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(54) **METHOD AND APPARATUS FOR ENHANCING A WAGERING EXPERIENCE USING A WAGERING TERMINAL ADAPTABLE TO A SELF-SERVICE MODE**

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(57) **ABSTRACT**

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(52) **U.S. Cl.** **463/25**; 463/46; 361/679.27

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See application file for complete search history.

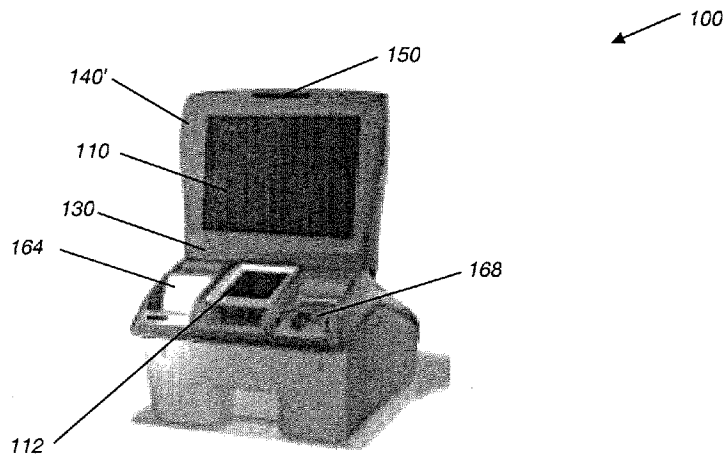
A method and apparatus for use in a wagering environment are disclosed. An exemplary embodiment of the present invention comprises a wagering terminal including a processor, a memory, a primary display, and a secondary display. The primary display is configured for displaying visual messages. These visual messages are displayed as part of a graphical user interface and include at least one wagering transaction message. The secondary display is configured for displaying additional visual messages associated with the visual messages of the primary display. These additional visual messages are displayed as part of an additional graphical user interface. The wagering terminal may further include a proximity detector configured for detecting the presence of a gaming patron, a user identification unit configured for sampling a unique physical attribute of a user, and an image capture unit configured for capturing at least one image in a vicinity of the wagering terminal.

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19 Claims, 9 Drawing Sheets



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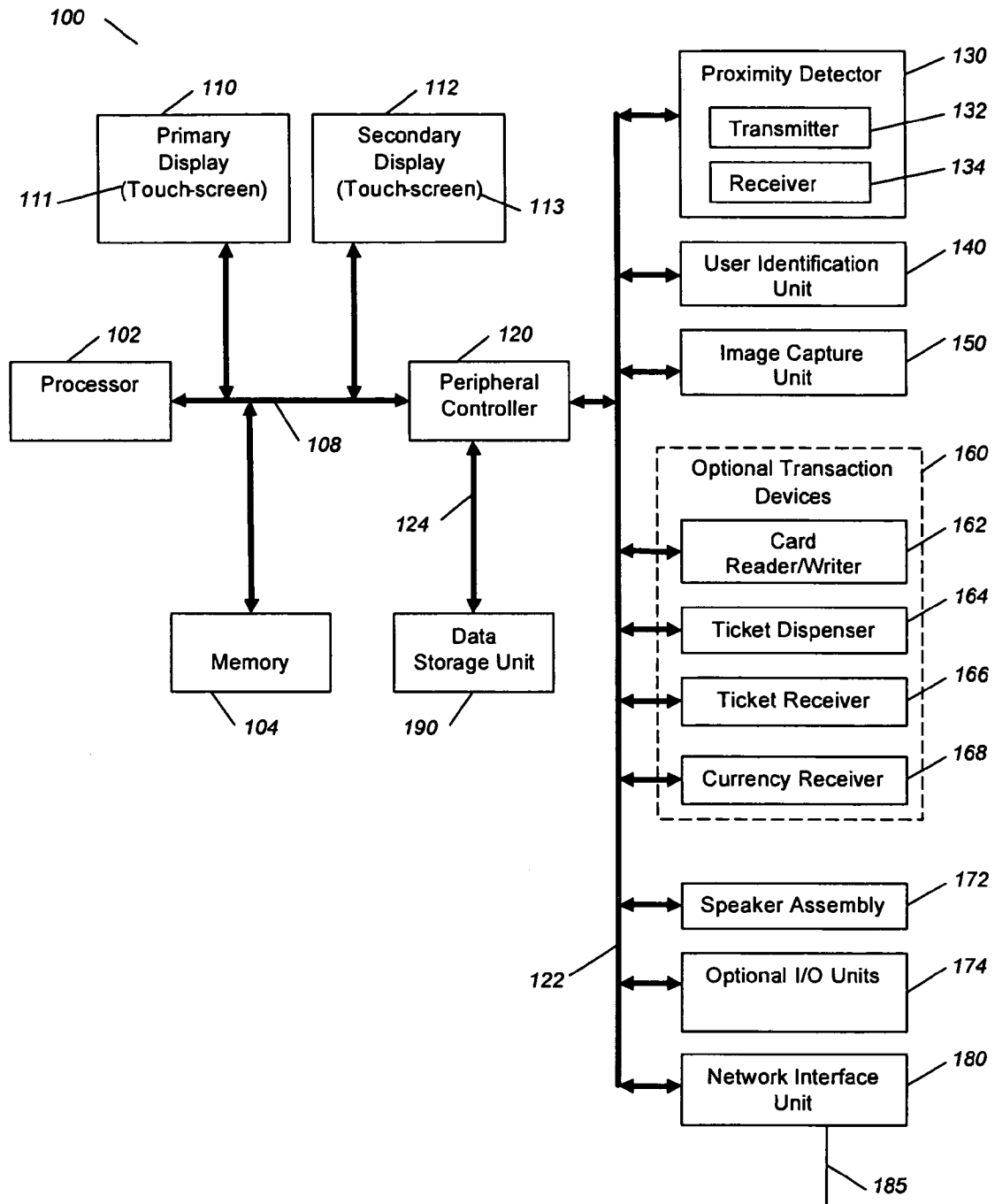


