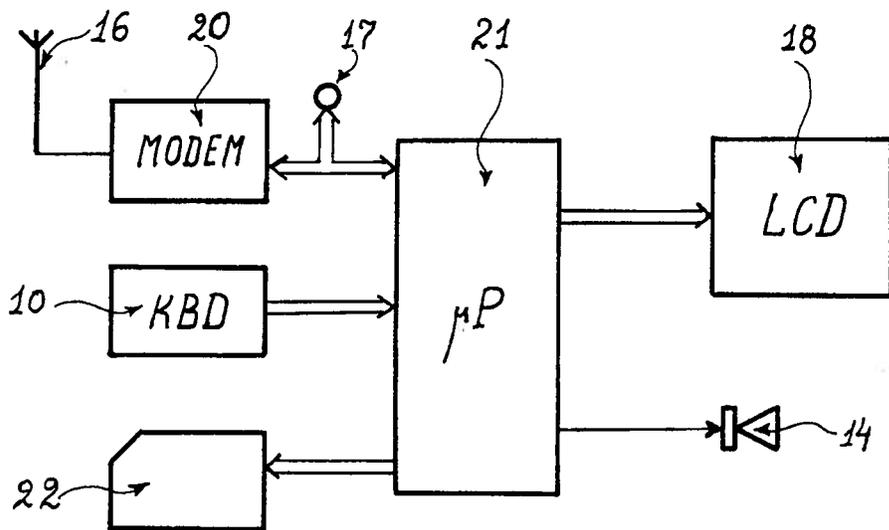


Fig. 3

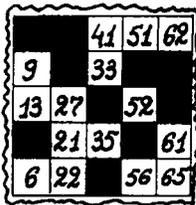


Fig. 4

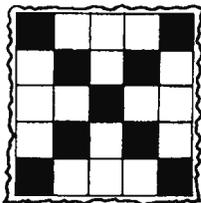


Fig. 5

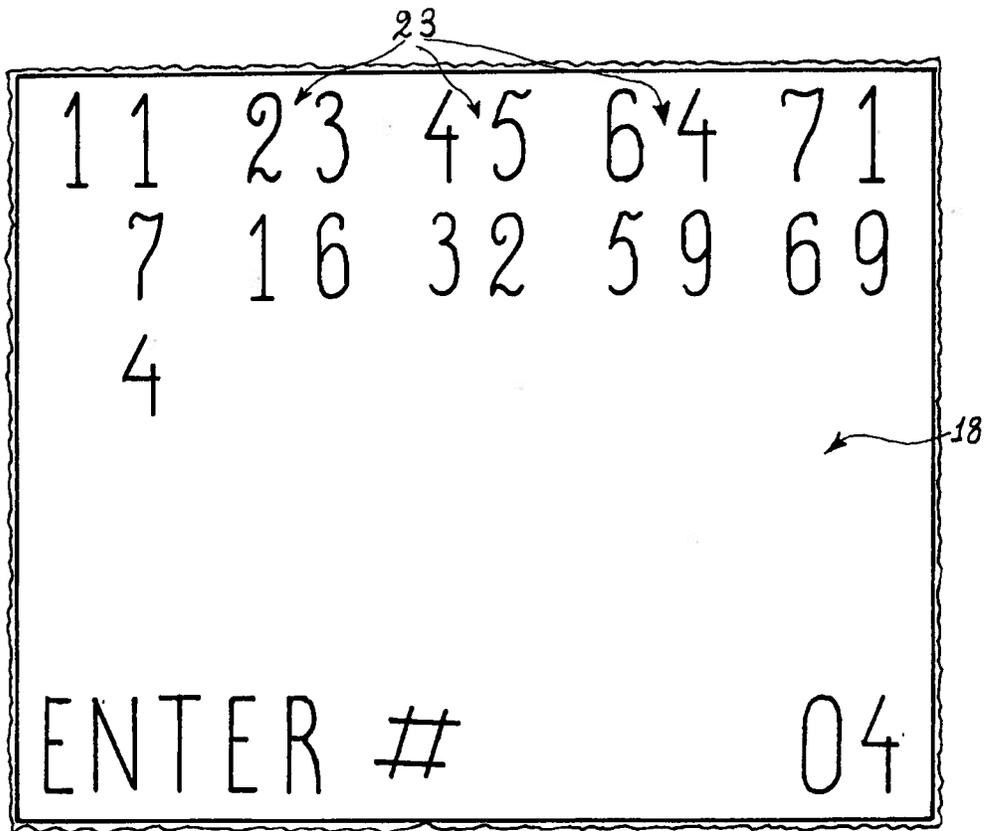


Fig. 6

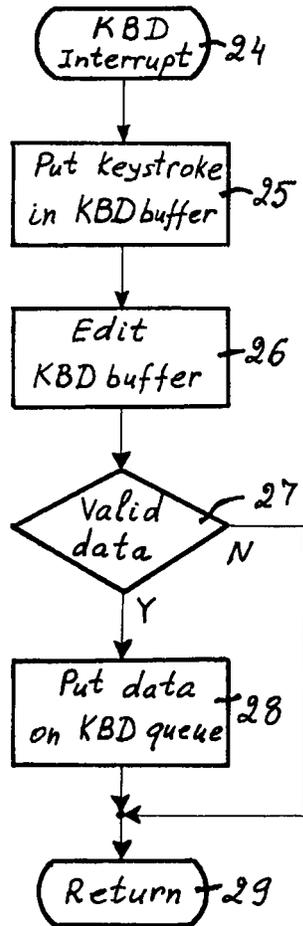


Fig. 7

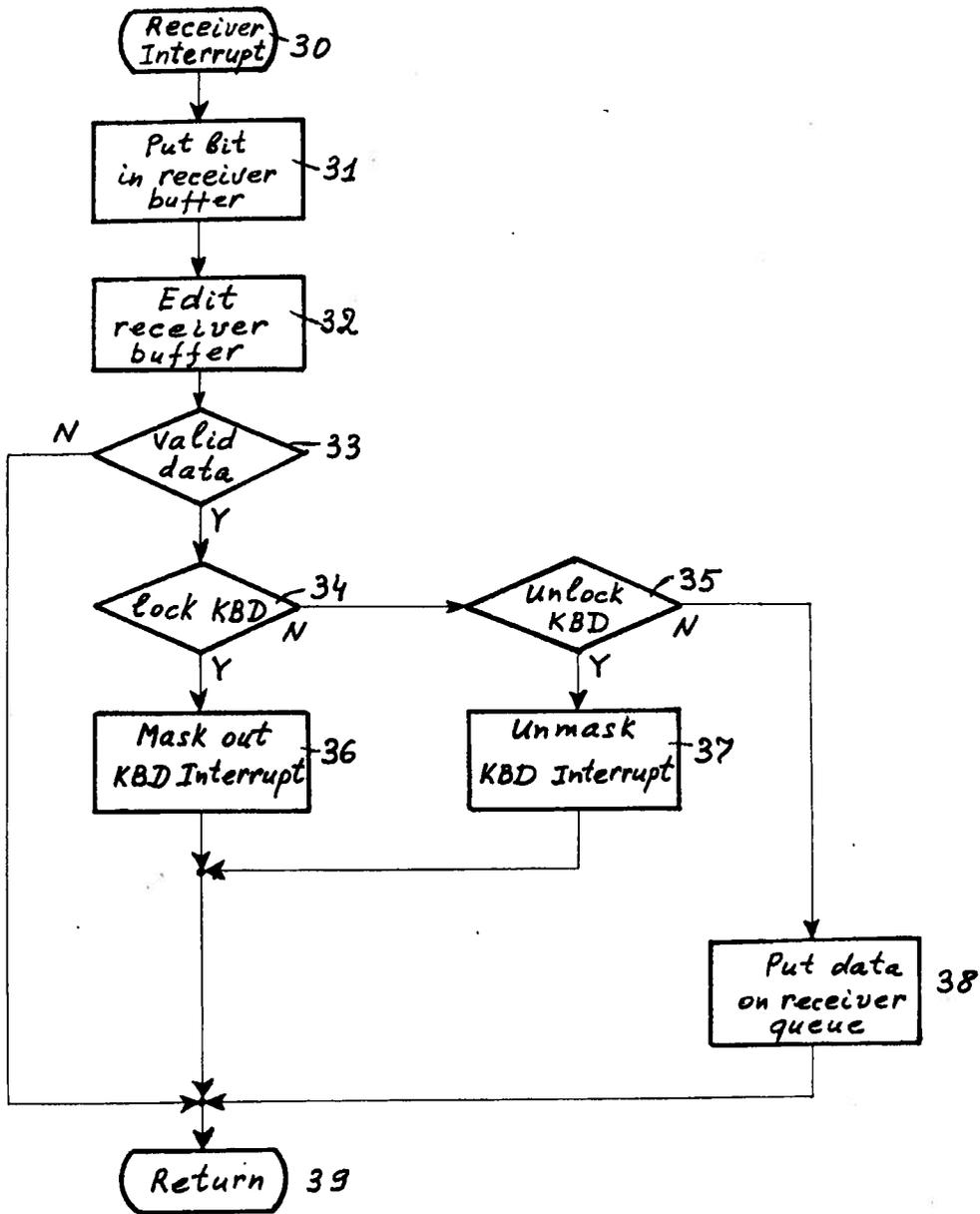


Fig. 8

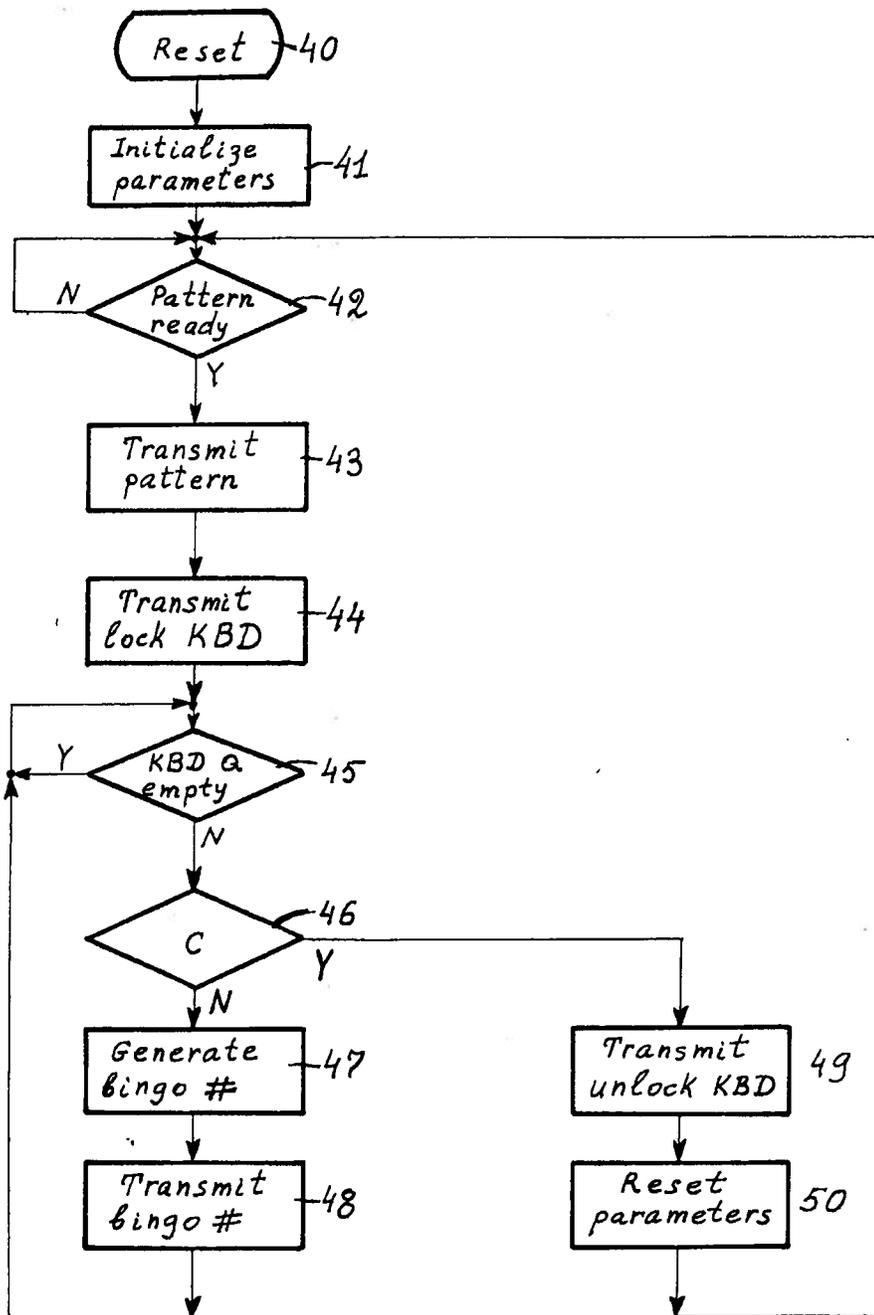


Fig. 9

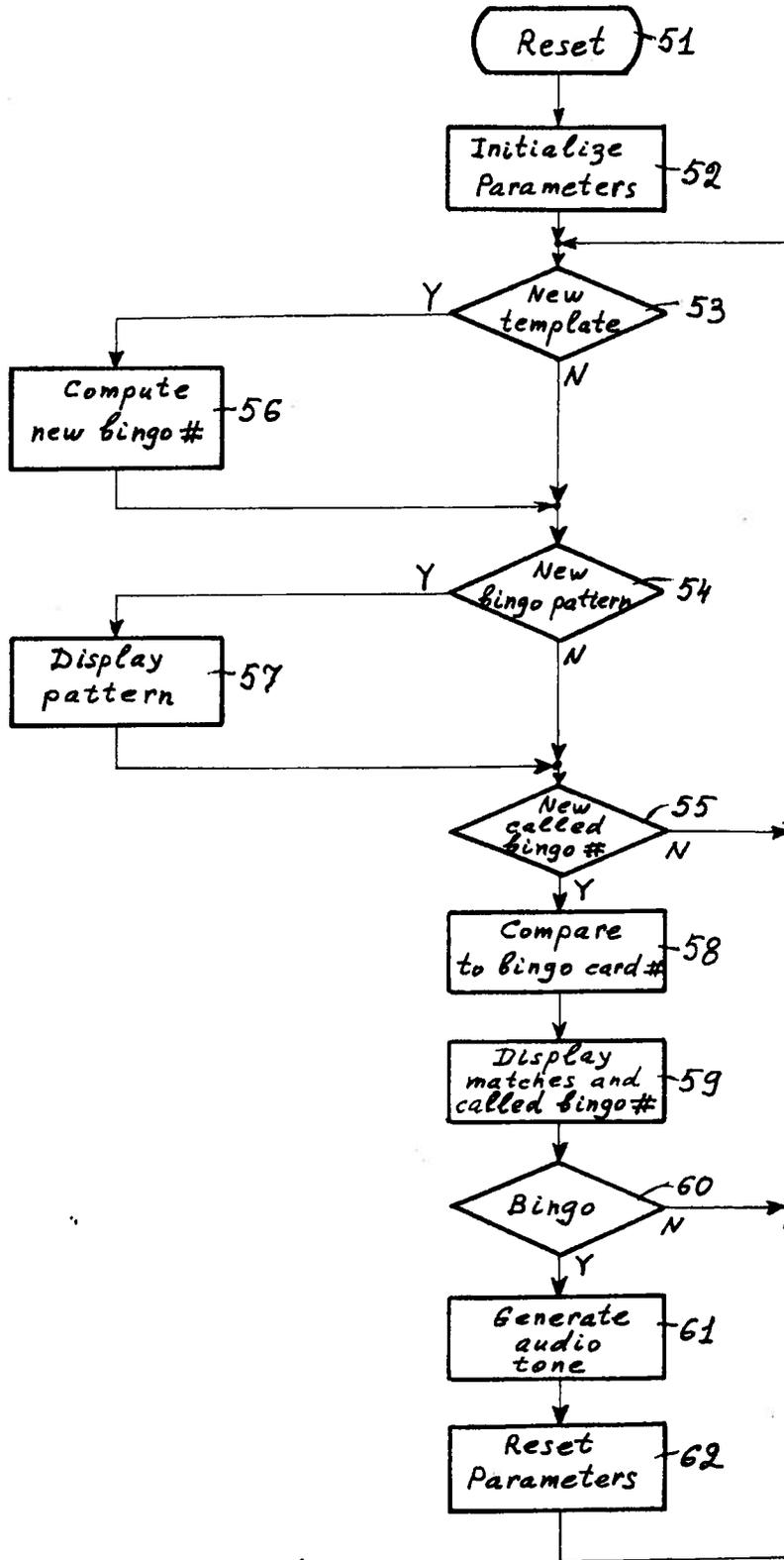


Fig. 10

63

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

Fig. 11

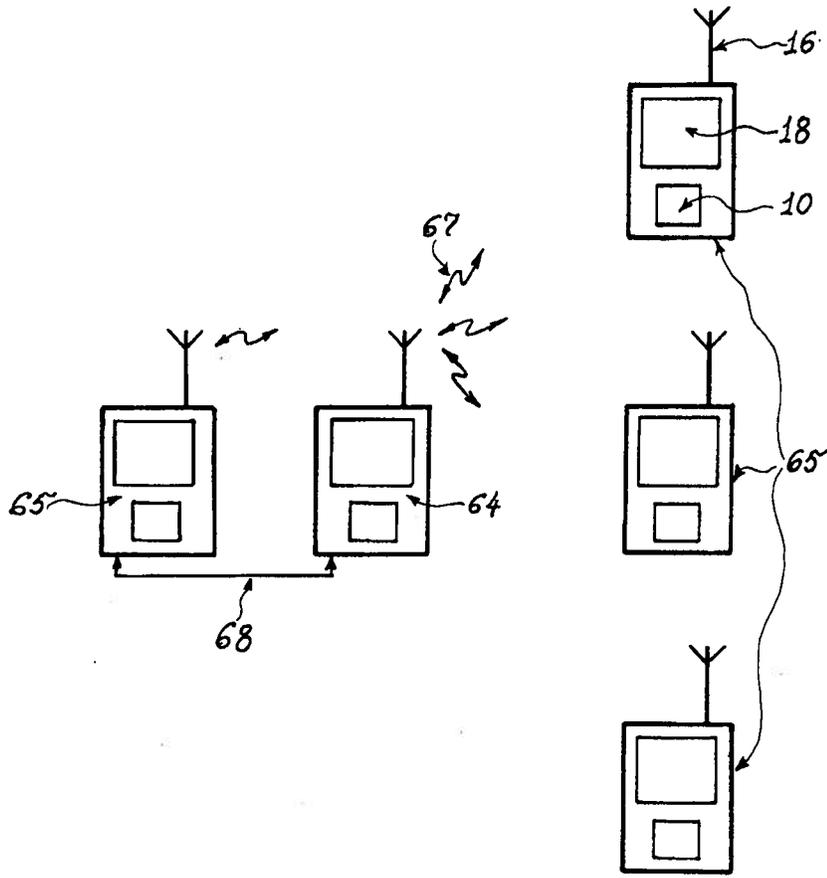


Fig. 12

ELECTRONIC CARD AND BOARD GAME

REFERENCE TO RELATED APPLICATION

This application is a continuation in part of my co-pending application Ser. No. 301,118 filed Aug. 11, 1981 now Pat. No. 4,455,025, entitled "Electronic Card and Board Game", the entire disclosure of which is hereby incorporated by reference.

SUMMARY OF THE INVENTION

The present invention is an electronic card and board game for playing card and chance games, such as bingo, keno, and the like. The game is being played by at least two participants, namely, the game operator, such as the caller in the bingo game, and at least one individual player. In the process of the game, the game operator utilizes the master electronic game board, and the individual player utilizes the player's electronic game board. In the preferred embodiment, the design of the master board is identical to the design of the player's board, but a broad variety of different designs of the master game board and the player's game board can be implemented.

Both the master game board and the player's game board are controlled by embedded microprocessors and are equipped with keyboards and graphics displays. Upon the game operator's command entered via the keyboard, the master game board generates and radio broadcasts encoded discretionary and random data relevant to the game, such as bingo pattern and random bingo numbers. This data is received, decoded, and processed by the player's game board. Specifically, the received random data is compared with the numerical contents of at least one game card, such as a bingo card, residing in the memory of the microprocessor controlling the player's game board. Matches discovered as a result of this comparison are signalled to the player. The current pattern of matches is compared with the required game pattern transmitted by the master game board. The winning combination of matches is being signaled visually and audibly.

The game card being used by the player is implemented as a replaceable, removable, transparent template overlaying the display and bearing imprinted game symbols, such as bingo numbers. The microprocessor signals the discovered matches by activation, e.g. darkening, the areas of the display located immediately beneath the respective symbols on the card. As a result, a visual image of a marked game card is created.

The contents of the game card are computed by the microprocessor on the basis of the identification number of the game card in accordance with a predetermined algorithm. The default identification number is being prestored in the memory of the microprocessor, and, upon replacement of the game card, the player can update the identification number of the card by simple keyboard entries.

The primary objective of the invention is to provide an electronic card and board game which relieves the player from the tedious and error-prone operation of manual marking matches on the game card. In particular, it is the objective of the invention to provide a completely automated bingo game in which the player does not have even to touch or watch the game card or the game board at any time during successive rounds of the game, whereas the caller has only to push a single button to control the game. It is the further objective of

the invention to provide a design of the game board which facilitates a broad and easy selection of the game cards and games being played with the help of the same game board. An additional objective of the invention is to preclude unauthorized or untimely change of the game card by the player.

Other objectives and features will become apparent from the following specification.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is the perspective view of the game board and the multiple bingo card template.

FIG. 2 is the perspective view of the uncovered game board without the template.

FIG. 3 is the block diagram of the electronic game board.

FIG. 4 is the partial view of the template exhibiting an individual bingo card.

FIG. 5 is the partial view of the template exhibiting a bingo pattern.

FIG. 6 is the partial view of the display exhibiting a do-it-yourself bingo card.

FIG. 7 is the flowchart of the keyboard interrupt routine.

FIG. 8 is the flowchart of the receiver interrupt routine.

FIG. 9 is the flowchart of the master board main line.

FIG. 10 is the flowchart of the player's board main line.

FIG. 11 is the partial view of the multiple keno card template.

FIG. 12 is the block diagram multi-game board communication network.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The axonometric view of the preferred embodiment of the electronic card and board game is presented in FIG. 1, wherein 1 is the game board and 2 is the removable and replaceable transparent overlay template bearing imprinted images of sixteen individual five-by-five bingo cards 3, the five-by-fifteen tableau of called bingo numbers 4, and the five-by-five bingo pattern tableau 5.

Each of the individual bingo cards 3 is filled with randomly selected twenty four bingo numbers 6 in the range of one to seventy five. The central solid black cell 7 of each bingo card 3 symbolically represents the free bingo cell of the respective card. The tableau of called bingo numbers 4 is arranged in fifteen horizontal rows and five vertical columns; the latter containing fifteen bingo numbers in increasing numerical order counting from top down. The bingo pattern tableau is intentionally left blank. The template 2 also carries a unique identification number 8.

The game board 1 carries a unique identification number 9 similarly to the template 2. Although the specific identification numbers 8 and 9 shown in FIG. 1 match, they may be different. The game board 1 accommodates the twelve-key membrane keyboard 10 embedded into the top face surface of the board. The keyboard 10 comprises ten numerical keys 11 zero through nine and two functional keys, namely, the enter key 12, marked "E", and the chance or caller key 13, marked "C". Next to the keyboard 10, the game board 1 accommodates the speaker 14 and power on-off switch 15. In addition, the game board 1 incorporates the telescopic