FIG. 1

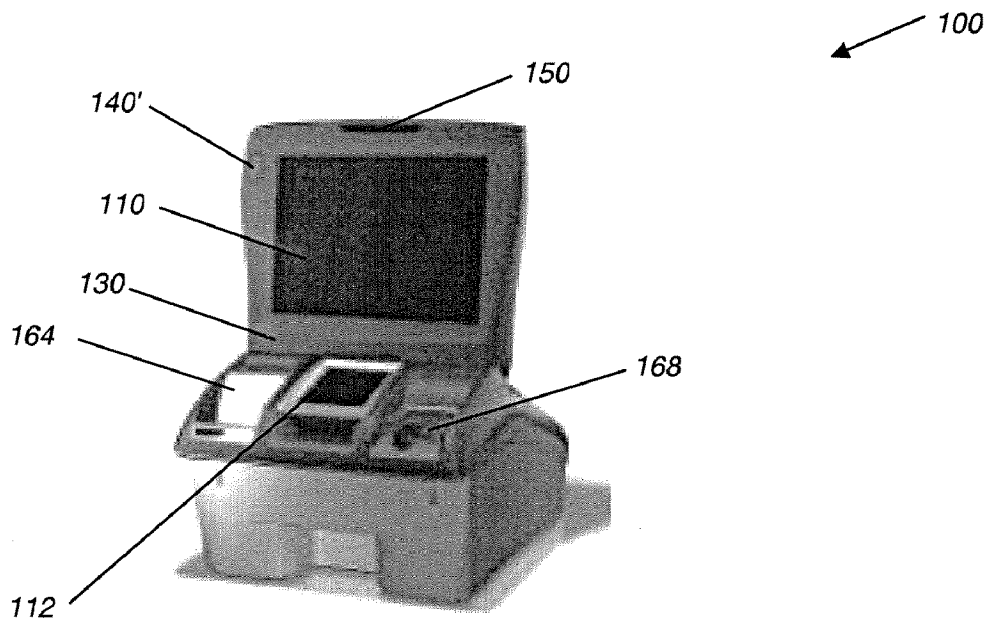


FIG. 2A

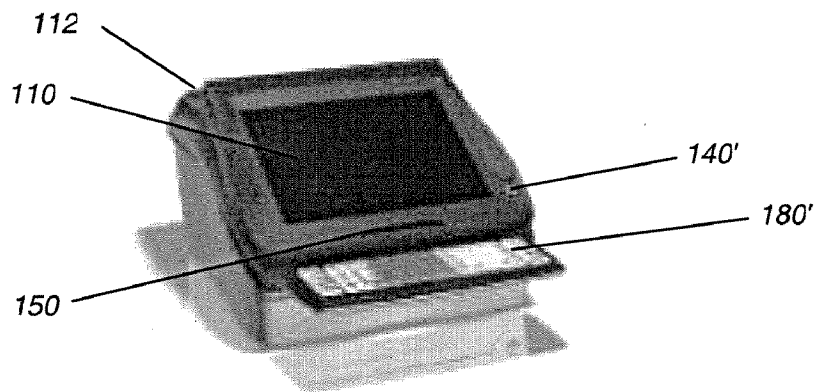


FIG. 2B

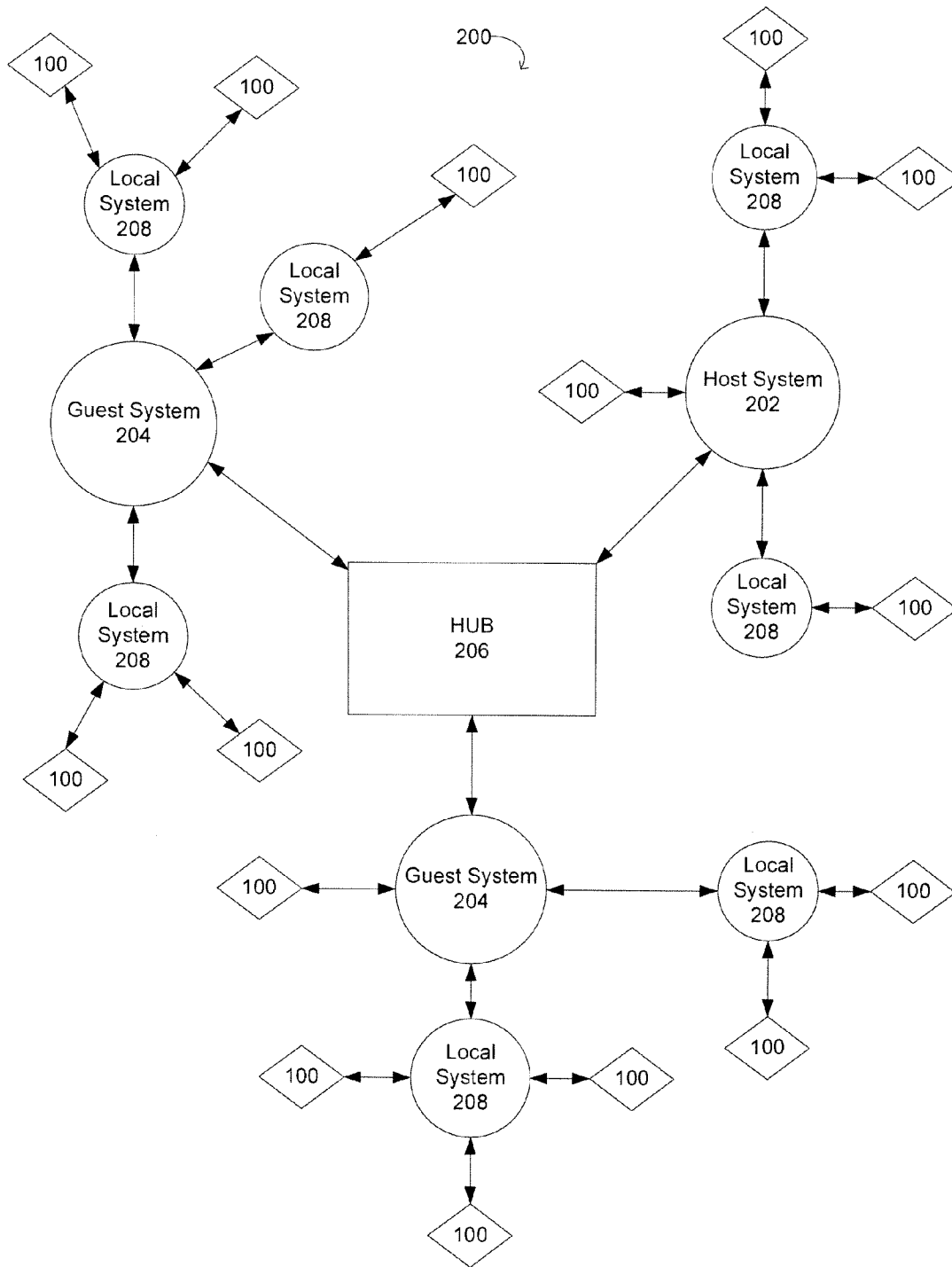


FIG. 3

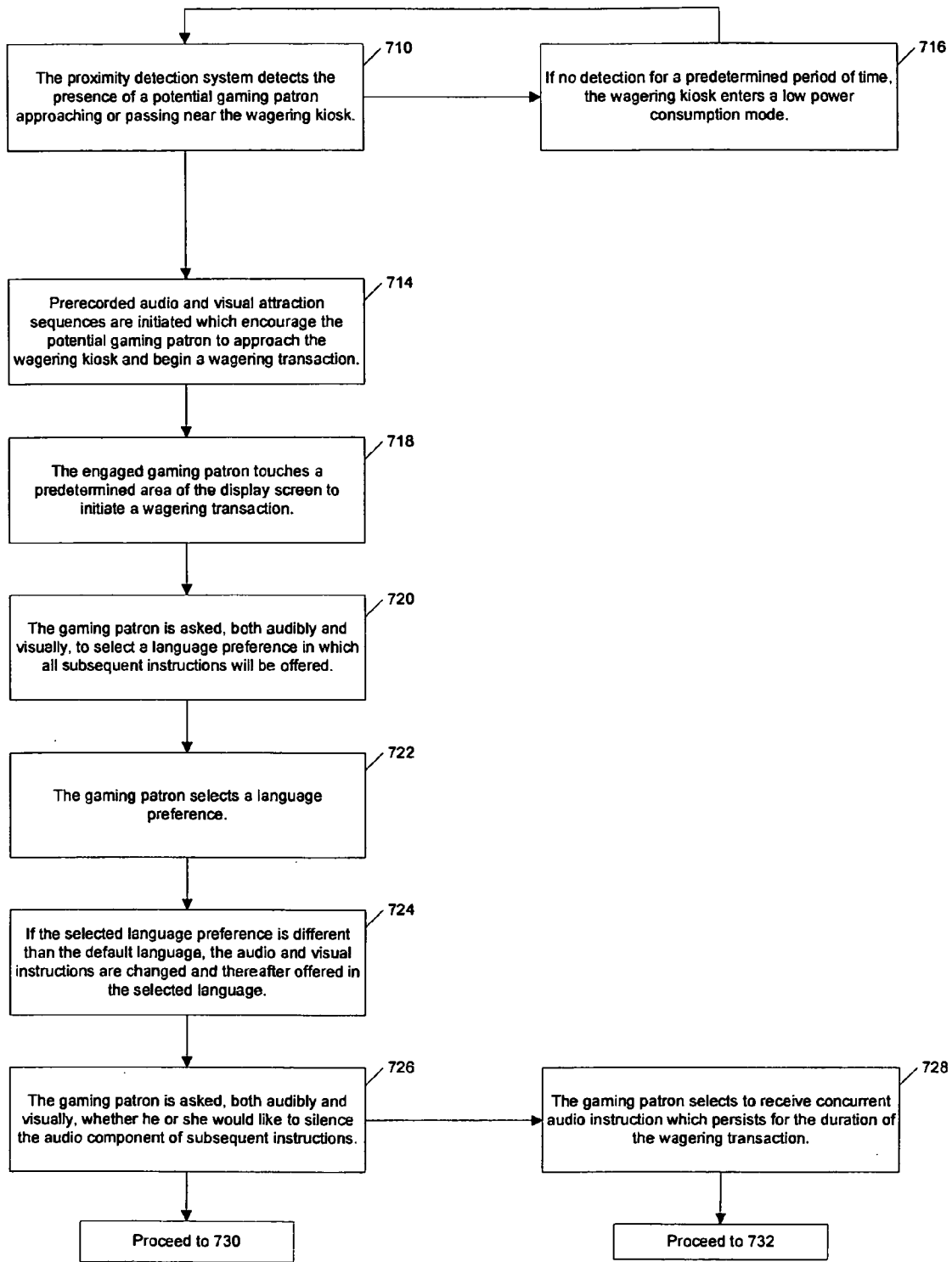


FIG. 4A

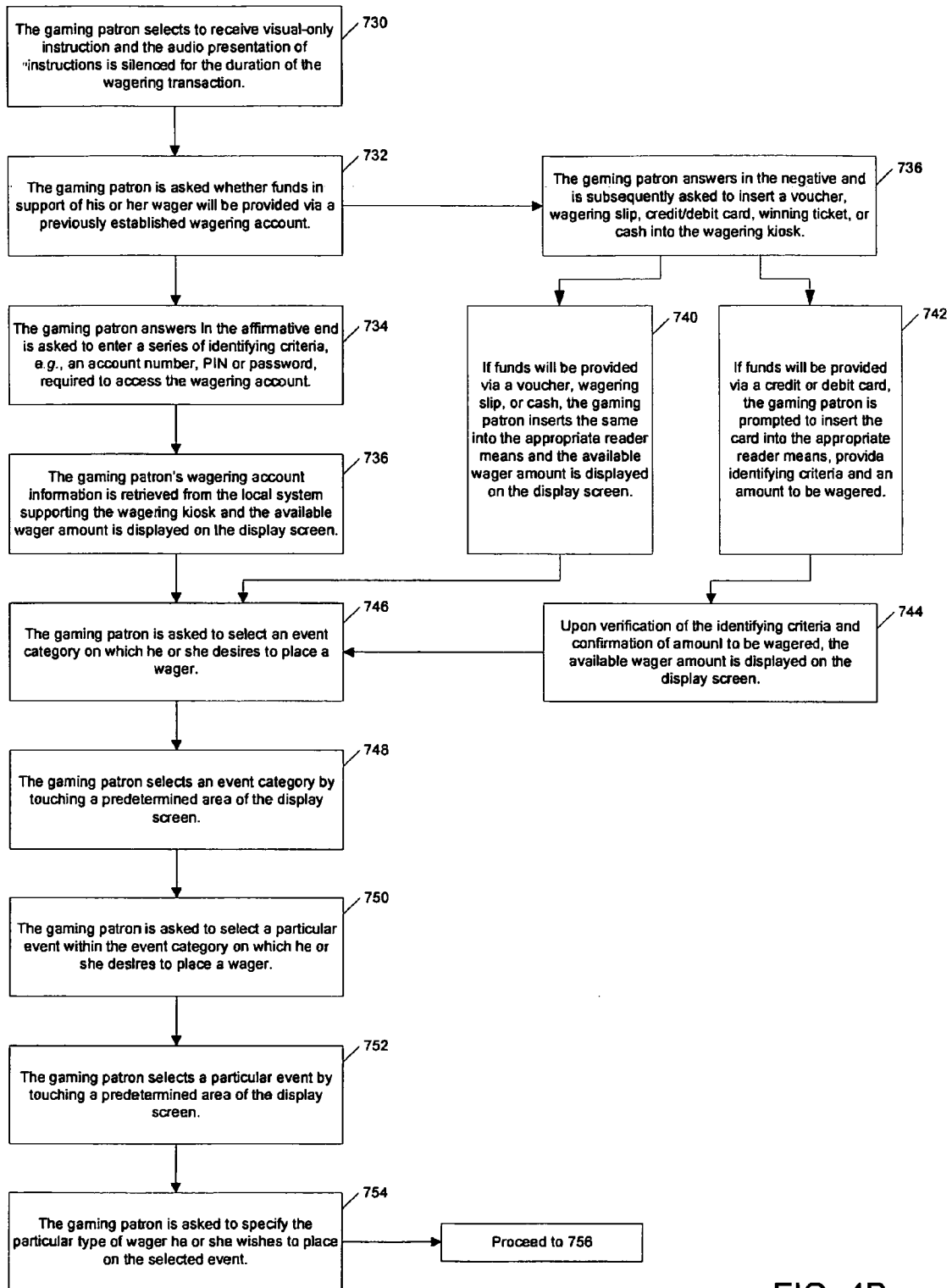


FIG. 4B

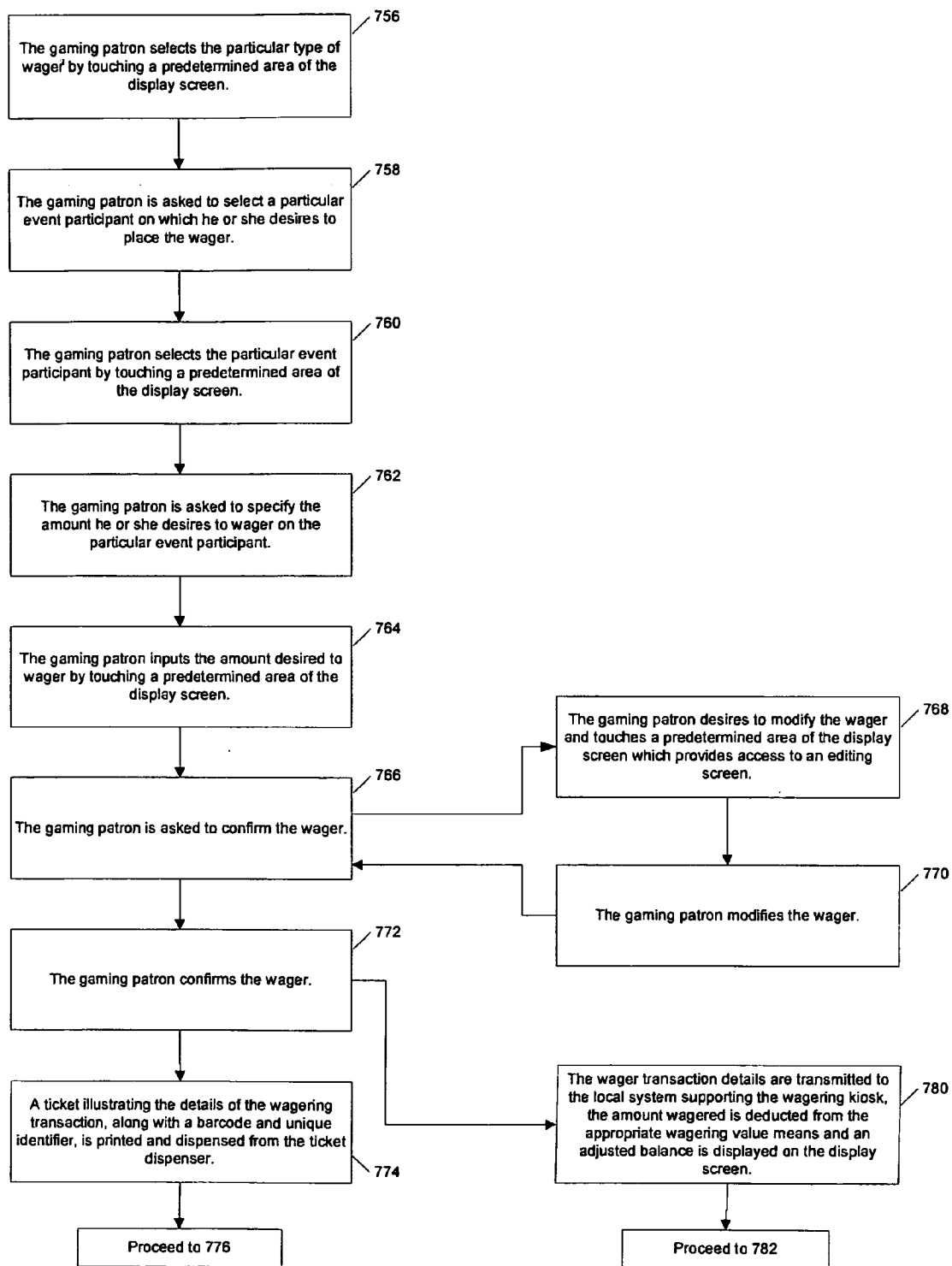


FIG. 4C

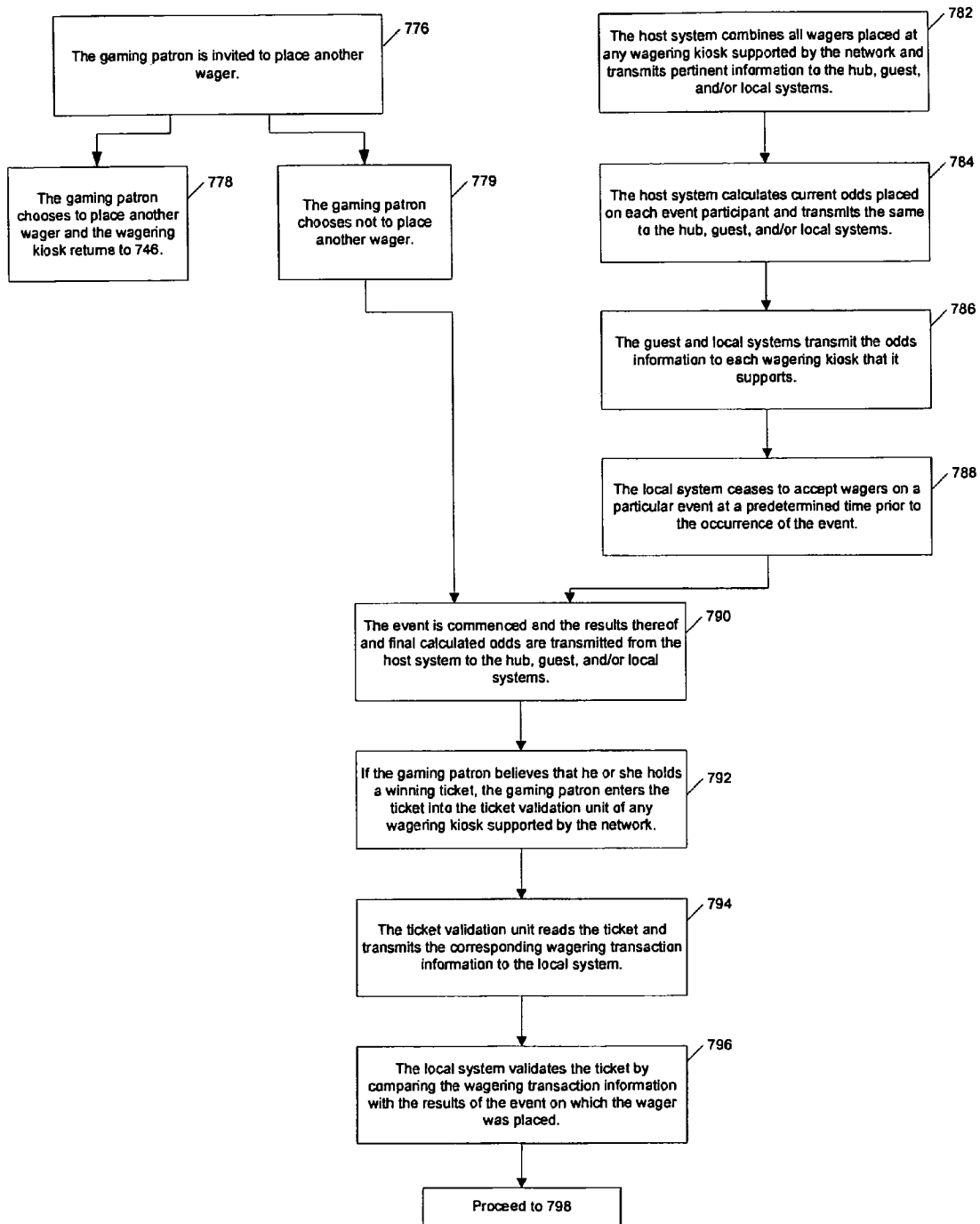


FIG. 4D

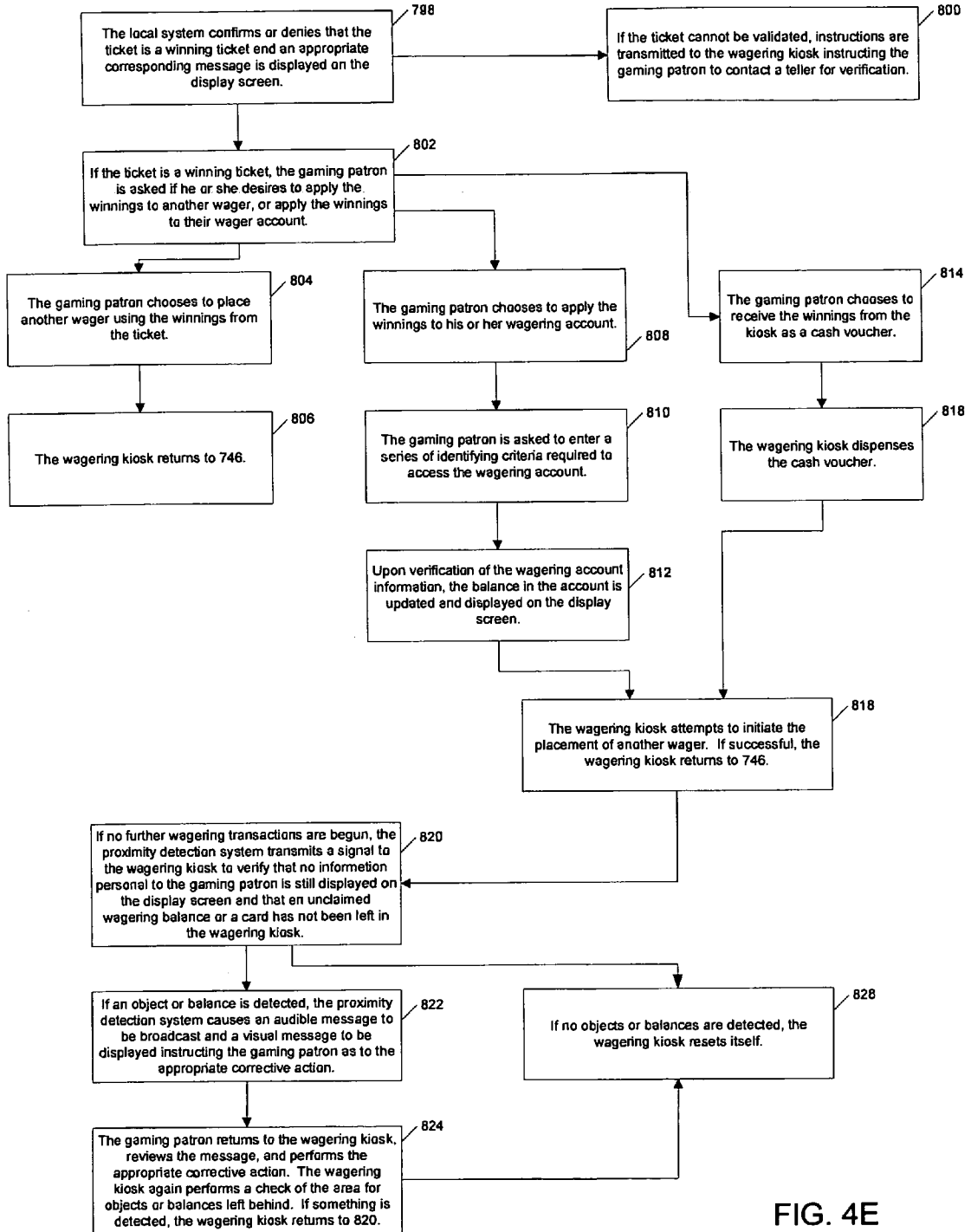


FIG. 4E

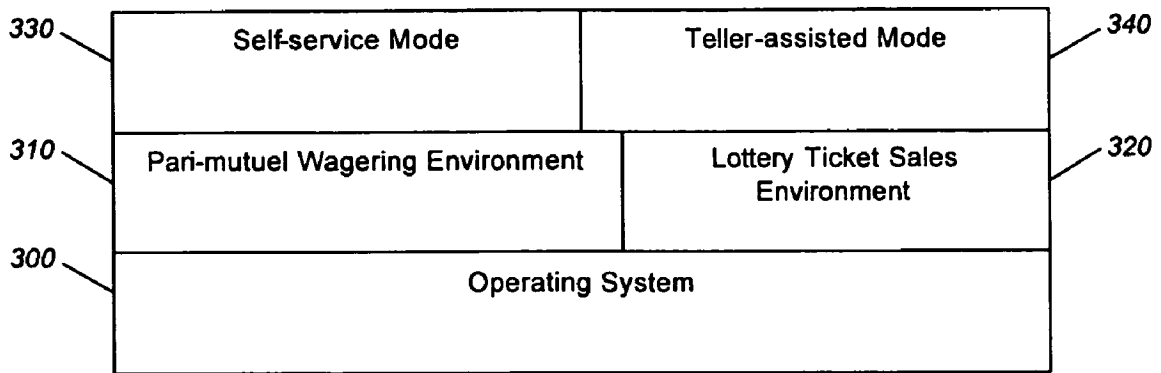


FIG. 5

**METHOD AND APPARATUS FOR
ENHANCING A WAGERING EXPERIENCE
USING A WAGERING TERMINAL
ADAPTABLE TO A SELF-SERVICE MODE**

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates generally to self-service wagering kiosks and methods for the operation thereof. More particularly, the present invention relates to a method and apparatus for a multiple-mode wagering device wherein a gaming patron's wagering experience is enhanced.

2. State of the Art

In a typical wagering transaction, a gaming patron who desires to place a wager on the outcome of a given event must do so with the assistance of another individual, for instance, a teller at a counter or service window of a racetrack or betting parlor. The wagering environment in such situations generally requires the gaming patron to stand in line with a number of other gaming patrons until such time as they reach the teller and requires them to audibly instruct the teller regarding the wager they wish to place. Due to the proximity of the service window to the other gaming patrons standing in line, many other patrons may overhear the conversations that take place between the gaming patron placing his or her wager and the teller. If the gaming patron is a novice, this environment may be somewhat intimidating and he or she may be uncomfortable asking appropriate questions in the presence, and within earshot, of more experienced patrons. Accordingly, those potential gaming patrons who are relatively unfamiliar with wagering either may place only minimal wagers or forego wagering altogether.

To alleviate the need for a potential gaming patron to interact with a human wager recipient, many wagering establishments (e.g., racetracks and betting parlors) have installed self-service wagering terminals or kiosks. At such wagering kiosks, gaming patrons may, for instance, access information regarding the events on which wagers may be placed, place wagers on desired events, access personal account information, and receive information regarding the outcome of events without the assistance of another individual. Further, the wagering kiosks may provide instructional information regarding how to place a wager thereby aiding the novice gaming patron.

Although these wagering terminals allow the novice to conceal his or her lack of familiarity with the wagering process, they do little to encourage the novice to make wagers. In fact, particularly those individuals who are new to wagering may not even realize that wagering terminals are available in the environment for them to access information and/or place a wager on their own. Further, many wagering terminals offer instruction only in written form on a display screen, rather than graphically, making it difficult for those who have vision impairments or who otherwise have difficulty reading the instructions. In addition, wagering terminals have historically been designed for a single type of wagering transaction, such as lottery ticket sales, or pari-mutuel wagering.

Self-service terminals in the lottery vending environment have not been very successful commercially. The conventional wisdom that tellers are more effective sellers and the expense of implementing new technology needed to enable a self-service environment have made it difficult for lotteries and lottery vendors to justify the expense of upgrading to self-service terminals.