radio antenna 16 and the RS232-C interface connector 17.

Immediately below the overlay template 2, the game board 1 incorporates the dot-matrix liquid crystal display (LCD) 18 visible through the template 2. With the template 2 removed, the uncovered game board 1 is presented in FIG. 2. The display 18 is shown blank in FIG. 2, as it appears following power-on reset. Electronic components of the game board 1 are embedded inside of its corpus 19. The primary elements of the electronics are the FSK modem 20 and the microprocessor 21. The FSK modem 20 is interfaced with the antenna 16 on one side and with the microprocessor 21 on the other side. The latter interface adheres to the RS232-C protocol and is accessible at the tap-off connector 17. The microprocessor 21 includes integrated input/output buffer/drivers for receiving commands and data from the keyboard 10 and for driving the display 18 and the speaker 14. An optional interface with a card reader 22 is shown in FIG. 3 as well. The board is powered up by a battery or a photovoltaic panel, but neither is explicitly shown in FIG. 3. Similarly a read only memory (ROM), a random access memory (RAM), and a central processor unit (CPU) integrated into the microprocessor 21 are not explicitly presented in FIG. 3.

All the operations of the game board 1 are controlled by the microprocessor 21. The primary function of the microprocessor 21 is controlling the display 18. Since the display 18 is of a dot-matrix nature, it is capable of displaying graphics and alphanumeric symbols. The repertoire of images presentable on the display 18 is restricted only by its resolution, i.e. the number of dots. When power is switched on, the microprocessor 21 blanks out the display 18. As the game progresses, the microprocessor drives certain areas of display 18 into the nontransparent state, i.e. darkens these areas. Since the template 2 is transparent and overlays the display 18, the nontransparent areas of the display 18 are clearly visible through the template 2. Consequently, darkening a display area immediately beneath a certain cell in the template 2 creates a visual image of marking, i.e. masking out, the respective cell. For example, a snap shot of the top left bingo card 3 in the template 2 and the underlying area of display 18 are presented in FIG. 4 for a hypothetical stage of a bingo game in which the bingo numbers "7", "10", "24", "25", "34", "53", "55", "64", and "70" have been called by the time of taking the snap shot. Similarly, the "X"-bingo pattern formed by darkening the diagonal areas of the display 18 underlying the bingo pattern tableau 5 is presented in FIG. 5.

An important advantage of using transparent template 2 is the low resolution requirements for the display 18. It is conceivable to utilize a high resolution dot-matrix LCD and show all the bingo numbers directly in the display. If so, ninety six dots are required to display a two-digit bingo number; whereas with the template 2, only one dot of a large size allows to mark the same bingo number resulting in a dramatic simplification of the game board. Yet, provided the overall number of dots in the display 18 is adequate, the display is useful for playing a do-it-yourself bingo wherein the player designs a bingo card by entering desired bingo numbers via the keyboard 10 and observing them in the display 18. An example of do-it-yourself bingo card image being made is shown in FIG. 6 with the cover template 2 removed completely. The individual bingo numbers 23 shown in FIG. 6 are of a much large size than those

ones in the template 2, since the minimum resolution of the display 18 is dictated by the multiple-bingo-card template 2 rather than by the single-bingo-card do-it-yourself image.

The game board 1 can be utilized either by the game operator, e.g. caller, or by the individual player. Under normal circumstances, the operator employs the game board 1 for generation and broadcasting random bingo numbers, i.e. called bingo numbers; whereas the individual player employs the game board 1 for automatic monitoring of the broadcasted called bingo numbers and automatic verification of the matches between the called bingo numbers and the card bingo numbers 6 imprinted on the display 18.

The user interface with the game board 1 is very simple. All that the caller is required to do is to switch it on using the power on-off switch 15, enter a numerical identification number of the bingo pattern being played via the keyboard 10, terminate the number with the keystroke "E" 12, and then push the "C" button 13 causing generation, broadcasting, and displaying of a new random bingo number in the tableau 4 each time when the button 13 is pressed. Assuming that the board identification number 9 matches the template identification number 8, the player is not required to do anything but to power-up the board 1 by the switch 15. The game board 1 will then automatically receive the broadcasted bingo pattern and called bingo numbers, display them in the tableaux 5 and 4 respectively, and mark the matches between the bingo card numbers 6 and the called bingo numbers in each card 3. Finally, the board 1 will automatically announce the game completion via the speaker 14 if the bingo status is achieved in any of the cards 3 for the broadcasted bingo pattern displayed in the tableau 5.

The operation of the game board 1 controlled by the microprocessor 21 is illustrated by the flowcharts in FIGS. 7 through 10. In order to simplify explanation, we assume that only the caller activates the "C" button 13, e.g. the "C" button is deactivated in the player's board. In addition, we assume that the caller's board can only transmit; whereas the player's board can only receive radio signals.

The interface of the game board 1 with the environment is interrupt-driven. If the keyboard interrupt is unmasked and enabled then any keystroke causes the keyboard interrupt 24 to occur as presented in FIG. 7. In response to the interrupt 22, the keystroke which caused the interrupt is placed in the keyboard input buffer in the step 25. The input buffer is edited in the step 26. If a valid, e.g. properly terminated by keystrokes "C" or "E", input string is discovered in step 27 then the corresponding command or data string is placed on the keyboard output queue in step 28 and the microprocessor returns from the interrupt in the step 29. Otherwise, the processor immediately returns from interrupt in the step 29.

The receiver interrupt is unmasked and enabled upon initialization and stays unmasked and enabled thereafter. A command or data transmitted by the caller's game board is received by the antenna 16 of the player's game board, demodulated by the modem 20, and the resulting pulse string is relayed to the microprocessor 21 causing the receiver interrupt to occur in the step 30 as shown in FIG. 8. The received pulse string is placed in the receiver input buffer in the step 31 and edited in the step 32. Any valid command or data discovered in the step 33 is first checked in the consecutive steps 34

through 35 whether the keyboard lock or keyboard unlock command is received. The keyboard lock command results in masking out the keyboard interrupt in the step 36 thus preventing further local keyboard entries. The opposite command results in unmasking the keyboard interrupt in the step 37 thus reenabling local keyboard entries. Any other valid command or data is put on the receiver output queue in the step 38. The receiver interrupt processing always ends up in return from interrupt executed in the step 39.

The caller's board main line processing is presented in the flow chart in FIG. 9. Following the reset in the step 40, the microprocessor 21 initializes internal variables and parameters, such as flags, registers, counters, pointers, interrupts, etc. in the step 41. Subsequently, the microprocessor 21 polls the keyboard output queue in the step 42 until the bingo pattern for the next round of the game is dequeued. This bingo pattern is encoded in a pulse stream and output to the modem 20 in the step 43. The modem 20 broadcasts the pattern via the antenna 16 to all the players in its turn. Next, the microprocessor transmits the KEYBOARD LOCK command in the step 44 causing the disabling of the player's keyboard. At this point, the microprocessor 21 starts to poll the keyboard output queue in the step 45 looking for a command to execute. If the "C" command is found in the step 46, then a new random bingo number in the range one to seventy five is generated in the step 47 using one of the standard routines for generation of nonrepetitive random numbers. This random bingo number is then output to the modem 20 in the step 48. The modem 20 broadcasts the number via the antenna 16. By definition, the transmitted bingo number becomes the called bingo number for all the players. The microprocessor 21 then returns to the keyboard output polling process in the step 45.

If the outcome of the test in step 46 is negative, i.e. other than "C" command is found on the queue, then the microprocessor 21 transmits the KEYBOARD UNLOCK command in the step 49 and, after resetting parameters in the step 50, returns to polling the keyboard output queue in search of the new bingo pattern.

In the player's game board, the main line processing starts with the reset in the step 51 in FIG. 10 followed by the initialization of parameters in the step 52. The process of initialization in the step 52 includes setting up the default bingo card numbers 6 corresponding to the game board's identification number 9, e.g. the default bingo card numbers are copied from ROM into a table of current bingo card numbers located in RAM. Upon completion of the initialization process, the microprocessor 21 starts polling of the keyboard output queue and the receiver output queue in the steps 53 through 55 until either a new template identification number, or a new bingo pattern, or a new called bingo number is found. If a new template identification number is found in the step 53, e.g. the player replaced the default template with a new one and entered the identification number of this template via the keyboard 10, then the microprocessor 21 computes the new bingo card numbers in the step 56 and puts them in the table of current bingo card numbers in RAM. For example, the microprocessor 21 may use a part of the template identification number 8 as the entry pointer into a ROM-based circular table of random numbers modulo fifteen and utilize the rest of the template identification number 8 as an offset for picking up the next random number out of this table. Or the microprocessor 21 may use the tem-

plate identification number 8 as a seed number for the pseudo-random number generation routine. Obviously, the very same algorithm must be used for selection of the bingo numbers 6 imprinted in the template 2.

If a new bingo pattern is found in the step 54, then the encoded pattern identification number is stored in RAM and the respective image is displayed in the tableau 5 in the step 57.

Finally, if a new called bingo number is received in the step 55, then the number is displayed in the tableau 4 and compared with all the bingo numbers in the current table of bingo card numbers in the step 58. The matches, if any, are identified and marked on the display 18 in the step 59. Subsequently, in the step 60, the microprocessor 21 checks whether the successful state of bingo is achieved in at least one of the individual bingo cards in the multiple bingo card template 2 by comparing the resulting pattern of matches with the current bingo pattern being played. If the bingo state is discovered, the microprocessor 21 causes the speaker 14 to generate an audible signal in the step 61 and resets the necessary parameters in the step 62 as a preparation for the next round of the game. Otherwise, the microprocessor 21 resumes polling the output queues of the keyboard and the receiver.

While a specific embodiment of the invention has been shown and described in detail to illustrate the application of the invention principles, it is understood that the invention may be embodied otherwise without departing from such principles.

The game board 1 can be easily adapted for playing a do-it-yourself bingo, wherein the cover template 2 is removed and the player designs arbitrary bingo cards by entering desirable bingo numbers via the keyboard 10. Although FIG. 6 presents only one do-it-yourself bingo card image being made, a number of such cards can be stored in RAM and played concurrently. An important feature of operations of the game board 1 in the do-it-yourself mode is locking the keyboard 10 by remote command to prevent the player from altering the card contents after the game starts and unlocking the keyboard 10 by caller's remote command to let the players the opportunity to update the do-it-yourself bingo cards. The process of locking and unlocking the keyboard in the do-it-yourself mode is identical with the process of locking and unlocking the keyboard in a regular bingo game described above.

The basic game board design presents an opportunity to play a variety of games akin to bingo. In particular, a keno-type game can be easily implemented. It is sufficient just to replace the template 2 with another one, such as presented in FIG. 11. The template in FIG. 11 is subdivided into five identical hundred-cell tableaus 63 filled with numbers one to hundred in increasing order. The top four areas 63 are available for selection of bets by the player, whereas the bottom tabloid is reserved for automatic marking of the called keno numbers which are broadcasted by the caller's game board. The user enters his bets via the keyboard 10, and the microprocessor 21 marks respective matches utilizing the display 18. Again, the player's keyboard is locked and unlocked by the caller remotely.

The specific design of the keyboard can be easily modified to accommodate requirements of the game. For example, playing the do-it-yourself bingo and keno games is facilitated by introduction of direction keys, such as "up-key", "down-key", "left-key", "and right-key". Special function keys can be added. In particular,

the verify-key scanning the tableau of called bingo numbers 4 with concurrent marking of the matching bingo numbers in the cards 6 is quite beneficial.

Although only two game boards are sufficient to play a game, under normal circumstances, one caller's board and a large number of players' boards are involved in the game. The multi-board game is illustrated in the block-diagram in FIG. 12 wherein the caller's board is marked 64, and players' boards are denoted 65. Each of the boards involved in the game is provided with an antenna 16, keyboard 10, and display 18. Curved arrows 67 in FIG. 12 symbolize a two-way communication between game boards 64 and 65.

A two-way communication between master board and player's game board can significantly improve reliability of the game. For example, the player's game board can automatically notify the caller's game board about successful completion of the game. The two-way communication can be used for uploading the master board and downloading the player's board with the game card contents. In particular, the master game board equipped with a disk and a printer can store the contents of player-created do-it-yourself bingo cards for future use and even print templates for the player.

Moreover, players' boards can communicate laterally, e.g. for cooperation in the process of "war" type game. In general, the game boards can communicate with each other remotely, e.g. via local area network. The specific communication channel is not restricted to radio only. Infrared or fiber communication means may be beneficial in a number of applications. Virtually any remote communication means or a combination of such means is applicable. For example, the RS232 interface 68 can be used for uploading the master board and downloading the player's board with a game card related information before the game begins, whereas the radio channel can be used thereafter for broadcasting and receiving called bingo numbers.

FIG. 3 shows an optional card reader 22. The card reader can be used for reading information directly from the template 2 having perforations along its edge. The perforations may carry the template identification number 8 in encoded form. Instead of entering the identification number manually, the player then could just insert the template into the receptacle of the card reader 22, and the rest of work would be done by the game board automatically. The card reader receptacle could also serve as a card retainer.

Although the overlay template 2 is removable and replacable, it can be attached to the game board 1 in many ways, e.g. it can be secured to the board 1 on hinges allowing the opportunity of flipping over the template from the position on the top of the board to the position at the bottom of the game board. Under such an arrangement, the game board has a default template with the identification number identical to the board's identification number, and the player is relieved from the need to intervene in the operation of the board as long as the default template is used. By flipping the default template over, an opportunity to play any other template or do-it-yourself game is readily provided.

While the invention has been described in some detail above, it is to be understood that this detailed description is by way of example only, and the protection granted is to be limited only within the spirit of the invention and the scope of the following claims.

What is claimed is:

1. In combination, a predetermined set of game cards and a game network for playing a game utilizing said predetermined set of game cards;

said game network comprising:

at least one master game board incorporating a master data input means, a master data processing means responsive to said master data input means, and a master data output means responsive to said master data processing means,

at least one player's game board incorporating a player's input means responsive to said master data output means, a player's data processing means responsive to said master data output means, and a player's data output means responsive to said player's data processing means;

said master game board transmitting via said master data output means predetermined data relevant to said game, and random data at least partially matching said predetermined set of game cards;

said player's game board comprising means for receiving said predetermined data and said random data via said player's data input means, means for storing an informational content of at least one game card out of said predetermined set in said player's data processing means,

comparison means for comparing said predetermined data and said random data on one hand, and said informational content on the other hand, and means for signalling the current status of said card game via said player's data output means as determined by said comparison.

2. The combination of claim 1, wherein said player's data input means includes a local data entry means.

3. The combination of claim 2, wherein said player's game board includes means to compute at least a portion of said informational content by processing an alphanumeric identification number of said game card in accordance with a predetermined rule; and

said alphanumeric identification number being entered via said player's local data entry means.

4. The combination of claim 2, wherein said player's local data entry means includes lock means that is remotely locked and unlocked by a predetermined command included in said predetermined data.

5. The combination of claim 1, wherein said player's data output means includes a data display means and a sound generating means.

6. The combination of claim 1, wherein at least one of said game cards out of said set is a transparent template bearing visual game symbols and overlaying said player's display.

7. The combination of claim 1, wherein said player's game board includes means to transmit said informational content and said current status back to said master game board via said player's data output means.

* * * * *



US004624462B1

REEXAMINATION CERTIFICATE (3023rd)

United States Patent [19]

[11] B1 4,624,462

Itkis

[45] Certificate Issued * Oct. 15, 1996

[54] **ELECTRONIC CARD AND BOARD GAME**

4,254,404 3/1981 White .
4,339,798 7/1982 Hedges et al. .

[75] Inventor: **Yuri Itkis**, Arcadia, Calif.

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4,373,726 2/1983 Churchill et al. .

[73] Assignee: **Fortunet Inc.**, Las Vegas, Nev.

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Reexamination Request:

No. 90/003,992, Oct. 5, 1995

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Reexamination Certificate for:

Patent No.: **4,624,462**
Issued: **Nov. 25, 1986**
Appl. No.: **611,951**
Filed: **May 18, 1984**

Primary Examiner—Jessica J. Harrison

[57] ABSTRACT

[*] Notice: The portion of the term of this patent subsequent to Jun. 19, 2001, has been disclaimed.

An electronic card and board game for playing bingo, keno, and the like games, wherein the master game board being operated by the caller generates and transmits random bingo numbers and game patterns, and the player's game board receives and processes the bingo numbers and game patterns, and the player's game board receives and processes the received information in conjunction with locally originated data determining the contents of a multiple bingo card. The multiple bingo card is implemented as a replaceable, removable transparent template bearing imprinted bingo numbers. In working position, the card overlays a dot-matrix display incorporated in the player's game board. The display is controlled by a microprocessor. The microprocessor activates the display dots located beneath the bingo numbers matching those transmitted by the master board via a radio channel. The microprocessor computes bingo numbers on the card using the identification number of the card in accordance with a predefined algorithm.

Related U.S. Application Data

[63] Continuation-in-part of Ser. No. 301,118, Aug. 11, 1981, Pat. No. 4,455,025.

[51] Int. Cl.⁶ **A63F 3/06**

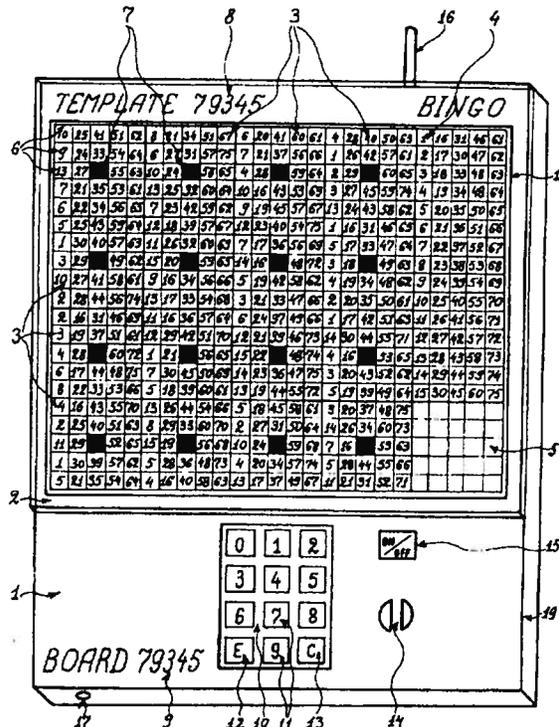
[52] U.S. Cl. **273/237; 273/269**

[58] Field of Search **273/237, 238, 273/239, 269, 286**

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B1 4,624,462

1
REEXAMINATION CERTIFICATE
ISSUED UNDER 35 U.S.C. 307

NO AMENDMENTS HAVE BEEN MADE TO
THE PATENT

2
AS A RESULT OF REEXAMINATION, IT HAS BEEN
DETERMINED THAT:

The patentability of claims 1, 2, 3, 4, 5, 6 and 7 is
confirmed.

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* * * * *



US004624462B2

REEXAMINATION CERTIFICATE (4090th)

United States Patent [19]

[11] B2 4,624,462

Itkis

[45] Certificate Issued *May 23, 2000

[54] ELECTRONIC CARD AND BOARD GAME	3,405,457	10/1968	Bitzer	434/323
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[75] Inventor: Yuri Itkis , Arcadia, Calif.	4,312,511	1/1982	Jullien	273/237
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[73] Assignee: Fortunet Inc. , Las Vegas, Nev.	4,373,726	2/1983	Churchill et al.	273/138
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Reexamination Request:

No. 90/005,230, Jan. 25, 1999

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Patent No.: **4,624,462**
 Issued: **Nov. 25, 1986**
 Appl. No.: **06/611,951**
 Filed: **May 18, 1984**

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Reexamination Certificate B1 4,624,462 issued Oct. 15, 1996

Primary Examiner—Mark A. Sager

[*] Notice: This patent is subject to a terminal disclaimer.