There is a need for a relatively low cost wagering terminal hardware configuration, which may be software reconfig-

urable for a variety of wagering transactions, such as, lottery ticket sales, and pari-mutuel wagering. In addition, a wagering terminal that may be adapted to both a self-service mode and a teller-assisted mode is desirable. There is a need for a wagering terminal that audibly and visually attracts potential gaming patrons and encourages them to place wagers thereon. Further, a wagering terminal offering audio as well as video instruction, once a gaming patron is engaged, is desirable. Finally, there is a need for a wagering terminal with enhanced security features.

BRIEF SUMMARY OF THE INVENTION

The present invention provides a wagering terminal and method for using the same, for addressing needs not met by conventional wagering terminals.

One exemplary embodiment of the present invention comprises a wagering terminal including a processor, a memory operably coupled to the processor, a primary display operably coupled to the processor, and a secondary display operably coupled to the processor. The primary display is configured for displaying visual messages. These visual messages are displayed as part of a graphical user interface and include at least one wagering transaction message. The secondary display is configured for displaying additional visual messages associated with the visual messages of the primary display. These additional visual messages are displayed as part of an additional graphical user interface.

Another exemplary embodiment of the present invention comprises a wagering terminal including a processor, a memory operably coupled to the processor, a primary display operably coupled to the processor, and a proximity detector operably coupled to the processor. The primary display is configured for displaying visual messages. These visual messages include at least one wagering transaction message. The proximity detector is configured for detecting the presence of a gaming patron in proximity to the wagering terminal.

Another exemplary embodiment of the present invention comprises a wagering terminal including a processor, a memory operably coupled to the processor, a primary display operably coupled to the processor, a secondary display operably coupled to the processor, and a user identification unit operably coupled to the processor. The primary display is configured for displaying visual messages, and these visual messages include at least one wagering transaction message. The secondary display is configured for displaying additional visual messages. These additional visual messages are associated with the visual messages of the primary display. The user identification unit is configured for sampling a unique physical attribute of a user of the wagering terminal.

Another exemplary embodiment of the present invention comprises a wagering terminal including a processor, a memory operably coupled to the processor, a primary display operably coupled to the processor, a secondary display operably coupled to the processor, and an image capture unit operably coupled to the processor. The primary display is configured for displaying visual messages, and these visual messages include at least one wagering transaction message. The secondary display is configured for displaying additional visual messages. These additional visual messages are associated with the visual messages of the primary display. The image capture unit is configured for capturing at least one image in a vicinity of the wagering terminal.