[57] **ABSTRACT**

Related U.S. Application Data

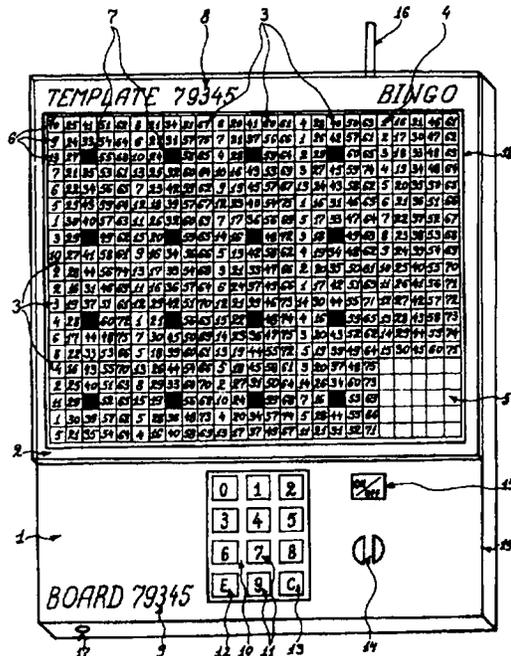
- [63] Continuation-in-part of application No. 06/301,118, Aug. 11, 1981, Pat. No. 4,455,025.
- [51] **Int. Cl.⁷** **A63F 3/06**
- [52] **U.S. Cl.** **273/237; 273/269**
- [58] **Field of Search** **463/19, 18, 17, 463/16, 42, 41, 40; 273/274, 269, 237; 434/323**

An electronic card and board game for playing bingo, keno, and the like games, wherein the master game board being operated by the caller generates and transmits random bingo numbers and game patterns, and the player's game board receives and processes the bingo numbers and game patterns, and the player's game board receives and processes the received information in conjunction with locally originated data determining the contents of a multiple bingo card. The multiple bingo card is implemented as a replaceable, removable transparent template bearing imprinted bingo numbers. In working position, the card overlays a dot-matrix display incorporated in the players's game board. The display is controlled by a microprocessor. The microprocessor activates the display dots located beneath the bingo numbers matching those transmitted by the master board via a radio channel. The microprocessor computes bingo numbers on the card using the identification number of the card in accordance with a predefined algorithm.

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1
REEXAMINATION CERTIFICATE
ISSUED UNDER 35 U.S.C. 307

THE PATENT IS HEREBY AMENDED AS
INDICATED BELOW.

Matter enclosed in heavy brackets [] appeared in the patent, but has been deleted and is no longer a part of the patent; matter printed in italics indicates additions made to the patent.

AS A RESULT OF REEXAMINATION, IT HAS BEEN DETERMINED THAT:

The patentability of claims 1 and 2-7 is confirmed.

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New claims 8 and 9-10 are added and determined to be patentable.

5 *8. The combination of claim 1, wherein said predetermined data includes bingo pattern data.*

10 *9. Combination of claim 1, wherein said master game board transmits said informational content via said master data output means and said player's game board receives said informational content via said player's data input means.*

10. Combination of claim 9, wherein said informational content includes an identification number of said game card.

* * * * *

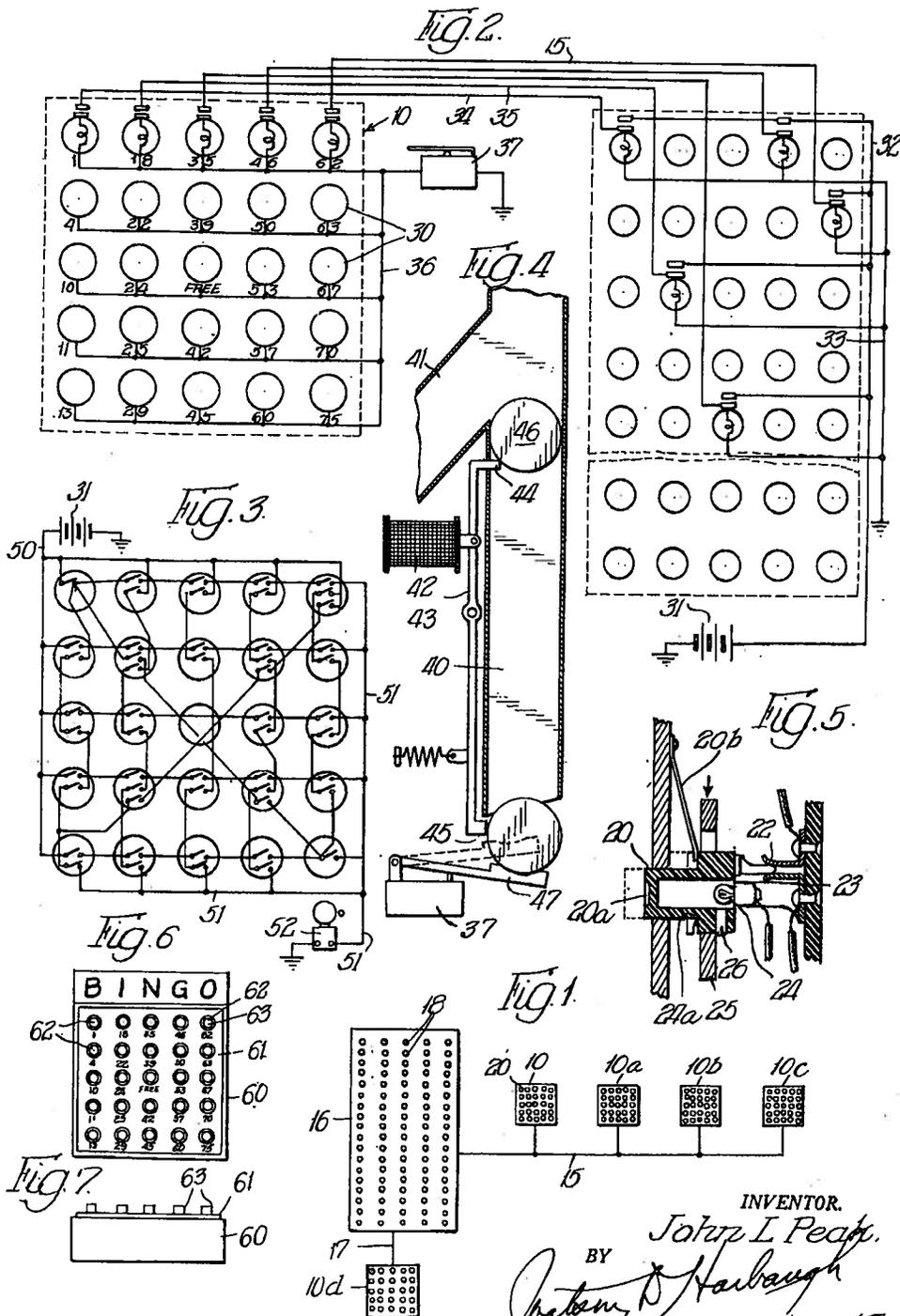
Aug. 28, 1956

J. L. PEAK

2,760,619

AMUSEMENT DEVICES

Filed Dec. 22, 1949



INVENTOR.
John L. Peak
 BY
Robert D. Harbaugh
attor

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2,760,619

AMUSEMENT DEVICE

John L. Peak, Chicago, Ill.

Application December 22, 1949, Serial No. 134,363

10 Claims. (Cl. 194-16)

This invention relates generally to games or amusement devices and more particularly to an improved electrical apparatus for playing lotto or keno type games.

During recent years the game of lotto has become quite popular in an adaptation known as Bingo, Corno, etc. The game is played by a group of players, each of whom has a numbered card before him. The numbers on the card are arranged in a square or rectangular pattern. As the game is played, numbered balls or elements are drawn by lot from a container and the numbers called out to the players. As each number is called, each player having that number on the card which he is playing places a marker, which may be a kernel of corn, over that number. The play is ended when one player has completed a straight row of numbers, either horizontally, vertically or diagonally on his card. Since the combinations and arrangements of numbers on the various cards of the set are different, there is usually only one winner in each game unless an unusually large number of players is involved.

The cards employed usually are square and have five numbers on a side, making a total of twenty-five. In many cases the center number is marked "Free," no number appearing thereon. This makes it easier to get a winning row of numbers on either diagonal or on the center vertical column or center horizontal row, for only four numbers need be called to complete a line of five such rows.

The total number of numbers used in the game may vary, but usually is between 75 and 100 for cards having 25 numbered spaces thereon. The numbers may be employed in a simple sequence arrangement of numbers in which the numbers from 1 to 15 usually appear on the cards in the first column, numbers 16 to 30 in the second column, 30 to 45 in the third column, etc. A variation is to head the vertical columns with the letters B I N G O and label the numbers B-6, N-10, G-2, etc.

On completion of the game, particularly where a participation fee is charged and a prize is awarded to the winner, it is desirable to check the card of the person who has proclaimed himself to be a winner. To do this, an assistant repeats back to the operator the numbers which have been covered on the player's board to determine whether or not the winning combination or line is present. These numbers are checked as called against the numbered balls which have been drawn from the container to verify the accuracy or sometimes the honesty of the player.

This checking period entails time, suspends the play and is particularly unpleasant to the other players who, not having won, are usually anxious to proceed with the play of the next game. Furthermore, when the alleged winner has erroneously placed his markers and is not in fact the winner the enthusiasm of the other players is lowered, especially if they have removed the markers from their cards and cannot play out that game.

Accordingly, one object of this invention is to provide an apparatus for playing the game which positively

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prevents erroneous or dishonest playing on the part of a player and eliminates the time consuming check-back to authenticate the winner.

Another object is to provide an apparatus in which the numbers on the playing boards or cards as well as on a master control panel are illuminated after they have been drawn and called, and the player can either participate in illuminating the numbers or sit back and watch his board operate automatically.

A converse object is to provide an apparatus in which the numbers cannot be illuminated unless they have been drawn, thereby enabling a check-up without calling back the numbers.

A further object is to provide an apparatus in which the player does not have to watch or exert himself to play a board to be assured of winning if in fact the board before him comes up with a winning combination.

A further object is to provide an arrangement whereby a visual and/or audible signal automatically indicates that a player has won.

A further object is to provide an apparatus which may be coin actuated, if desired, to speed the game, and which is positively foolproof so that a person may not join the game after it has started should he perceive that he has an idle winning board before him.

A further object is to provide an apparatus in which the playing boards are provided with replaceable cards so that a player may have a different card, if he desires, without the necessity of changing seats or boards.

Other objects and advantages of the apparatus of this invention will present themselves to those familiar with the art on reading the following specification in conjunction with the drawing and the appended claims:

In the drawing,
Fig. 1 is a schematic drawing of a preferred embodiment of the apparatus;

Fig. 2 is a wiring diagram showing the preferred electrical circuit for use with the apparatus of this invention;

Fig. 3 is a wiring diagram of the winner indicating circuit;

Fig. 4 is a sketch showing the coin collecting chute;

Fig. 5 is a vertical section showing a preferred construction of illuminated switch;

Fig. 6 is a plan view of another modified embodiment; and

Fig. 7 is a front elevation thereof.

A fundamental concept of this invention is to provide a playing board for each player having electric lamps arranged in rows and columns thereon with or without participation switches thereon to control them. The lamps are connected by cabled conductors to a master control panel in series with switches corresponding to each number and a power supply.

The various elements of the apparatus are shown in Fig. 1. The playing boards 10, 10a, 10b, 10c and 10d may be connected to a common cable 15 extending from the control panel 16 or may have individual cables such as the cable 17 extending from the panel 16 to the playing board 10d. I prefer to provide a common cable having spaced multiple sockets wired therein into which mating plugs on short individual cables extending from the boards are received.

In the embodiment illustrated, the panel 16 is provided with seventy-five illuminated push-button switches indicated at 18. The switches may be any conventional type and need not be illuminated, but I prefer to use the type of switch shown in Fig. 5 having a push button 20 of translucent plastic which may be pressed inwardly to close two electric contacts 22 and 23. A leaf spring 20b fastened at one end to the front panel and fitting into a groove 24a in the button urges the button outwardly to normally hold the switch open. A lamp bulb

24 is mounted behind the button element 20 and is connected so as to be energized only when the button 20 is held down. To replace the lamp bulb 24 the front panel which is removable is merely moved away when all the buttons 20 are raised to expose the lamps 24. A conventional apertured locking plate 25 is provided which cooperates with detent elements 26 on each of the buttons 20 to hold the buttons down once they have been pressed. The locking plate 25 is shiftable with respect to the buttons 20 as indicated by the arrow and may be moved away from the detents 26 to release all of the buttons simultaneously at the end of the game in order to open the switches and reset the panel quickly for the next game. The end of each button 20 is painted or embossed with a number corresponding to its location on the panel as indicated at 20a.

Thus when each button 20 is pressed, its switch contacts 22 and 23 are closed to light the lamp 24 disposed behind it and the button 20 is held down until the end of the play so that the illuminated buttons on the panel indicate the numbers which have been drawn up to that time, for as the numbers are drawn and called out the corresponding button is pressed.

The switches 30 on the playing boards 10 are preferably of the same type as those used on the control panel 16 but other kinds may be used, if desired. The preferred wiring diagram is shown in Fig. 2. The power supply 31, shown as a battery, may be any source of low voltage alternating or direct current. To simplify the drawing, the battery 31, as well as certain conductors in the play boards 10 and panel 16, are shown connected to ground. Actually a ground wire is preferred connecting all conductors where indicated as grounded. To further simplify the drawing, only one play board 10 is shown. The others, however, are wired in the same fashion.

In Fig. 2 the wiring of only one row of illuminated switches 30 on the playing board 10 is shown. The other switches 30 on that board and on each of the other boards are wired in exactly the same manner so as to be controlled by the switch bearing the corresponding number on the control panel 16. On examination of Fig. 2 it will be seen that a conductor 32 extends from the power supply 31 to one terminal of each of the switches on the panel 16. Another conductor 33 connects each of the lamps 24 to ground, and the other side of each lamp 24 is connected to its corresponding switch. Thus when a switch is closed, its lamp 24 is energized.

The terminal of each switch which is connected to the lamp 24 is also connected to a conductor in the cable 15 which extends to each of the playing boards 10, the individual conductor being connected only to those boards on which the corresponding number appears. Thus a conductor 34 extends from switch 1 on the panel 16 to switch labeled 1 on the board 10. Similarly a conductor 35 connects the switch 18 on the panel 16 with the switch 18 on the playing board 10. The other terminal of each switch 30 on the playing board 10 is connected through the corresponding lamp 24 to ground by a common conductor 36. This ground circuit, however, includes a coin actuated switch 37 whose function will be described later.

From the foregoing it will be apparent that when the switch labeled 1 on the panel is closed, one contact of the corresponding switch on the board 10 will be energized. Thus when the player hears the number one called, he may illuminate the upper right-hand switch by merely pressing the button 20 to complete the circuit to ground through the lamp 24. If the player should press the button 24 of a switch on a playing board 10 prematurely before the corresponding switch on the control panel 16 is closed, the circuit will not be completed and the board switch will not light up even though it is held closed by the detent 26. A lazy player may, if he desires, press all the switches 30 on this board to play a completely automatic game, for the switches

30 will be lighted automatically as the corresponding numbers are drawn and the switches of the panel 16 are closed.

The operation of the apparatus is probably apparent from the foregoing description but a résumé may prove helpful.

To start the game, the player deposits a coin to close the switch 37. When all players have done this, the operator of the game proceeds to draw the numbered balls one at a time. As each ball is drawn, he calls out its number and closes the corresponding switch on the control panel 16.

Assuming the first number drawn is 18—when the switch numbered 18 on the panel 16 is closed its lamp will be energized as will the conductor 35 leading to the switch 18 on the playing board 10. The player on hearing the number called will press the switch button to illuminate his switch 18, or if he is playing the "lazy" game with all switches closed, the lamp will light as soon as the switch on the panel 16 is closed. As the play progresses and other numbers are called, the player will close the corresponding switches to light the numbers called which appear on his board. If as the play progresses the numbers 1, 18, 35, 46 and 62 are called, the player of the board 10 will find that all the switches in the top row have been illuminated, and he will call out "bingo" or make some other signal that he has won. The operator of the game then has merely to walk over to the board, and a quick look at the top row of illuminated switches 30 will confirm the player's statement, and the prize can then and there be delivered. This quick check is all that is required, for the switches of that row could not have been lit had the numbers not been drawn and the corresponding switches on the control panel closed. No repeating back of the numbers or other time consuming procedure is required. In fact, with the present invention it takes no more time than a glance to check and deliver the prize than it has taken heretofore for the operator to walk to a board merely to deliver the prize.

After he has received his prize, the player may actuate a lever (not shown) to move the switch locking plate 25 and release all the switches to reset the board 10 for the next game. The losing players, of course, will also reset their boards. Similarly, the operator will reciprocate the locking plate 25 on the control panel to reset it for the next game.

In the embodiment illustrated, the switch at the center of the board 10 labeled "FREE" is different from the others in that it is wired directly to the power supply 31 so as to be illuminated at all times during the play of the game. Its ground conductor, however, is connected through the coin actuated switch 37 so that the light is on only when a coin has been deposited. Thus this light serves as a convenient indicator that the player has deposited a coin and that his board is in play when the game commences.

A preferred form of coin receiving mechanism is shown schematically in Fig. 4. A bifurcated chute 40 is provided with a coin receiving opening and slug detector (not shown) at its upper end. One leg 41 extends off to one side to a coin return receptacle (not shown) while the other leg extends downwardly to the till. The coin actuated switch 37 is located at the lower end of the chute 40.

To prevent a player from following the play mentally and joining the game after it has started if he perceives that his chances of winning are good, a solenoid 42 and lever 43 are provided. The lever 43 is pivotally mounted at its center and normally rests in the position illustrated. Both ends of the lever are bent at right angles so that they may project into the chute a short distance, but the lower end of the lever 43 normally lies just outside the chute so as not to interfere with coins therein. The function of the upper end 44 of the lever 43 is to retain a coin in the chute 40 just below the junction of the leg

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41 until such time as the solenoid 42 is energized. The other end 45 of the lever 43 serves to roll a coin off the switch arm 47 when the solenoid is actuated, allowing the switch 37 to open.

The arrangement functions as follows: The coin the player deposits is first retained on the projecting end 44 as indicated at 46. Should he then deposit a second coin it will strike the coin 46 and be deflected down the return leg 41 to the return coin receptacle which is accessible to the player. Just before the game is about to begin the operator momentarily closes a switch (not shown) which energizes the solenoid 42 at each board 10. This moves the lever 43 slightly in a counterclockwise direction and withdraws the projecting end 44 from the chute 40, permitting the coin 46 to drop to the bottom of the chute 40 where it comes to rest on the switch arm 47, its weight closing the switch 37 and energizing the board 10.

The next time the solenoid 42 is energized, the lower projecting end 45 moves inwardly to roll or push the coin off the arm 47, allowing the switch 37 to open. In the event that the solenoid 42 is energized longer than momentarily, the coin 46 will be released as the end 44 is withdrawn from the chute 40 and will drop to a position just above the projecting end 45, being retained thereon above the switch arm 47. As soon as the solenoid 42 is deenergized, however, the end 45 will spring outwardly and permit the coin to drop onto the arm 47 to close the switch 37.

In Fig. 3 the wiring diagram of a modified embodiment in which the winner is automatically indicated is illustrated. Actually there are three sub-modifications illustrated by Fig. 3, but the identical indicator circuit is used in all three.

To convert the preferred embodiment to the first modified winner indicating type either relays or additional switches are provided, preferably switches which are actuated when the illuminated switches 30 are closed. I prefer to employ additional pairs of switch contacts which are mechanically closed when the buttons are depressed. The number of additional switches required varies from one to three, depending on the location of the button on the board.

In Fig. 3 the switch buttons are indicated by large circles, while the additional switches actuated thereby are represented by small switches within the circles. The conductors are represented by solid lines. A conductor 50 connects the power supply to one side of one of the additional switches at each button in the top column and the right-hand row. The other side of each of these switches is connected by a short conductor to the adjacent switch in that column or row. The other side of that switch is in turn connected to the next button and so on until the opposite edge of the board 10 is reached. Similarly conductors having switches therein extend diagonally across the two diagonals on the board.

On the bottom and left-hand side of the board a conductor 51 connects one switch contact at each button in the corresponding column and row through an electric bell to ground. On study of the drawing it will be apparent that current may flow between the conductor 50 and the conductor 51 whenever all of the switches in a horizontal row, a vertical column, or either one of the two diagonals are closed and not at any other time. Since these switches are actuated by the numbered buttons, current can flow to the bell 52 only when a winning combination of button switches 30 have been closed. If desired, a lamp to provide a visual signal may be substituted for the bell 52.

The above described modification, however, is not absolutely foolproof for a person who erroneously presses the button switches before the switch on the control panel is closed may falsely indicate that he has won. The operator of the game still may check the winner without calling back the numbers, however, for the lamps 24

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will not be lit unless the corresponding switches on the panel 16 have been closed. To provide a fully automatic apparatus for operator control either of two courses may be followed. One way is to provide a relay connected in parallel with the lamp of each button switch 30 in the play board 10. Two of the relays may be single pole, five must be triple, and the remainder may be double pole. Since the relays can close the indicating switches only when the lamps 24 are energized, and since the lamps cannot be energized until the correspondingly numbered switch on the control panel 16 has been closed, no false winning signal can result even if the player closes all of the button switches 30.

Another way is to provide additional switches behind the control panel 16 which are mechanically closed when the push buttons are depressed. One network must be provided for each playing board 10 in the set, and a great many switches must be actuated by each button if a large number of boards is provided.

Another modification of the invention in which the indicating circuit is employed is to provide a plurality of identical playing boards 60 and a set of different numbered cards or templates 61. Each card 61 is provided with openings 62 corresponding with each switch 63 on the board so that the card 61 may be fitted over the top of the board 60. With this arrangement the switches 63 project through the openings in the cardboard, and any card 61 fits all boards 60. The boards 60 are preferably substantially identical with those of the first modification having the illuminated switches 30 as well as the winner indicating switches, but the switches 63 are not numbered. The only difference is that the conductors of the cable 15 are eliminated, the switch contact 22 at each button of each board being connected directly to a power supply, and the panel 16 may, therefore, be dispensed with, if desired.

The play with such boards 60 is not automatic, but the added feature of card interchangeability offsets this disadvantage, for any player desiring a new card has merely to lift off the old card and substitute a new one. With this embodiment, winners are indicated automatically just as in the first described modification.

From the foregoing it will be apparent that a vastly improved game apparatus has been provided which may take any one of several forms, depending on the size of the game to be played, its locale, and the desires of the operators. The apparatus is basically the same, however, in all embodiments, and unitary elements of one modification may be used in the various other embodiments.

Although several modifications have been described, it is to be understood that various other changes and modifications may be made without departing from the spirit of the invention whose scope is commensurate with the following claims.

What is claimed is:

1. A game apparatus comprising a panel having a relatively large number of switches thereon, a conductor extending from a source of electrical power to one contact of each of said switches, a lamp at each switch connected to the other contact of each of said switches so as to be lighted when the switch connected thereto is closed, a plurality of playing boards each having a substantially lesser number of switches thereon than the panel board, a separate conductor extending from each of said playing board switches to said other contact of one of the first mentioned switches, and a lamp proximate to each of said playing board switches, each of said last mentioned lamps being in series with the corresponding playing board switch in a return conductor leading back to the power supply.

2. A game apparatus comprising a panel having a relatively large number of switches thereon, a conductor extending from a source of electrical power to one contact of each of said switches, a plurality of playing boards each having a substantially lesser number of switches

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thereon than the panel, a separate conductor extending from each of said playing board switches to the other contact of one of the first mentioned switches, and a lamp mounted in close proximity to each of said playing board switches, each of said lamps being in series with the playing board switch and a conductor leading to the power supply.

3. A game apparatus comprising a panel having a relatively large number of switches thereon, a conductor extending from a source of electrical power to one contact of each of said switches, a plurality of playing boards each having a plurality of switches thereon, each of said playing boards having a lesser number of switches than said panel, a separate conductor extending from each of said playing board switches to the other contact of one of the first mentioned switches, and a lamp in series with each of said playing board switches.

4. A game apparatus comprising a panel having a number of switches thereon, a conductor extending from a source of electrical power to one contact of each of said switches, a plurality of playing boards each having a number of switches thereon, a separate conductor extending from each of said playing board switches to the other contact of one of the first mentioned switches, a lamp disposed in close proximity to each of said playing board switches, each of said lamps being connected to a playing board switch and a conductor leading to the power supply, additional switches disposed at each playing board switch arranged to be closed when the playing board switch is closed, conductors connected between various combinations of said last mentioned switches, and an indicator means at each playing board, said last mentioned conductors and switches forming several current paths between the power source and said indicator means whereby said indicator means will be actuated when such switches have been closed to form a current path to same from said power source.

5. A game apparatus comprising a panel having a relatively large number of switches thereon, a conductor extending from a source of electrical power to one contact of each of said switches, a plurality of playing boards each having a substantially lesser number of lamps thereon than the number of switches on said panel, a separate conductor extending from each of said lamps to the other contact of one of the first mentioned switches, each of said lamps also being connected to a conductor leading back to the power supply, indicator switches disposed at each playing board lamp, additional conductors connected between various combinations of said last mentioned switches, and an indicator means near the game apparatus, said last mentioned conductors and switches forming several current paths between the power source and said indicator means whereby said indicator means will be actuated when such switches have been closed to form a current path to same from said power source.

6. A game apparatus comprising a panel having a relatively large number of switches thereon, a conductor extending from a source of electrical power to one contact of each of said switches, a plurality of playing boards each having a substantially lesser number of switches thereon than the panel, a separate conductor extending from each of said playing board switches to the other contact of one of the first mentioned switches, a lamp disposed near each of said playing board switches, each of said lamps being in series with the playing board switch and a conductor leading to the power supply, additional switches disposed at each playing board switch arranged to be closed when the playing board switch is closed, conductors connected between various combinations of said last mentioned switches, and an indicator means disposed near the game apparatus, said last mentioned conductors and switches forming several current paths between the power source and said indicator means whereby said indicator means will be actuated when such switches have been closed to form a current path to same from said power source.

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7. A game apparatus comprising a panel having a number of switches thereon, a conductor extending from a source of electrical power to one contact of each of said switches, a plurality of playing boards each having a number of switches thereon, a separate conductor extending from each of said playing board switches to the other contact of one of the first mentioned switches, a lamp disposed in close proximity to each of said playing board switches, each of said lamps being connected to a playing board switch and a conductor leading to the power supply, additional indicator switches for each playing board, means for closing said additional switches when the playing board switch is closed, conductors connected between various combinations of said last mentioned switches, and a winner indicator means near said game apparatus, said last mentioned conductors and switches forming several current paths between the power source and said indicator means.

8. In a game apparatus, a plurality of playing boards each having a number of switches thereon, a lamp connected in series with each of said switches and to a power source, each of said switches having a translucent actuator button disposed in close proximity to said lamp whereby said lamps shine through the switches when said switches have been closed, additional switches disposed at each switch arranged to be closed when the first mentioned switch is closed, conductors connected between various combinations of said last mentioned switches, and an indicator means at each of said boards, said last mentioned conductors and switches forming several current paths between the power source and said indicator means whereby said indicator means is actuated when predetermined sets of said switch buttons have been actuated to illuminate same and also close one of the current paths.

9. In a game apparatus, a playing board having a number of switches thereon disposed in rows to form a square pattern, a lamp connected in series with each of said switches and with a power source, each of said lamps being disposed so as to illuminate a single switch when said switch is closed, additional switches disposed at each switch arranged to be closed when the first mentioned switch is closed, conductors connected between various combinations of said last mentioned switches to define vertical and horizontal rows, and an indicator means disposed near said game apparatus, said last mentioned conductors and switches forming several current paths between the power source and said indicator means.