Another exemplary embodiment of the present invention comprises a method for engaging in a wagering transaction. The method includes providing a wagering terminal configured for a self-service mode and a teller-assisted mode. This

wagering terminal comprises a processor, a primary display, and a secondary display. The method further includes configuring the wagering terminal in the self-service mode; the self-service mode configured for enabling a gaming patron to place a wager on the wagering terminal without assistance from a teller. The method further includes engaging in the wagering transaction at the wagering terminal by responding to visual messages displayed on the primary display, wherein the visual messages are configured for prompting the gaming patron for information pertinent to placing a wager.

Another exemplary embodiment of the present invention comprises another method of engaging in a wagering transaction. The method includes providing a wagering terminal configured for a self-service mode and a teller-assisted mode. The wagering terminal comprises a processor, a primary display, and a secondary display. The method further includes configuring the wagering terminal in the teller-assisted mode; the teller-assisted mode configured for enabling a teller to place a wager on the wagering terminal. The method further includes engaging in the wagering transaction at the wagering terminal by a teller responding to visual messages displayed on the primary display, wherein the visual messages are configured for prompting the teller to input information pertinent to placing a wager.

Another exemplary embodiment of the present invention comprises a method of authenticating a user of a wagering terminal. The method includes providing a wagering terminal comprising a processor and a user identification unit. The method further includes sampling a unique physical attribute of a user of the wagering terminal using the user identification unit. The method further includes generating a user unique data element representative of the unique physical attribute and comparing the user unique data element to a user database comprising a plurality of authorized users and at least one user unique database element for each authorized user. The method further includes enabling at least one protected feature on the wagering terminal if the user unique data element matches the at least one user unique database element for one authorized user of the plurality of authorized users.

Another exemplary embodiment of the present invention comprises a method of enhancing a wagering transaction. The method includes providing a wagering terminal comprising a processor, an image capture unit, and a data storage unit. The method further includes detecting an event of interest on the wagering terminal and generating a capture event notification to the image capture unit temporally correlated to the event of interest. The event further includes capturing at least one image in response to the event of interest and storing the at least one image in the data storage unit.

Yet another exemplary embodiment of the present invention comprises another method of enhancing a wagering transaction. The method includes providing a wagering terminal comprising a processor, a primary display, a speaker assembly, and a proximity detector. The method further includes enabling the proximity detector to detect the presence of a gaming patron in an area of proximity to the wagering terminal. The method further includes enabling the primary display to display at least one visual message upon detection of the presence of a gaming patron in proximity to the wagering terminal. The method further includes facilitating the speaker assembly to broadcast at least one audio message upon detection of the presence of a gaming patron in proximity to the wagering terminal.