10. A game apparatus comprising a panel having a relatively large number of switches thereon, a conductor extending from a source of electrical power to one contact of each of said switches, a plurality of playing boards each having a substantially lesser number of switches thereon, a separate conductor extending from each of said playing board switches to the other contact of one of the first-mentioned switches, a lamp disposed near each of said playing board switches, each of said lamps being connected to a playing board switch and a conductor leading to the power supply, a coin-actuated switch in said last-mentioned conductor, additional switches disposed at each playing board switch arranged to be closed when the playing board switch is closed, conductors connected between various combinations of said last-mentioned switches, an indicator means near said game apparatus, said last-mentioned conductors and switches forming several current paths between the power source and said indicator means whereby said indicator means will be actuated when said switches have been closed to form a current path to same from said power source, and means for remotely controlling the passage of coins to said coin-actuated switch along a predetermined path including a lever having a projection normally urged to a position in said predetermined path interfering with the passage of a coin to a position actuating said coin-ac-

2,760,619

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tuated switch, an element carried by said lever normally	1,906,260
out of contact with a coin in said switch actuating posi-	1,951,973
tion, and a solenoid operatively connected to said lever to	2,333,002
move said element into coin-ejecting position and said	
projection out of said interference position when actuated. 5	

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[54] ELECTRICALLY OPERATED BINGO GAME APPARATUS

[72] Inventors: Floyd R. Taylor, 3346 1/2 Walnut Avenue; Robert B. Whitaker, 5049 Bowman Oaks Way, both of Carmichael, Calif. 95608

[22] Filed: Jan. 30, 1970

[21] Appl. No.: 7,203

Related U.S. Application Data

[63] Continuation-in-part of Ser. No. 654,736, July 20, 1967, abandoned.

[52] U.S. Cl. 273/135 A, 273/135 B

[51] Int. Cl. A63F 3/06

[58] Field of Search 273/135

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Primary Examiner—Delbert B. Lowe
Attorney—Alexander B. Blair

[57] ABSTRACT

An electrical "Bingo" game comprising a player console having a plurality of groups of playing boards, each board including a series of numbers on a translucent panel, at least some of said numbers appearing on more than one panel, a light containing compartment behind each number, all of said lights in a single group being mounted in current conducting relation to a common metallic base plate, a master control board having a switch corresponding to each number, a source of electrical energy and an electrical interconnection between each switch on the one master control board and the lights serving to illuminate the corresponding number on each of the individual playing boards, said lights in each group being connected to ground through said metallic base plate and each having a diode which prevents the flow of current from the direction of ground, whereby a possible feedback causing a false lighting of one or more numbers is prevented. Coin actuated switches are provided for energizing selected groups of boards, as are coin return means and lock means precluding energization of a board after play has started. Visual and audible "Bingo" signals are provided for the player console.

13 Claims, 13 Drawing Figures

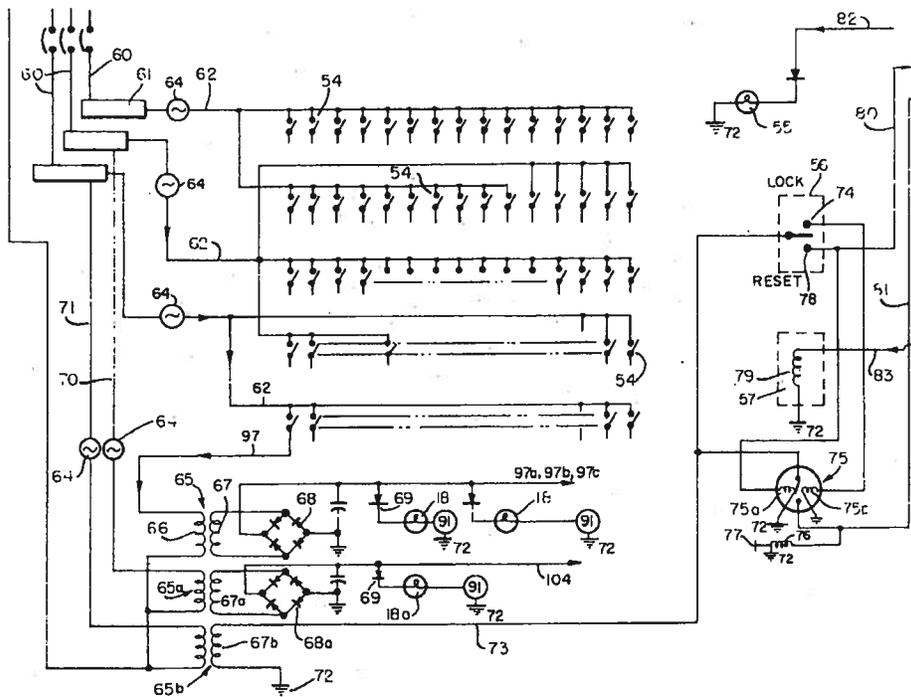


FIG. 1.

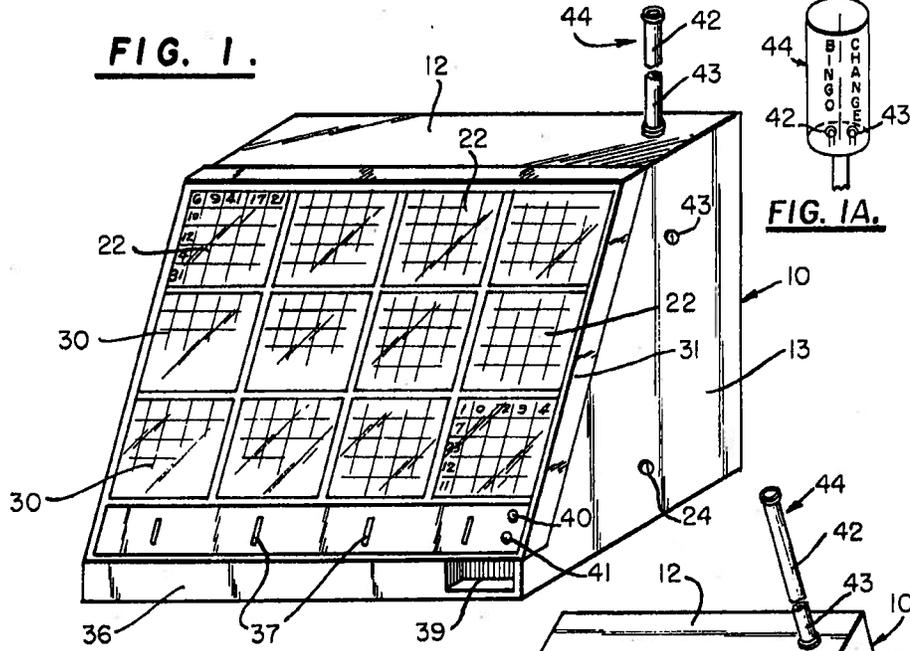


FIG. 1A.

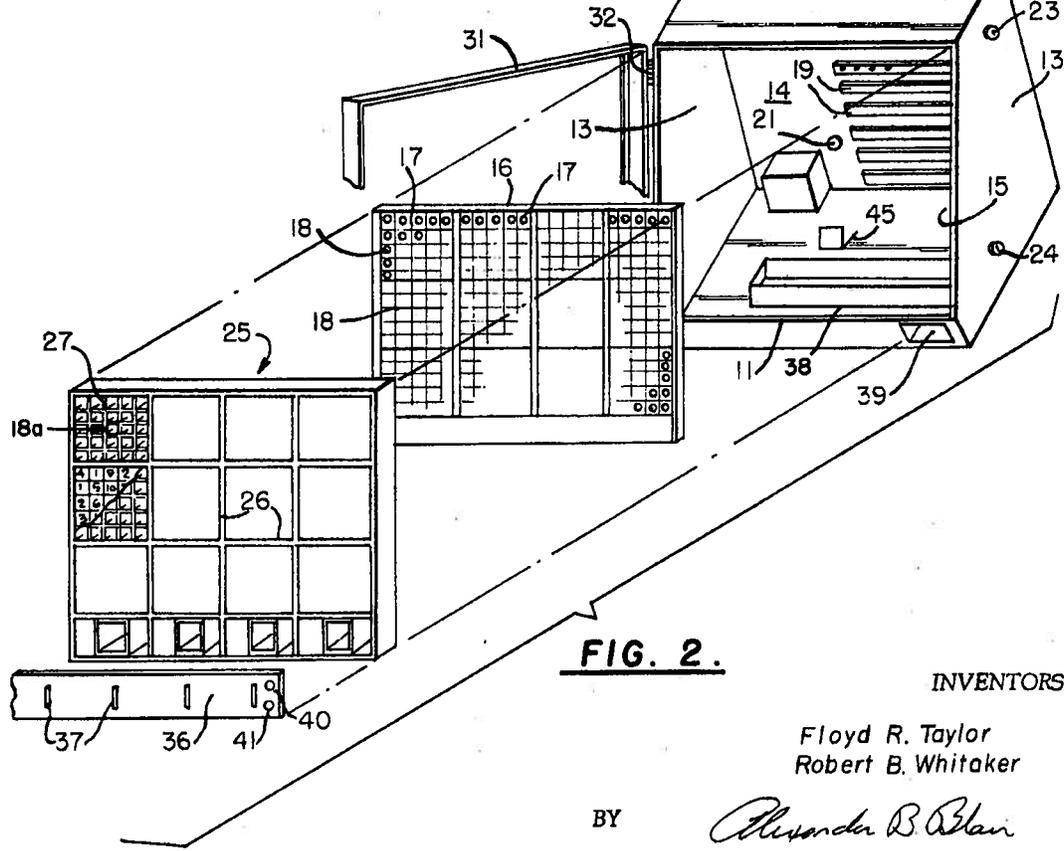


FIG. 2.

INVENTORS

Floyd R. Taylor
Robert B. Whitaker

BY

Alexander B. Blair

ATTORNEY

FIG. 3.

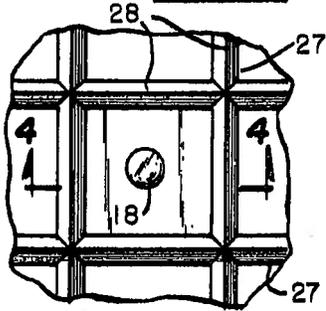


FIG. 4.

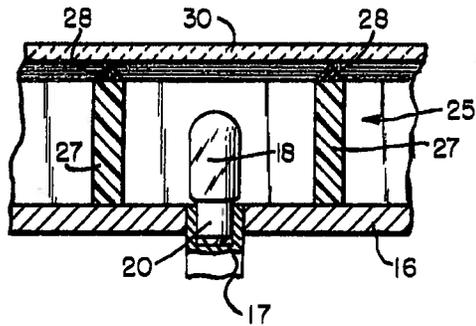
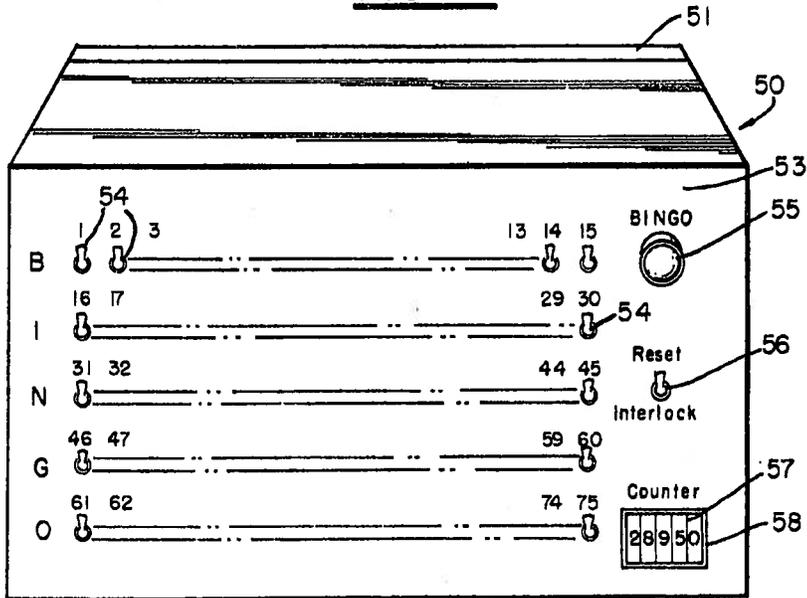


FIG. 5.



INVENTORS

Floyd R. Taylor
Robert B. Whitaker

BY

Alison B. Blair

ATTORNEY

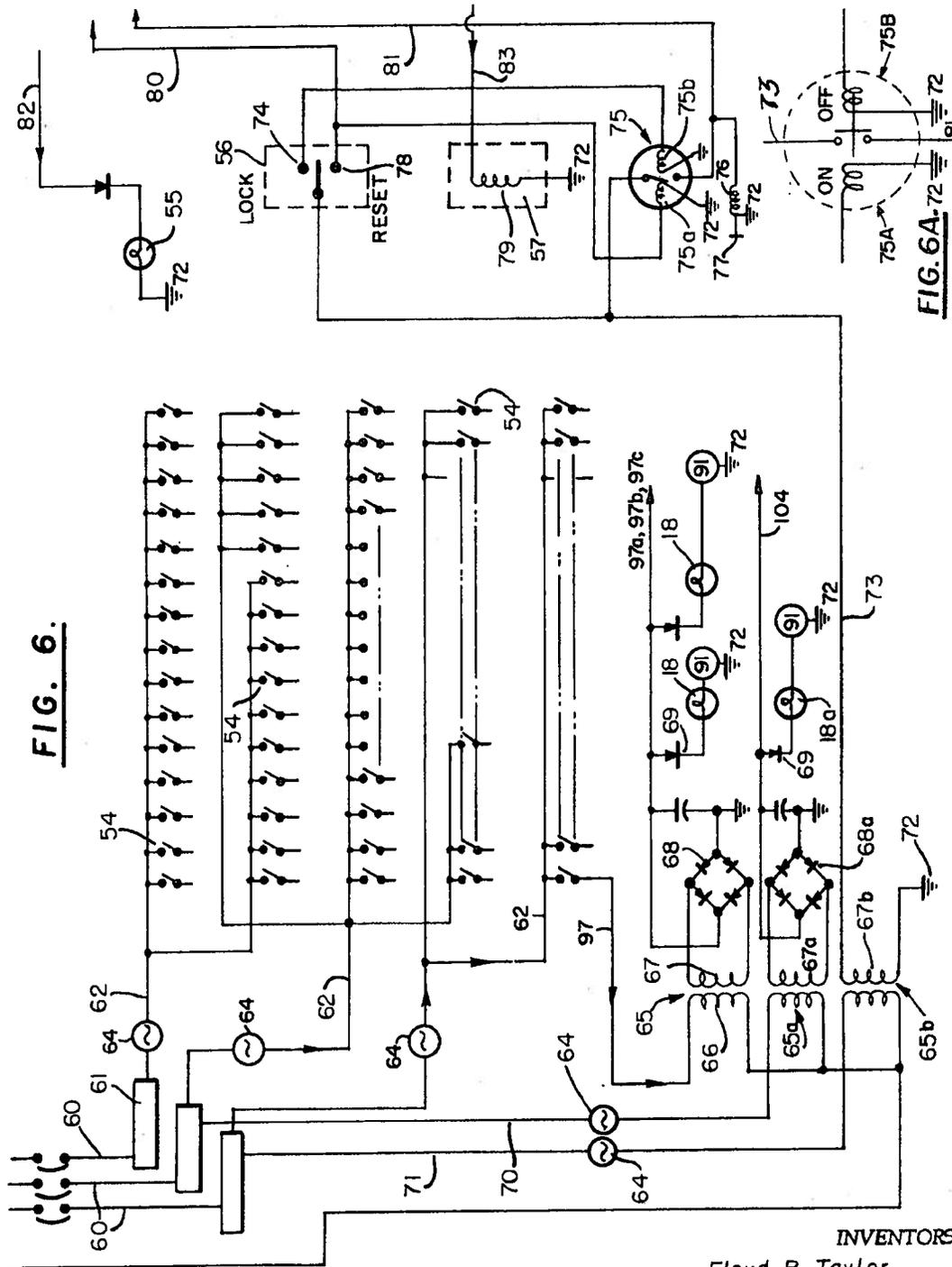


FIG. 6.

FIG. 6A.

INVENTORS
Floyd R. Taylor
Robert B. Whitaker

BY *Alvin B. Blair*
ATTORNEY

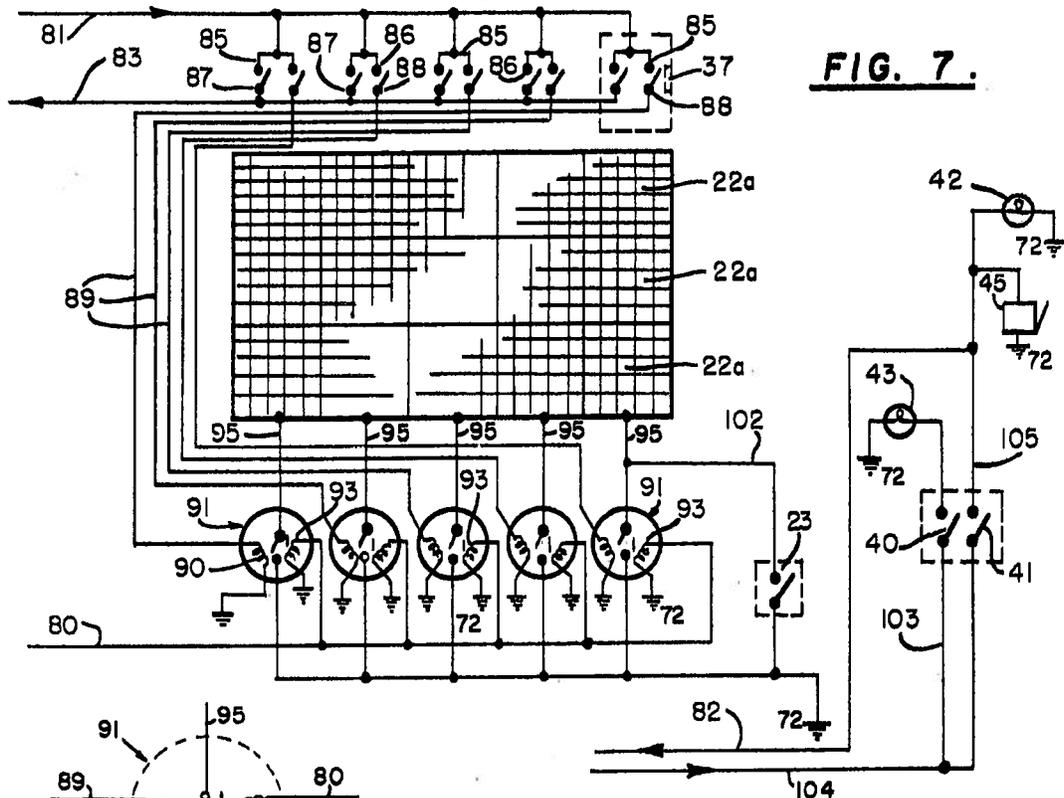


FIG. 7.

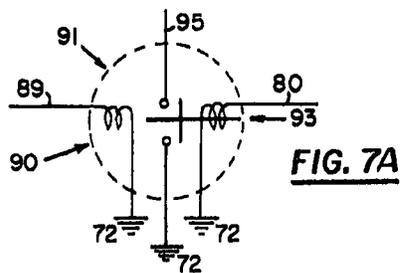


FIG. 7A

FIG. 8.

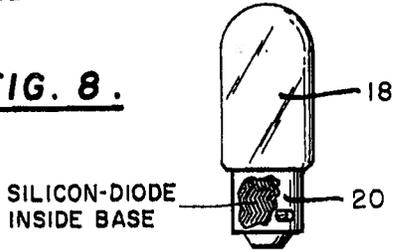
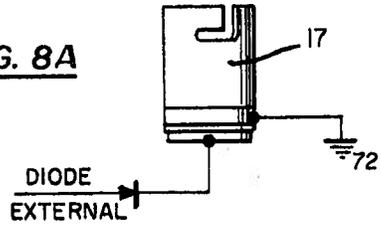


FIG. 8A



INVENTORS

Floyd R. Taylor
Robert B. Whitaker

BY

Alexander B. Blair

ATTORNEY

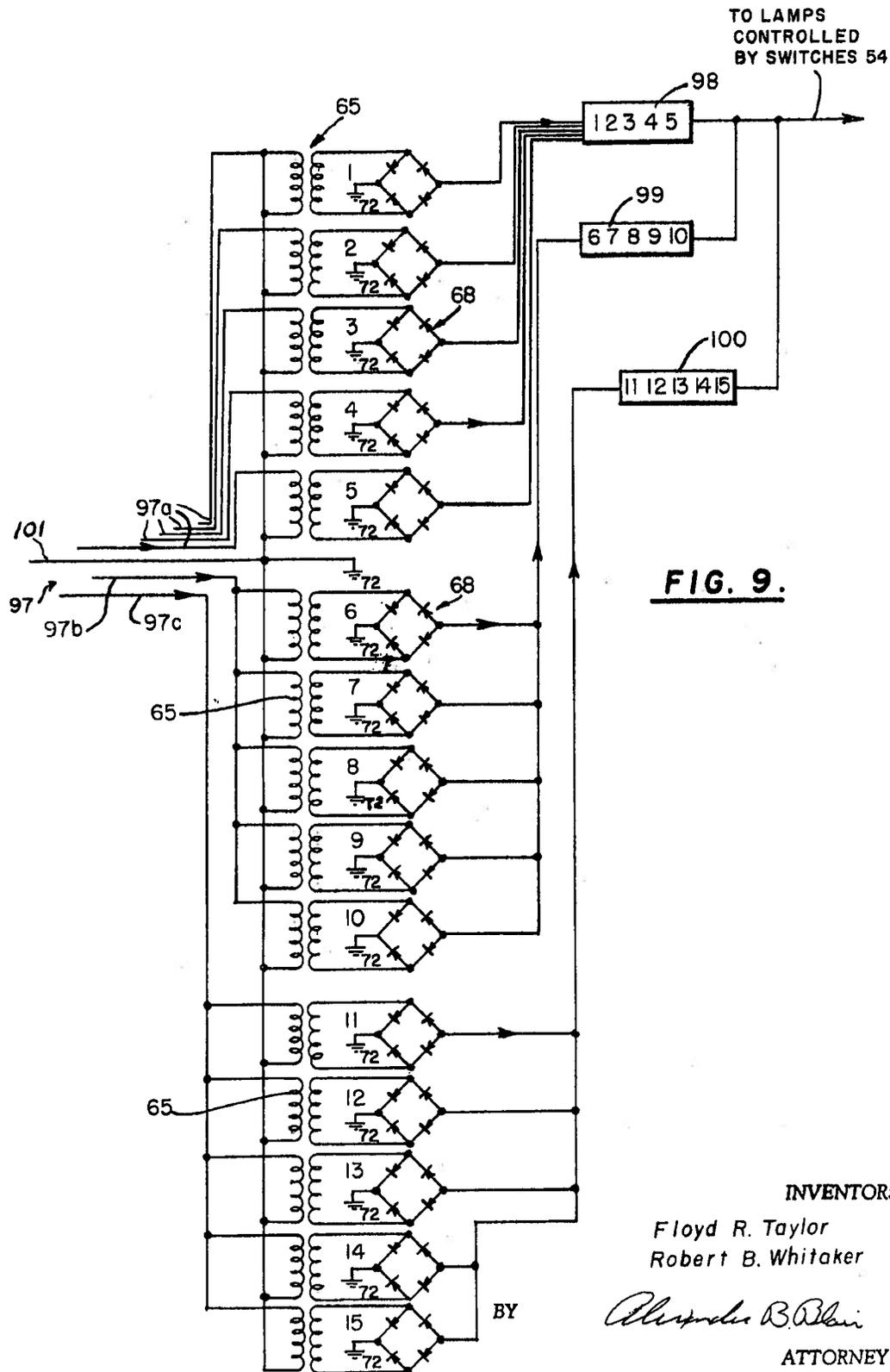


FIG. 9.

INVENTORS

Floyd R. Taylor
Robert B. Whitaker

Alvin B. Baker

ATTORNEY

ELECTRICALLY OPERATED BINGO GAME APPARATUS RELATED APPLICATION

This application is a continuation-in-part of application Ser. No. 654,736, filed July 20, 1967, for ELECTRICALLY OPERATED BINGO GAME, now abandoned.

1. Field of Invention

"Bingo" is a widely played game which has heretofore generally been played by the distribution of a series of cards each containing 25 numbered spaces in vertical and horizontal rows of five. After a number has been randomly selected by an operator, who calls the number aloud, each player then places a marker on the space containing that number if it is present on his playing board. The first player who achieves five markers, aligned either vertically, horizontally or diagonally, calls "Bingo" and is considered the winner. Much time is consumed in distributing and collecting the cards, checking the winner's card against the called numbers, and generally overseeing the play.

2. Description of the Prior Art

Heretofore attempts have been made to overcome the time consuming factors, and obviate normal human error, and electrical "Bingo" games have been developed, as for example those shown in U.S. Pat. Nos. 2,760,619, 2,594,434, and 2,591,869. However, in none of these attempts has there been provided a game which includes all of the elements of chance, suspense and combinations of boards and plays, free games, and free numbers and the like which are inherent in the game as manually played as well as the elimination of time consuming checking and confusion related to unwanted lamps being lit due to uncontrolled feedback circuits occurring when a plurality of lamps are simultaneously connected to, the unwanted lamps representing bingo numbers which have not yet been called or which are on bingo cards not being played.

SUMMARY OF THE INVENTION

The instant invention has as its primary object the provision of a game embodying electrical interconnection between a master control board and a large number of playing boards which will provide all possible plays and/or series of plays and situations obtained in conventional "Bingo," and at the same time reduce materially the time required to play a game, obviate the distribution and collection of cards, preclude the possibility of electronic error by the provision of a specific diode arrangement shown in FIG. 6 for elimination of feedback circuits, such error being either honest or with fraudulent intent, on the part of the bingo parlor and the individual player, and provide for a rapid and accurate verification of winners.

A further object of the invention is the provision of a game of this nature which will, due to its simplicity, attract those who would normally play other games such as slot machines, and be attractive to those who have difficulty in hearing, and those normally too impatient to condone the long delay incident to manually played "Bingo."

Still another object of the invention is the provision of an electrical game which is comprised of a minimum number of relatively simple and inexpensive electrical components, which is sturdy and durable in construction, requiring a minimum amount of upkeep, maintenance and replacement of parts, and which is reliable and efficient in operation.

An additional object of this invention is the provision of a device of this character which is comparatively inexpensive to install and which will repay its initial investment in a relatively short time by the reduction of the number of salaried attendants required for operation.

Other objects will in part be obvious, and in part be pointed out hereinafter and disclosed in the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of an individual console or cabinet having a plurality of individual coin actuated playing boards associated therewith;

FIG. 1A is an enlarged fragmentary elevational view of a signal light means employed on each player console;

FIG. 2 is an exploded perspective view, certain parts, including the electrical wiring, being omitted for the sake of clarity, of the console of FIG. 1;

FIG. 3 is a top plan view of an individual lamp compartment, and its associated partitions;

FIG. 4 is an enlarged sectional view taken substantially along the line 4—4 of FIG. 3 as viewed in the direction indicated by the arrows;

FIG. 5 is a front perspective view of the master control board illustrating the several control switches;

FIG. 6 is a schematic wiring diagram showing an illustrative minimum of individual lamps and attendant interlocking circuits; the transformers included in FIG. 6 for ease of illustration are not actually a physical part of the master console or control board;

FIG. 6A is an enlarged view of the relay 75 shown in FIG. 6;

FIG. 7 is a wiring diagram showing the individual circuits to a console having 15 playing boards associated therewith individual connections for five groups of three boards each being disclosed;

FIG. 7A is an enlarged view of one of the relays 91 shown in FIG. 7.

FIG. 8 is a view showing one of the lamps, having an interior diode in its base;

FIG. 8A is a view showing an external diode connected to a lamp socket;

FIG. 9 is a schematic wiring diagram showing the connection of the power supply through individual transformers to the individual lights.

Similar reference characters refer to similar parts throughout the several views of the drawings.

DESCRIPTION OF A PREFERRED EMBODIMENT

Having reference now to the drawings in detail, and more particularly to FIGS. 1 and 2, there is generally indicated at 10 a console or cabinet which includes a base 11, a top wall 12, side walls 13 and a rear wall 14. The front of console 10 is open as at 15 and has removably seated therein a metallic lamp panel 16 for each group of game boards, each panel containing a plurality of sockets 17, in each of which is positioned the base 20 of an individual lamp 18. The interior of rear wall 14 carries a series of terminal blocks 19 containing individual terminals which are interconnected with the individual sockets in a manner to be more fully described hereinafter. A cable or conduit 21 extends through a suitable opening in rear wall 14 to supply power to terminal blocks 19. A key operated switch 23 actuates a free game selector, and a lock 24 secures the console in closed position.