Another exemplary embodiment of the present invention comprises another method of enhancing a wagering transaction. The method includes providing a wagering terminal comprising a processor, a primary display, a speaker assembly

and a proximity detector. The method further includes configuring the wagering terminal to display visual messages on the primary display. The method further includes configuring the wagering terminal to broadcast audio messages through the speaker assembly and configuring the proximity detector to detect the presence of a gaming patron in proximity to the wagering terminal.

Another exemplary embodiment of the present invention comprises a wagering network, including at least one local wagering terminal comprising a processor, a primary display and a proximity detector, and a host system in operable communication with the at least one local wagering terminal. The wagering network further includes at least one remote wagering terminal comprising a processor, a primary display and a proximity detector, and at least one guest system in operable communication with the at least one remote wagering terminal. The wagering network further includes at least one hub in operable communication with the host system and the at least one guest system.

Another exemplary embodiment of the present invention comprises a surveillance system, including at least one local wagering terminal comprising a processor, a primary display, and an image capture unit. The surveillance system further includes a host system in operable communication with the at least one local wagering terminal. The at least one local wagering terminal is configured for capturing at least one image in a vicinity of the wagering terminal.

The apparatus embodiments described above may also include a computer readable medium, including computer executable instructions, which when executed on the processor, generate a lottery ticket sales environment on the wagering terminal, a pari-mutuel wagering environment on the wagering terminal, or both a lottery ticket sales environment and a pari-mutuel wagering environment on the wagering terminal. Similarly, the method embodiments described above may also include configuring the wagering terminal in at least one operational environment selected from the group consisting of a pari-mutuel wagering environment and a lottery ticket sales environment. In one broad form, the present invention contemplates a wagering terminal that includes computer executable instructions enabling operation of the wagering terminal for pari-mutuel wagering, as well as for lottery wagering, while providing a method of wagering encompassing placing both pari-mutuel wagers and lottery wagers on the same wagering terminal and, optionally, substantially contemporaneously. Either type of wager may be implemented in a teller-assisted mode or self-service mode of the wagering terminal, or one type of wager in one mode and the other type of wager in another mode.

Other features and advantages of the present invention will become apparent to those of ordinary skill in the art through consideration of the ensuing description, the accompanying drawings, and the appended claims.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

While the specification concludes with claims particularly pointing out and distinctly claiming that which is regarded as the present invention, the advantages of this invention may be more readily ascertained from the following description of the invention when read in conjunction with the accompanying drawings in which:

FIG. 1 is a block diagram of a wagering terminal incorporating the features of the present invention;

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FIG. 2A is a perspective view of a wagering terminal, from a patron perspective and in a self-service mode, incorporating the features of the present invention;

FIG. 2B is a perspective view of a wagering terminal, from a teller perspective and in a teller-assisted mode, incorporating the features of the present invention;

FIG. 3 is a simplified block diagram illustrating the wagering terminal of FIG. 1 as part of a network of related systems;

FIGS. 4A-4E are flow diagrams illustrating exemplary wagering transactions that may be conducted utilizing the wagering terminal and network of related systems of the present invention; and

FIG. 5 is a software architecture diagram illustrating exemplary operational environments and exemplary operating modes.

DETAILED DESCRIPTION OF THE INVENTION

The present invention encompasses a method and apparatus for use in a wagering environment, wherein a gaming patron's wagering experience is enhanced with a self-service mode and a teller-assisted mode of a wagering terminal. The gaming experience and transaction processing may be enhanced by a variety of features such as, multiple display screens, user identification (e.g., biometric identification), image capture technology, proximity detection technology, and audio and visual attraction sequences. The present invention encompasses a method and apparatus wherein an engaged gaming patron may operate the wagering terminal in the self-service mode wherein the patron is provided with audio and visual instruction to facilitate successful placement of a wager on one or more events that may be scheduled to take place at remote event venues. Further, the present invention encompasses a method and apparatus wherein a teller may operate the wagering terminal while the terminal may also provide the patron with audio and visual information about a wager processed by the teller. The particular embodiments described herein are intended in all respects to be illustrative rather than restrictive. Other and further embodiments will become apparent to those of ordinary skill in the art to which the present invention pertains without departing from its scope.

Referring to the drawings in general, and initially to FIG. 1 in particular, an exemplary wagering terminal 100, such as a kiosk, in accordance with the present invention is shown. Hereinafter, the wagering terminal 100 may also be referred to as a wagering kiosk, but it will be understood and appreciated by those of ordinary skill in the art that the term encompasses other types of wagering terminals 100 including, but not limited to, computer terminals and the like. The wagering terminal 100 includes a processor 102, and a primary display 110. In various combinations, the wagering terminal 100 may also include a secondary display 112, a proximity detector 130, a user identification unit 140, and an image capture unit 150. In addition, the wagering terminal 100 may include a variety of transaction devices 160, a speaker assembly 172, a variety of Input/Output units (I/O units 174), a network interface unit 180, and a data storage unit 190 (also referred to as a computer readable medium). A memory 104 is operably coupled to the processor 102 to provide operational storage for software (also referred to as computer executable instructions) and data.

In the exemplary embodiment of FIG. 1, the processor 102, the primary display 110, the secondary display 112, the memory 104, and a peripheral controller 120 are all connected to a processor bus for communication. The peripheral controller 120 manages communication with the various

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other devices via a first peripheral bus 122 and with the data storage unit 190 via a second peripheral bus 124.

It will be readily apparent to a person of ordinary skill in the art that a variety of configurations and organizations of the various elements are possible and within the scope of the present invention. By way of example, and not limitation, the primary display 110 and the secondary display 112 may communicate to the peripheral controller 120 on a private display bus, the first peripheral bus 122, or the second peripheral bus 124. In addition, the system may not have the second peripheral bus 124 and the data storage unit 190 may communicate on the first peripheral bus 122. Other systems may not include a peripheral controller 120. In these other systems, the various elements may communicate directly on the processor bus.

The wagering terminal 100 may be coupled to a source of electrical energy or power (not shown), to supply electrical energy to the various components of the wagering terminal 100, as is known to those of ordinary skill in the art. Of course, the wagering terminal 100 may operate on battery power.

As shown in FIGS. 2A and 2B, the wagering terminal 100 may be a terminal type device configured for placement on a flat surface such as a tabletop. In addition, it will be understood and appreciated by those of ordinary skill in the art that the wagering terminal 100 of the present invention may be embodied in other configurations including, but not limited to, a wall mount configuration or a stand-alone unit that includes a freestanding housing of any suitable size and shape.

Returning to FIG. 1, exemplary devices for the processor 102 may be any of a variety of microprocessors, microcontrollers, or digital signal processors, suitable for running software programs and controlling the various peripheral devices. In addition, the processor 102 may include other devices and functions for implementation of cache memory, graphics control, and memory control, as a few examples.

The data storage unit 190 may be a device, such as, for example, a hard disk drive, a floppy disk drive, flash memory, Compact Disk drive, Digital Video Device drive, or any combination thereof.

The memory 104 may be a device, or combination of devices, such as, for example, Dynamic Random Access Memory (DRAM), Static Random Access Memory (SRAM), Read-Only Memory ROM, and Flash memory.

The primary display 110 may be any one of numerous known tube (e.g., cathode-ray tube (CRT)), plasma, or liquid crystal display (LCD) monitors and is provided to display various visual messages. For example, the primary display 110 may provide visual instructional information associated with a wagering transaction, as well as venue and product advertisements and promotions, gaming patron profile information, visual attraction sequences, wagering transaction information, and the like. If desired, a predetermined area of the primary display 110 may be dedicated for display of custom programming (e.g., advertisements, promotions, and the like) typically established at a local system level, as more fully described below.

In the exemplary embodiment shown in FIGS. 2A and 2B, the primary display 110 is a flat-panel type device and is attached to the wagering terminal 100 enclosure via a hinge assembly (not shown). FIG. 2A is a perspective view of the wagering terminal 100 from a patron perspective and in a self-service mode. FIG. 2B is a perspective view of the wagering terminal 100, from a teller perspective and in a teller-assisted mode. The hinge assembly allows the wagering terminal 100 to be adapted to the self-service mode, wherein the primary display 110 is substantially upright for presentation of the image to a gaming patron (as shown in FIG. 2A), or in

teller mode, wherein the primary display **110** is folded down for display to a teller (as shown in FIG. 2B). The hinge assembly may be detented to provide optimal user viewing positions and rigidity in both the self-service mode and the teller-assisted mode. The patron perspective of FIG. 2B shows a first side (i.e., front side) of the wagering terminal **100** with the secondary display **112** and upright primary display **110** facing the same general direction toward the patron perspective. The teller perspective **102** of FIG. 2B shows a second side (i.e., back side) of the wagering terminal **100** with the secondary display **112** hidden from view and the folded down primary display **110** facing toward the teller perspective.

The exemplary embodiment shown in FIGS. 2A and 2B incorporates touch screen technology (referred to as a primary touch screen **111** in FIG. 1), as known to those of ordinary skill in the art, such that when a gaming patron touches a predetermined area of the primary touch screen **111**, signals are generated and communicated to the processor **102**. Such a configuration enables the primary touch screen **111** to function as a data input device, thereby enabling interactive operation of the wagering terminal **100**. It may operate as a data input device for the gaming patron, in self-service mode, or for the teller, in teller-assisted mode, as is explained more fully below. Alternatively, the wagering terminal **100** of the present invention may include an optional I/O unit for data input such as a keyboard **180'** (shown in FIG. 2B), a mouse (not shown), or microphone (not shown) for accepting audio commands.

The primary touch screen **111** of the exemplary embodiment incorporates surface acoustic wave (SAW) technology. A SAW touch screen includes a glass panel molded to the shape of the primary display's **110** face. Each axis of the touch screen panel has a transmitting and receiving piezoelectric transducer, and sets of reflector stripes. Surface wave energy is generated by the transmitting transducers. The reflector stripes reflect these surface waves across the active area of the glass and to the receiving transducers, which convert the received surface waves into electrical signals. When a finger, or other energy-absorbing object, touches the screen, a portion of the surface wave is absorbed. The resulting change may be analyzed by the processor **102** to determine a digitized X and Y coordinate on the touch screen, where the wave interference occurred. Of course, it will be clear to a person skilled in the art that other touch screen technologies may be incorporated into the present invention.

The primary display **110** may be configured to display information in a mode such as a graphical user interface. The graphical user interface may be combined with the primary touch screen **111** to generate, in software, reconfigurable and selectable elements, such as, for example, lists of available races to wager on, lists of horses available for a given race, and alpha numeric keys for data entry in applications ranging from pari-mutuel betting to lottery ticket number entry and purchase. A number of other user features and options will be readily apparent to a person of ordinary skill in the art and encompassed by the scope of the present invention.

The secondary display **112**, as shown in FIG. 2A, faces the patron in both self-service mode and teller-assisted mode. In teller mode, the secondary display **112** may be used to display the progress of transaction input by the teller, for the benefit of the patron. For example, it may be used to develop an image of the wagering slip, display a wagering establishment logo, and display promotional messages.

In addition, the exemplary embodiment of the secondary display **112** includes a secondary touch screen **113** (shown in FIG. 1). The secondary touch screen **113** may be used for a

variety of functions, such as, for example, allowing the patron to enter a personal identification number, prompt the patron to insert currency into a currency receiver **168**, and capture a patron's signature. As with the primary touch screen **111**, the secondary touch screen **113** may be implemented with a variety of touch screen technologies well known to a person of ordinary skill in the art.

In addition, the secondary display **112** may be configured to display information in a mode such as an additional graphical user interface. The additional graphical user interface for the secondary display **112** may be combined with the touch screen to generate, in software, reconfigurable and selectable elements, such as, those suggested for the primary display **110**. In addition, when in teller-assisted mode, the additional graphical user interface of the secondary display **112** may illustrate, for the patron, much of the same information shown to the teller using the graphical user interface of the primary display **110**.

The proximity detector **130** of the wagering terminal **100** comprises a transmitter **132** and a detector or receiver **134** (both shown in FIG. 1). The transmitter **132** may be any one of numerous known transmitters **132** that are configured to emit various types of radiation, including, but not limited to, electromagnetic, sound, elastic, or particulate, at various frequencies. In the exemplary embodiment, the transmitter **132** is an infrared transmitter. The transmitter **132** may be provided to transmit or emit radiation that may reflect from a potential user (e.g., a potential gaming patron) in proximity to the wagering terminal **100**.

The receiver **134** may be any one of numerous known detectors, sensors, or transducers that are configured to receive or detect the type of radiation emitted by the transmitter **132**. Accordingly, the receiver **134** of the exemplary embodiment is an infrared detector **134** provided to receive radiation that is reflected from a potential user in proximity to the wagering terminal **100**. Infrared transmitters **132** and detectors **134** are known to those of ordinary skill in the art and are available from a variety of sources, such as Sharp Electronics Corporation of Mahwah, N.J.

The wagering terminal **100** may include a low power consumption mode, as is known to those of ordinary skill in the art. When in the low power consumption mode, no audio messages are broadcast through the speaker assembly **172** and a visibly moving visual image may or may not be displayed on the primary display **110**, the secondary display **112**, or both displays. The low power consumption mode may be initiated when the receiver **134** has not detected the presence of a potential gaming patron in proximity to the wagering terminal **100** for a predetermined period of time. The low power consumption mode may extend the life of the wagering terminal **100** in addition to saving energy and is particularly valuable for battery-operated terminals. The low power consumption mode also alleviates the need for personnel to switch off the power supply to the wagering terminal **100** when not in use, for instance, at the end of the day.

If the wagering terminal **100** is in the low power consumption mode and the transmitter **132** emits radiation that is reflected from a potential gaming patron and detected by the receiver **134**, a signal may be transmitted to the processor **102** and the processor **102** may cause the wagering terminal **100** to come out of a low power consumption mode and substantially simultaneously cause audio and visual attraction sequences to be initiated to entice the potential gaming patron to the wagering terminal **100**. Conversely, if the receiver **134** has not detected the reflection of radiation from a potential user for a predetermined period of time, the processor **102** may place the wagering terminal **100** in a low power consumption mode.

The wagering terminal **100** may then remain dormant, excepting the proximity detector **130**, and other necessary functions until such time as reflected radiation is again detected by the receiver **134**.

It will be understood and appreciated by those of ordinary skill in the art that the proximity detector **130** of the present invention may also be utilized as a communications saving device in that the wagering terminal **100**, while not connected to a network at all times, as more fully described below, may begin to reestablish a network connection (e.g., via dialup or other method) upon detection of a potential gaming patron's approach. This may have the added benefit of minimizing communications costs.

An ability to implement enhanced security measures is a significant aspect of the present invention. To support these enhanced security measures, some embodiments of the present invention may include a user identification unit **140**. The user identification unit **140** may be used to capture information biometric (i.e., unique physical attributes of the user) about a user. In the presently preferred embodiment, the user identification unit **140** is a fingerprint reader **140'** for use in teller-assisted mode to identify an authorized teller. The fingerprint reader **140'** may be used as an identification aid for teller sign-on to the wagering terminal **100**. In an exemplary embodiment, the fingerprint reader **140'** includes a small sensor, which reads characteristics of a fingerprint. The wagering terminal **100** may store these characteristics (also referred to as a user unique data element) in a local or a remote user database. The characteristics may be compared to the user database of authorized fingerprint characteristics to verify that the teller may sign-on. The fingerprint reader **140'** may also be used in conjunction with a secondary identifier, such as, for example, an employee number entered on the primary touch screen **111** or keyboard **180'** a personal identification number, or an identification card read by a card reader/writer **162** (FIG. 1). With a secondary identifier, there is no need for a search engine to find the characteristics of a given fingerprint. Instead, the secondary identifier may be used as a pointer to an entry in the user database. The fingerprint characteristics for that user database entry may then be compared to the fingerprint characteristics from the fingerprint reader **140'**. Once the user is identified and verified as an authorized user, the wagering terminal **100** may enable additional protected features, which should only be available to authorized users.

In addition, if desired, some wagering terminals **100** may be configured for the finger print reader to be used in self-service mode. This may provide additional security during various sensitive or secure monetary transactions.

It will be readily apparent to a person of ordinary skill in the art that other user identification units **140** may be used. For example, the image capture unit **150**, explained below, may be used in conjunction with facial recognition software for user identification. The primary touch screen **111** or secondary touch screen **113** may be used to capture a signature, which may be compared to signatures stored in a database. A microphone may be implemented as an optional I/O unit, and used, in conjunction with voice recognition software for user identification.

The image capture unit **150** may be included in the wagering terminal **100**. In the exemplary embodiment shown in FIGS. 2A and 2B, the image capture unit **150** is located centrally (above the primary display **110** in the self-service mode of FIG. 2A, or below the primary display **110** in the teller-assisted mode of FIG. 2B). This configuration enables the image capture unit **150** to capture important images (such as a user's face) in the vicinity of the wagering terminal **100**.

Of course, other locations may be desirable and would be encompassed within the scope of the present invention.

In the exemplary embodiment, a Charge Coupled Device (CCD) image sensor is implemented. However, other image capture devices, such as, for example, Complementary Metal Oxide Semiconductor (CMOS) sensors may be used.

The image capture unit **150**, in conjunction with the processor **102**, the data storage unit **190**, and the network interface unit **180** may be used to implement a system that captures still images substantially at the time that any event of interest is triggered by the processor **102**, the proximity detector **130**, or other optional I/O units **174**. The still images may be stored on the data storage unit **190** or may be transmitted through a network interface **185** (FIG. 1) to a remote device for storage or analysis.

In addition to still images, the image capture unit **150** may be configured to capture video images. In other words, a series of still images captured at a predefined frame rate. The frame rate may be set at a rate of, for example, the standards of 24 or 30 frames per second to optimize for capturing motion. Alternatively, the frame rate may be set much slower, such as for example, one or less frames per second, to optimize the amount of data that is stored or communicated through the network interface unit **180**. In a video capture mode, the wagering terminal **100** may be set to begin capturing video frames at the occurrence of an event of interest as explained above for the still image capture mode. As examples not intended to limit the scope of the present invention, some possible events of interest may be detection of a patron by the proximity detector **130**, initiation of a transaction, completion of a transaction, sign-in of a teller, attempted tampering with the wagering terminal **100**, and general periodic events at predetermined times.

The video capture mode may also be configured to continually capture video frames, which are stored in a circular buffer, either remotely or on the data storage unit **190**. A circular buffer may store a predetermined number of frames, when the buffer is full, the next new frame replaces the oldest frame in the buffer. In the circular buffer mode, the event of interest may stop image capturing or may allow a predetermined number of frames to be captured after the event of interest. This mode may be useful for creating a video that has captured images before, during, and after the event of interest.

As with the user identification unit **140**, the image capture unit **150** may be used for a variety of security measures. Facial recognition was identified above as one such use. Additionally, the image capture unit **150** may be used much like an automated teller machine to capture an image of the patron, or teller, presently using the machine, as well as the background area in the vicinity of the wagering terminal **100**.

Furthermore, the wagering terminal **100** may be used in conjunction with other wagering terminals **100**; strategic placement of the wagering terminals **100** would create a video surveillance system for an establishment. When connected in a network configuration, the video surveillance system may capture and store a wide range of images across predetermined time spans to be used for real time and stored video surveillance.

The wagering terminal **100** of the present invention may further include a variety of optional transaction devices **160**. A card reader/writer **162** may be one such device. The card reader/writer **162** may be any electronic (e.g., smart card) or magnetic strip reader/writer known to those of ordinary skill in the art. In one embodiment, an account card may be issued to the gaming patron at a casino, racetrack, betting parlor, or the like which houses at least one wagering terminal **100** of the present invention. The account card may be encoded with

information identifying the gaming patron and/or the gaming patron's corresponding wagering account. Use of an account card may be encouraged as it also facilitates player tracking.

Upon initiation of a gaming transaction, as more fully described below, the gaming patron may swipe or insert the card into the card reader/writer **162** to facilitate identity verification and/or provide access to the gaming patron's wagering account. Such actions serve to expedite the wagering process. Further, in the event that the gaming patron engages in a winning wagering transaction, the winning funds may be added to the gaming patron's wagering account by swiping the patron's account card through the card reader/writer **162**. Additionally, where government regulations permit, the card reader/writer **162** may permit a gaming patron to add funds to a pre-established wagering account, or supply funds for a single transaction, by swiping his or her debit card or credit card through the card reader/writer **162**.