A grid 25 comprised of a series of partitions 26 defining individual game boards 22, subdivided by a lesser series of individual partitions 27 defining individual numbered squares, is seated over metallic lamp panel 16, so that each light or lamp 18 is contained in an individual compartment. As best shown in FIGS. 3 and 4, each partition 26 and 27 is preferably formed of plastic, and is provided along its outer edge with a strip 28 of compressible material, such as sponge rubber, of triangular cross section, so that when a translucent panel 30 containing individual numbers is positioned thereover and locked in position, the light from each lamp is restricted to the area containing the specific number to be illuminated.

A cover 31 hinged as at 32 to the side of the open front holds the components in related assembly and is secured by lock 24.

Positioned below the game boards is a plain panel 36 which is provided with, illustratively, four coin slots 37, one coin slot for each group of three "Bingo" cards or boards, each of which communicates with a coin receptacle 38 within which is a coin actuated switch, by means of which the game boards immediately thereabove are energized.

A coin return opening 39 is shown, and a pair of push buttons 40 and 41 actuate respectively a change light 43, and "Bingo" indicating signal 42.

Lights 42 and 43 are located in a tube 44 which extends upwardly from the top wall, and controlled by push buttons 40 and 41. Illumination of a signal light 42 also energizes an audible signal 45 in console 10, and illuminates a corresponding light 55 on the master control console 50 in a manner to be more fully described hereinafter.

FIG. 5 discloses the master control board, which consists of a box or receptacle generally indicated at 50 provided with a rear access door 51 and containing circuitry to be described more fully hereinafter. A front panel 53 is provided with a plurality of switches 54, each of which corresponds to a specific number in a specific lettered row. Closure of any switch energizes all the lamps in all of the playing boards having a corresponding number which have been energized by a coin operated switch 85. A "Bingo" light 55 on the master control console or panel is provided which is also illuminated when any player closes his "Bingo" switch 41 on player's console 10. Similarly a single pole, double throw normally off switch 56 actuates when in one position a reset circuit which extinguishes all the lights on all playing boards in anticipation of the start of a new game, and when in its other position closes circuitry which precludes the energization of any playing board by the insertion of a coin after the game has started. An automatic coin counter 57 is provided, and its numerical indicia is visible through an opening 58 in panel 53. The circuitry and mechanism for accomplishing all of the above functions will be described hereinafter.

Counter 57 is resettable in any desired conventional manner and is designed to count the coins collected on each individual game in order to compute the amount due a winning player.

Having reference now to FIG. 6, there is schematically illustrated the interconnection of the 75 switches 54 with individual lights located in a console, and each corresponding to the number of a switch. A minimum number of the latter are shown for clarity of illustration. Conventional 110V AC lines 60 lead from a source of power (not shown) to terminal blocks 61, from which lines 62 lead to individual switches 54. Closure of any switch 54 closes a circuit through an individual line 62 containing a fuse 64 through conductor cable 97, which is a 75-wire cable, and through a step-down transformer 65 including a primary 66 and a secondary 67. Current from the secondary 67 passes through a full wave rectifier 68 and diodes 69 to the associated lights or lamps 18.

It may here be pointed out that each diode 69 is preferably contained integrally within the base 20 of a lamp 18 as illustrated schematically in FIG. 8, although if desired, separate lamps and diodes may be used (see FIG. 8A).

Although only one line 97 is shown as leading to transformer 65, one of 75 it should be evident that a separate line from each switch 54 leads to a separate transformer connected to all lamps on all game boards corresponding to the specific number of the switch. The circuit is controlled by one of the switches 54, there being 75 such switches.

An additional line 70 leads through a fuse 64, transformer 65A and rectifier 68A to a single "free" lamp 18A on each playing board, through relay 91 to ground 72 while still another line 71 extends to a transformer 65B the secondary 67B of which is grounded at 72, while from the other side of the secondary a 24-volt AC line 73 extends to lock and reset switch 56. When switch 56 is moved to lock position closing contact 74, an on-off type relay 75 is energized to de-activate a solenoid 76 connected to a spring loaded coin return plunger 77 which serves to return any coins inserted after a game has started to coin return opening 39. Relay 75, as well as other relays to be described hereinafter, is of that type which closes a pair of contacts upon energization of the "on" coil, the contacts remaining closed even though the relay is de-energized. Similarly, when the "off" coil is energized, the above mentioned contacts will open and remain so until the "on" coil is re-energized. Movement of switch 56 to reset position ener-

gizes the "on" coil 75A of relay 75 to energize line 81, which extends to the console 10. The switch 56 is a single pole double throw switch which is spring biased to return automatically to the off position.

Thus coins continue to be rejected until switch 56 is moved to reset position engaging contact 78. A coin counter coil 79 is connected by a line 83 to individual console 10 to activate coin counter 57.

A line 80 extends from reset contact 78 to relays 91 of console 10, while a line extends through relay 75 to coin return 76 of console 10 as will be described in connection with FIG. 7. "Bingo" light 55 is illuminated through line 82 from the individual console 10.

Having reference now to FIG. 7, there is shown schematically a console having five groups of three playing boards 22 each, each group being activated by a coin inserted in a coin slot 37. Associated with each coin slot 37 is a double pole single throw coin actuated switch 85, the fixed contacts 86 of which are connected to line 81. One movable contact 87 of each switch is connected to line 83 to activate coin counter coil 79.

The other movable contact 88 is connected to a line 89 which extends to the "on" coil of relay 91, a relay similar to relay 75. The other end of the "on" coil is grounded at 72. The "off" coil 93 of each relay 91 is energized by reset switch contact 78 through line 80.

First, when the "on" coil of relay 75 has been activated by the operator by closing switch 56 to the "reset" position, ending one game and beginning another, the player activates relay 91 by inserting a coin in switch 85, FIG. 7, illuminating all "free lamps" 18A associated with that particular coin switch. The game boards are ready for play.

At this time, the operator announces aloud "The game is to be started"; after a brief pause, the operator closes switch 56 to the lock position, rejecting all coins inserted after that time, and starts the game. The additional lamps 18 of each board in play are capable of energization upon the closure of an associated switch 54 due to the fact that the "on" coil of relay 91 activates the lamps of all of the game boards associated with that relay through a single line or conductor 95 connected between relay 91 and the corresponding metallic panel 16. FIG. 6 discloses schematically a conduit 97 containing individual wires extending from each switch 54 to an associated transformer 65 which is connected through a full wave rectifier 68 and diode 69 to an individual lamp 18 of the type shown in FIG. 8 or FIG. 8A (see FIG. 6).

FIG. 9 discloses schematically blocks 98, 99 and 100 corresponding to numbers 1 to 5, 6 to 10, and 11 to 15, respectively, which are supplied respectively through conduits 97a, 97b, and 97c extending from line 97. A ground wire is indicated at 101. It is to be understood that similar connections are provided for numbers 16 to 75, and that a transformer and rectifier are also provided for each number, it being noted that numbers are duplicated on many game boards, although the position may be different.

Referring back to FIG. 7, provision is made for awarding a free game or games to a player as a reward or incentive. This is achieved by activating a key operated switch 23, which is positioned in a bypass line 102, to activate certain game boards, one of which is indicated at 22a, without the activation of its associated relay 91 through its coin actuated switch 85. FIG. 7 also shows schematically switch 40 positioned in a line 103 connected to a power line 104 to activate "change" light 43, and switch 41 positioned in a line 105 also connected to power line 104 to actuate "Bingo" light 42 and audible signal 45 and "Bingo" light 55 on master console 50.

OPERATION OF THE SYSTEM

From the foregoing the operation of this electrical game should be readily understandable. A player seats himself before a console, it being understood that the number of consoles need be limited only by available space and expense, and

further that, if desired, more than one player may use a single console, or one player may use more than one console, and inserts a coin or coins in slots 37 according to the number of games he wishes to play. Closure of the associated switch 85 energizes the selected game boards 22 and the number of coins inserted are indicated on counter 57.

The operator seated at control console 50 has previously moved switch 56 to reset, thus clearing all the boards as previously described.

After a suitable warning period, during which time a change girl may supply change to any players who have pushed 40 to illuminate "change" light 43, the operator moves switch 56 to "lock" position, de-energizing the circuit to solenoid 76, so that any coins subsequently inserted in slots 37 are returned to the player in opening or receptacle 39.

The free games may be awarded by key switches 23 which bypass relays 91.

A number is then selected in any conventional manner, as by drawing from a cage containing numbered balls, and the operator throws the switch 54 corresponding to the selected number.

As soon as one player achieves five numbers in vertical, horizontal, or diagonal alignment, he presses "Bingo" button 41 which illuminates his "Bingo" light 42 as well as "Bingo" light 55 on control panel 53, and actuates audio buzzer 45, indicating the end of the game. After the winner's game board is checked, switch 56 is returned to reset, extinguishing all of lights 18 and 18A, and a new game may be started.

While the preferred embodiment of this invention has been illustrated and described, it will be understood by those skilled in the art that changes and modifications may be resorted to without departing from the spirit and scope of the invention.

We claim:

- 1. A game apparatus comprising:
 - a. a master control panel having a plurality of switches thereon,
 - b. a plurality of groups of playing boards, each group having a separate, common metallic base,
 - c. a plurality of lamps mounted on said base in current conducting relation thereto,
 - d. means providing a DC source of power and connecting each of said master control panel switches to a predetermined number of said lamps representing a single bingo number on a plurality of said playing boards,
 - e. a plurality of power return means each individually connected to one of said metallic bases,
 - f. each of said return means being selectively operable to connect its associated playing board lamps to ground, and
 - g. each said lamp including a uni-directional conductive element positioned to prevent the passage of current coming from the direction of ground through the lamp.
- 2. An electrical "Bingo" game comprising:
 - a. at least one player console,
 - b. each console having a plurality of groups of translucent game boards each having numbered squares on its face,
 - c. a grid defining compartments underlying the numbered squares,
 - d. a metallic base common to all grids in a group of boards,
 - e. a light in each compartment including a socket element mounted in conductive relationship to said metallic base,
 - f. a master control panel,
 - g. individual switches on said panel,
 - h. first means operatively connecting each switch and an associated number of lights representing a single bingo number on a plurality of said game boards, whereby clo-

sure of a selected switch conditions corresponding lights beneath numbered squares on said game boards,
i. second means providing a DC source of power to each said conditioned light,

k. a plurality of power return means each individually connected to one of said metallic bases for selectively connecting its associated game board compartment lights to ground, and

1. a diode positioned in relation with each said light to prevent the passage of current coming from the direction of ground through the light.

3. A game apparatus as in claim 1 further including:

a. a plurality of coin operated switches, and
b. each of said coin switches individually associated with one of said return means for selectively operating the same.

4. A game apparatus as in claim 3 further including:

a. interlock means connected to said panel for selectively disabling all of said power return means.

5. A game apparatus as in claim 1 wherein:

a. said playing boards include a plurality of individual game playing panels,

6. A game apparatus as in claim 3 further including:

a. counter means,
b. said counter means being connected to said plurality of coin operated switches for counting coins deposited.

7. A game apparatus as in claim 1 further including:

a. means associated with said playing boards for signalling said panel.

8. A game apparatus as in claim 7 wherein said signalling means include:

a. an audible alarm and a visual alarm.

9. The structure of claim 2 wherein said power return means includes:

a. a coin actuated switch for each group of game boards, and
b. electrical means interconnected with said first and second means to render said means inoperable unless said coin actuated switch is closed.

10. The structure of claim 2 including:

a. A "Bingo" light on each console,
b. a source of power therefor,
c. a manual operating switch for said "Bingo" light,
d. a corresponding "Bingo" light on said control panel,
e. and means interconnecting said first and second "Bingo" lights for simultaneous illumination.

11. The structure of claim 10 wherein said control panel includes:

a. a reset switch,
b. and means interconnecting said reset switch with said first and second means simultaneously to de-energize all of said lights.

12. The structure of claim 11 including:

a. a coin reject mechanism,
b. a switch means on said panel for energizing said reject mechanism;
c. and means interconnecting said reset switch and said reject mechanism to preclude simultaneous activation thereof.

13. The structure of claim 2 wherein:

a. each grid comprises a series of plastic partitions, and
b. each partition is topped with a compressible strip bearing against the translucent game board to render said compartments lighttight.

* * * * *

IN RE: Amendment to Metlakatla
 Indian Community's
 Gaming Ordinance

APPEAL OF THE CHAIRMAN'S DISAPPROVAL
OF THE METLAKATLA INDIAN COMMUNITY'S
PROPOSED AMENDMENT TO ITS CLASS II
GAMING ORDINANCE

DECLARATION OF BRIAN FOSTER

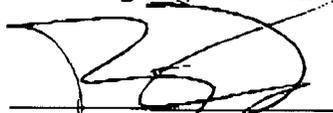
1. My name is Brian Foster. I currently am the manager of the Otoe Casino in Oklahoma. However, I have been involved with Native American gaming since before the Indian Gaming Regulatory Act was enacted in 1988. My previous positions include Vice President of Native American Operations at Southwest Casino and General Manager of the Lucky Star Casinos of the Cheyenne and Arapaho Tribes of Oklahoma.

2. I have extensive experience with all aspects of Native American gaming operations, including bingo, electronic gaming, NIGC compliance and tribal relationships. I also assisted with the implementation and development of electronic gaming, both pull tabs and bingo, as part of the Class II gaming permitted to Native American tribes under federal law. As President of the Oklahoma Indian Gaming Association, I was instrumental in the enactment of Oklahoma legislation permitting the state to enter into Class III gaming compacts with Native American tribes.

3. Electronic bingo gaming systems (i.e. Game Tech, FortuNet, Electro Bingo and others) have been used for many years. Many of these bingo games used technologic aids to the game of bingo which automatically daub a player's card after numbers or other designations are determined and displayed to the player. The use of electronic bingo gaming systems with auto-daub is still in widespread use today in many Native and non-Native bingo halls.

4. The auto-daub feature merely assists the player with tracking and covering bingo numbers. The availability of this feature is especially important when a player is playing multiple bingo cards, as is common in both Native and non-Native bingo halls. It is also important when the bingo numbers are displayed quickly, in groups or for players who have physical impairments that make it difficult or impossible to cover a card quickly.

I declare under penalty of perjury that the foregoing is true and correct.



Brian Foster

Dated: July 7, 2008