Upon swiping of, for instance, an account card, the wagering terminal **100** may access identity and/or wagering account information associated with the swiped card from the memory **104**, a network **200**, or the data storage unit **190**. The wagering terminal **100** may be configured to show relevant information from the swiped card on the primary display **110** or the secondary display **112**. If desired, the wagering terminal **100** may also broadcast the relevant information through the speaker assembly **172**.

Another possible transaction device of the present invention is the currency receiver **168** as is well known to a person of ordinary skill in the art. As will be appreciated, the card reader/writer **162** and the currency receiver **168** provide alternative mechanisms for crediting a gaming patron's wagering account or funding a wagering transaction.

The wagering terminal **100** of the present invention may also include a ticket dispenser **164** and ticket receiver **166** (both shown in FIG. 1). The ticket dispenser **164** is coupled to a printer (not shown), e.g., a thermal ticket printer, internal to the wagering terminal **100**. The ticket printer (not shown) prints a ticket having information confirming the details of a wagering transaction, venue and/or product advertisements or promotions, and other desired messages thereon and the ticket dispenser **164** dispenses the ticket.

Upon completion of the event on which a wager was placed, the gaming patron may insert the ticket into the ticket receiver **166** for determination of whether the wagering transaction was a winning wagering transaction. By way of example, and not limitation, the ticket receiver **166** may be an optical mark reader, laser scanner, or charge-coupled device (CCD) scanner. Additionally, and by way of example and not limitation, the ticket receiver **166** may be configured to read Hollerith code tickets and Code 39 tickets. Such codes are well known in the art. Valid tickets may be thermally branded and retained by the ticket receiver **166**, and the wagering terminal **100** may credit the patron's account as explained below. Other tickets, not retained by the ticket receiver **166**, are returned to the patron.

The speaker assembly **172** of the wagering terminal **100** may include one or more speakers (e.g., stereo speakers) known to those of ordinary skill in the art and configured for use with the wagering terminal **100**. The speaker assembly **172** may be provided to broadcast various audio messages such as attraction sequences, instructional information, venue and product advertisements and promotions, and the like. By way of example, and not limitation, the speaker assembly **172** may be utilized to broadcast attraction sequences to potential gaming patrons detected in proximity to the wagering terminal

100 and/or audio instructions to a gaming patron engaged at the wagering terminal **100** regarding the current wagering transaction.

Other optional I/O units **174** not already explained, may include devices such as serial port controllers, parallel port controllers, Universal Serial Bus (USB) controllers, infrared communication controllers, and the like.

The wagering terminal **100** may be further configured with the network interface unit **180** for communication to other devices in a network environment (e.g., local, guest, hub, and host systems). By way of example, and not limitation, some possible networks **200** (FIG. 3) well known in the art are Ethernet, 802.11b/a/g, Bluetooth and power line modulation (such as Home-Plug). It will be understood and appreciated by those of ordinary skill in the art that the present invention is not limited by the communication media utilized.

The wagering terminal **100** is configured with the flexible hardware structure. This flexibility enables easy maintenance by enabling replacement or upgrade of the various hardware modules. In addition, the hardware structure enables the use of widely accepted conventional operating systems and software environments. These conventional software environments enable simple replacement or upgrade of the software controlling the wagering terminal **100**. FIG. 5 is an exemplary software architecture diagram illustrating an operating system **300** and a basic structure of exemplary operational environments and exemplary operating modes. A person of ordinary skill in the art will recognize that FIG. 5 is a simple example of a software architecture for showing these operational environments and is not intended to illustrate the entire software architecture of the wagering terminal **100**.

Within this software environment, the wagering terminal may be reconfigured for operation in a variety of operational modes. By way of example, and not limitation, and as explained earlier, the wagering terminal may be configured for use in a self-service mode **330** and a teller-assisted mode **340**. The change between self-service mode **330** and teller-assisted mode **340** may be effected by a command from an authorized user with special software execution privileges. However, the change may be as simple as moving the primary display to the substantially upright position to operate in the self-service mode **330** and moving the primary display to the substantially closed position to operate in the teller-assisted mode **340**.

In addition, the wagering terminal may be configured for different operating environments. By way of example, and not limitation, the wagering terminal may be configured to operate in a pari-mutuel wagering environment **310** or a lottery ticket sales environment **320**. In the presently preferred embodiment, a change between the pari-mutuel wagering environment **310** and the lottery ticket sales environment **320** may be enabled by a command from an authorized user with special software execution privileges. Furthermore, if the wagering terminal is physically installed in a location where only one environment will be operational, only software needed to support that operational environment need be installed on the data storage unit.

In addition, the relatively low cost and flexibility of the wagering terminal **100** may make a wagering terminal **100**, which is adaptable to self-service mode **330** and teller-assisted mode **340**, in a lottery ticket sales environment **320** less expensive than conventional teller only lottery terminals, while including the added benefit of self-service mode features such as the card reader/writer **162**, and currency receiver **168**. Furthermore, the ability to flip the primary display **110** from the substantially closed position to the substantially upright position to reconfigure the wagering terminal **100**

from the teller-assisted mode **340** to the self-service mode **330** is an added benefit in the lottery ticket sales environment **320**. Depending on the workload of a teller (or sales clerk), or assistance needed by a patron, the wagering terminal **100** may be easily reconfigured from one mode to the other. Thus, wagering terminal **100** may be reconfigured to the self-service mode for use during periods where there is not sufficient patron traffic to justify the cost of having a teller or sales clerk on duty, so that patrons in the vicinity may place a wager in the form of a lottery ticket purchase. In addition, placement of wagering terminal **100** configured in the self-service mode in certain environments, such as retail environments, may enable capturing of impulse wagers in the form of lottery ticket purchases by patrons who are on the premises for other purposes.

While most of the description herein is directed toward the pari-mutuel wagering environment **310**, it will be readily apparent to a person of ordinary skill in the art that the hardware configuration enables operation in the lottery ticket sales environment **320** with modifications to the software controlling the GUI and touch screen of the primary display, and if desired the secondary display, as well as other software dedicated to supporting the lottery ticket sales environment **320**.

Furthermore, the flexible software configuration enables substantially contemporaneous access to the pari-mutuel wagering environment **310** and the lottery ticket sales environment **320**, wherein either environment may operate in the teller-assisted mode **340** and the self-service mode **330**. Also contemplated within the scope of the present invention is that the software may be configured such that the lottery ticket sales, rather than being implemented as an alternate software environment, may be implemented as a subset of the pari-mutuel wagering environment **310**. For example, it may be desirable to enable both pari-mutuel wagering and lottery wagering from a single GUI screen. An exemplary, and not limiting, implementation may be to enable lottery ticket sales at a specific area of the GUI in the pari-mutuel wagering environment **310**, or as a separate GUI widow for lottery ticket sales, which may be called up within the pari-mutuel wagering environment **310**. Of course, this exemplary implementation may also be configured to operate in both self-service mode **330** and teller-assisted mode **340**.

The present invention further provides a system wherein a plurality of wagering terminals **100** may be operably coupled to one another, and to one or more off-site wagering venues, through the network **200**, such that wagering on a single event may be facilitated at a number of different locations, each remote from one another. Thus, multiple types of wagers may be placed on multiple events scheduled to occur at multiple event venues from a single wagering terminal **100**. An exemplary embodiment of the system of the present invention is shown in the simplified block diagram of FIG. 3. In addition to a plurality of wagering terminals **100**, the currently preferred embodiment of the network **200** of the present invention includes a host system **202**, at least one guest system **204**, at least one hub **206**, and optionally, at least one local system **208**.

The host system **202** is typically a system that is located at the facility at which the event on which a gaming patron wishes to place a wager is scheduled to take place. For instance, if the event on which a gaming patron wishes to place a wager is a horse race scheduled to take place at Santa Anita Park in Arcadia, Calif., a system located at Santa Anita Park is the host system **202**. The host system **202** may be configured to transmit data (e.g., wagering event information) through the network **200** to each wagering terminal **100** associated

therewith at predetermined time intervals. Further, the host system **202** may be configured to receive wagering information from each associated wagering terminal **100** (wagering terminals connected to the host system may also be referred to as local wagering terminals), through the network interface, as gaming patrons place wagers on a particular event so that it may, for instance, calculate current odds.

A guest system **204** is a system typically located in a facility off-site from where the event on which the gaming patron wishes to place a wager is scheduled to take place, yet is a facility in which other events on which wagers may be placed may occur. For instance, systems located at other horse racing facilities, including, but not limited to, Churchill Downs and Western OTB (Off-Track Betting) would be guest systems **204** in the example wherein the system located at Santa Anita Park is the host system **202**. Thus, it will be understood and appreciated by those of ordinary skill in the art that a host system **202** for one event may be a guest system **204** for another event. Each guest system **204** is configured to receive data (e.g., wagering event information) from the host system **202** and communicate such data to at least one wagering terminal **100** associated therewith (wagering terminals connected to a guest system may also be referred to as remote wagering terminals).

Each guest system **204** is in operable communication with at least one hub **206**, which is also in operable communication with the host system **202**. As such, each guest system **204** is configured to receive data generated by the host system **202** through the hub **206**. Thus, the hub **206** may be a computer or concentration of computers that facilitates communication between the host system **202** and the associated guest systems **204**. The hub **206** typically has some association with the host system **202** and may be located on-site (e.g., the hub **206** associated with Churchill Downs) or off-site (e.g., the hub **206** associated with Santa Anita Park).

Each guest system **204** may be in operable communication with at least one local system **208** and configured to further transmit all data received from the hub **206** to the associated local system(s) **208**. A local system **208** is a system located, for instance, at an off-site betting parlor of the guest system **204** or at another facility having some association with the guest system **204** (e.g., Hollywood Park of Inglewood, Calif. and Hoosier Park of Anderson, Ind. are under common ownership with Churchill Downs of Louisville, Ky. and may be local systems **208** associated therewith). Each local system **208** is configured to transmit data to one or more wagering terminals **100** located within the facility housing the local system **208**.

As will be understood and appreciated by those of ordinary skill in the art, wagering terminals **100** may be located not only at the facility housing a local system **208** but also at the facility housing the host system **202** or the facility housing a guest system **204** as well. In the event that a wagering terminal **100** is located at the facility housing the host system **202**, the host system **202** also acts as the local system **208** and, thus, the host system **202** may be in operable communication with the wagering terminal **100** and configured to transmit data directly to the wagering terminal **100**. Similarly, in the event that a wagering terminal **100** is located at the facility housing a guest system **204**, the guest system **204** also acts as the local system **208**. In this instance, data generated by the host system **202** may be transmitted to the hub **206**, from the hub **206** to the guest system **204**, and from the guest system **204** to the wagering terminal **100**. Thus, the guest system **204** may be in operable communication with the wagering terminal **100** and configured to transmit data directly thereto. Varia-

tions on the delineated operable connections are contemplated to be within the scope hereof.

The following represents an exemplary wagering transaction that may be conducted utilizing the system and many of the features of the present invention. It will be understood that the following is provided to further illustrate the principles of the present invention and is not intended to limit the scope thereof.

With reference to FIGS. 4A-4E, typically, a wagering session is initiated, or an attempt to initiate a wagering session is begun, when an individual (i.e., a potential gaming patron) approaches or passes near a wagering terminal and is detected by the proximity detector associated therewith. More particularly, the transmitter of a wagering terminal emits radiation (e.g., infrared radiation) which is reflected from the potential gaming patron. The reflection is detected by the receiver of the proximity detector. The wagering terminal may typically be located at a racetrack, casino, off-track betting parlor, or other facility offering wagering on a plurality of wagering events including, but not limited to, horse and/or dog races. Upon detection **710** of the reflected radiation, the wagering terminal may initiate a visual and audio attraction sequence **714**. The attraction sequences may be, for example, prerecorded sound and video clips designed to attract the potential gaming patron to approach the wagering terminal and initiate a wagering transaction. As previously described, if the proximity detector does not detect a potential gaming patron approaching or passing near the wagering terminal for a predetermined period of time, the wagering terminal may enter a low power consumption mode **716**.

The video attraction sequence may include presentation of the first of a plurality of screens required to place a wager at the wagering terminal. From this screen, the gaming patron may be able to navigate through additional screens using the primary touch screen or an external data input device (not shown) such as a keypad and/or mouse.

If the audio and visual attraction sequences are successful in attracting the potential gaming patron, the gaming patron will approach the wagering terminal and touch **718** the predetermined region of the primary touch screen, to begin the wagering transaction. Initially, the gaming patron may be asked **720**, both audibly and visually, to select a language preference from a plurality of languages in which subsequent instructions may be offered. The gaming patron then may select **722** a language preference by touching a predetermined area of the primary touch screen. If a language other than the default language in which the instructions are already being given is selected, the audio and visual instructions will change **724** and subsequently be offered in the language selected by the gaming patron.

While all instructions offered by the wagering terminal are available audibly as well as written on the primary display, once the gaming patron is engaged at the wagering terminal, he or she may be presented **726** with the option of silencing the audio presentation of instructions and, accordingly, only receive instructions visually on the primary display. This visual-only presentation will attract less attention from surrounding persons, which may be particularly attractive to novice gaming patrons who may be intimidated by the wagering environment. If the gaming patron selects **728** to receive concurrent audio wagering instructions, the audio instruction will persist for the duration of the wagering transaction and an audio request will accompany each wagering screen and will provide substantially the same information as is presented on the primary display. Alternatively, if the gaming patron selects **730** to receive only visual wagering instructions, the

audio presentation of instructions will be silenced for the duration of the wagering transaction.

Next, the gaming patron may be asked **732** from what source funds in support of his or her wager will be provided. The source of funds may be, for instance, currency, voucher, winning ticket, or a previously established wagering account. If the gaming patron indicates that the source of funds will be a previously established wagering account, the gaming patron may subsequently be asked to input **734** a series of identifying criteria using the data input device (e.g., touch screen display, keyboard, or mouse). Identifying criteria may include, for example, an account number and a Personal Identification Number (PIN) or password required to verify the gaming patron's identity. Alternatively, the gaming patron may swipe an account card through the card reader/writer associated with the wagering terminal to facilitate access to the appropriate identity and wagering account information. However, criteria to verify the gaming patron's identity may still be input using the data input device to decrease the incidence of fraud. The user identification units, as described earlier, may also be used for patron identification.

Verification of a previously established wagering account using the identifying criteria is preferably performed by the local system supporting the wagering terminal. Thus, data indicative of the gaming patron's input are transmitted from the wagering terminal to the local system and the local system verifies the information. Once identity is verified, the local system transmits data indicative of the gaming patron's wagering account information to the wagering terminal and information including, but not limited to, the amount available for wagering may be presented **736** on a predetermined area on the primary display.

If the gaming patron does not have a previously established wagering account **738** but desires to establish one, instructions for doing so may be provided. If the gaming patron does not have a previously established wagering account and does not desire to establish one, the gaming patron may provide **740** funds for the current wagering transaction by inserting currency into the currency receiver of the wagering terminal. If the method of payment is currency, voucher, winning/refund ticket, the value of the amount inserted may be read by the appropriate reader means (i.e., the currency receiver or the ticket receiver) and may be subsequently presented on a predetermined area on the primary display.

Where government regulations permit, funds may be provided in support of a wager using a credit card or debit card. In this case, the gaming patron may be prompted **742** to swipe or insert the credit/debit card in the card reader/writer and requested to input specific identifying criteria (e.g., PIN or password), as well as the amount to be wagered, by touching a predetermined area of the primary touch screen. Upon verification of the identifying criteria and confirmation of the amount to be wagered, the amount available to wager may be presented **744** on the primary display. It will be understood and appreciated by those of ordinary skill in the art that funds may similarly be added to a previously established wagering account using the currency receiver and/or card reader/writer.

Upon verification of the identifying criteria by the local system and confirmation of the amount available for wagering, the gaming patron may proceed with the wagering transaction. More particularly, the gaming patron may next be asked **746** to choose the event category on which he or she wishes to place a wager. Event categories may include, for instance, all racing events scheduled to take place at a particular event venue remote from the facility housing the wagering terminal at which the gaming patron is engaged. The gaming patron may select the particular event category

on which he or she desires to place a wager by touching **748** a predetermined area on the primary touch screen of the wagering terminal.

Typically, once the event category is selected, communication with the host system is established and data indicative of all available events, which fall within the event category and on which wagers may be placed, may be transmitted from the host system through the network and are presented on the primary display of the wagering terminal. Other information including, but not limited to, the time frame in which wagers on each particular event may be placed, may also be presented. The gaming patron may then be asked **750** to select the particular event on which he or she desires to place a wager.

Once the particular event is selected **752**, the host system may transmit data indicative of the types of wagers that may be placed on the event (e.g., win-place-show wagers) and information indicative of the same may be displayed. If desired, additional information regarding the selected event may also be transmitted and displayed including, but not limited to, information about the event participants, each participant's odds to win and which participants are favored to win. Additional handicapping information may also be provided, if desired. As will be understood and appreciated by those of ordinary skill in the art, the volume of information that may be transmitted is limited only by the bandwidth available for transmission. As some of the information is subject to relatively constant modification, data indicative of the information may be transmitted from the host system at a predetermined rate, typically set by the host system, and the primary display of the wagering terminal updated accordingly.

The gaming patron may subsequently be prompted **754** to specify the particular type of wager he or she wishes to place on the selected event within the selected event category and the event participant on which he or she desires the wager to be placed **758**. The gaming patron may select (**756**, **760**) the type of wager and participant by touching predetermined areas on the primary touch screen. As the gaming patron may choose to wager less than the amount available in his or her wagering account on a particular transaction, the gaming patron may also be asked **762** to specify the amount he or she desires to wager. The gaming patron may input **764** the amount he or she desires to wager for the selected type of wager by touching a predetermined area on the primary touch screen. By way of example, the gaming patron may choose Participant #1 to Win-Place-Show for a wager of \$3.00.

The gaming patron may subsequently be asked **766** to confirm the wager. That is, confirmation may be required of all information indicative of the wagering transaction including, but not limited to, the event category, the particular event within the event category, the event participant on which the wager is placed, the type of wager, and the amount of the wager may be verified by the gaming patron by touching a predetermined area of the primary touch screen. If the gaming patron desires to modify any of the details of the wagering transaction, he or she may do so by selecting **768** a predetermined area on the primary touch screen, which provides access to an editing screen. From the editing screen, the gaming patron may be permitted **770** to change any of the details of the wagering transaction. The details of the wagering transaction, including any modifications thereto, may subsequently be confirmed again **766** by the gaming patron before the gaming patron may proceed with the wagering transaction.

If funds for the wager are provided utilizing a previously established wagering account, data indicative of the wagering account information may be transmitted and processed by the

local system supporting the wagering terminal and the gaming patron's wagering account may be reduced by the amount of the wager placed. A new, adjusted balance of remaining funds available to wager may subsequently appear on a predetermined area of the primary display of the wagering terminal. If funds for the wager were provided utilizing a voucher, a winning/refund ticket, or currency, a new adjusted balance of the remaining funds available to wager may be calculated and displayed on a predetermined area of the primary display of the wagering terminal as well.

Upon confirmation **772** by the gaming patron of the wagering transaction details, a ticket illustrating the details of the wagering transaction may subsequently be printed by a high speed thermal ticket printer (not shown) which is internal to the wagering terminal and dispensed **774** from the ticket dispenser. In particular, it is currently preferred that the ticket provide, for example, the identifier associated with the wagering terminal, the date and time at which the wager was placed, the event category, the particular event within the event category on which the wager was placed, the type of wager, the event participant on which the wager was placed and the amount of the wager. A barcode containing validation information may also be printed on the ticket providing a means to validate the ticket using the validation unit of the wagering terminal once the event on which the wager was placed is completed. Preferably, a unique identifying number identifying the wagering transaction is also printed on the ticket. If desired, advertising messages and/or promotions, typically programmed by the local system, may also appear in print on the ticket.

The wagering terminal may subsequently invite **776** the gaming patron to place another wager on the same or a different event. If the gaming patron chooses **778** to place another wager, the wagering series is repeated beginning with prompting **746** the gaming patron to choose the event category on which he or she desires to place a wager. If the gaming patron chooses not to place another wager, the wagering transaction may terminate **779**.

Also upon confirmation by the gaming patron of the wagering transaction details, data indicative of the wagering transaction details, as well as additional information including an identifier associated with the wagering terminal on which the wager was placed and the time at which the wager was confirmed, may be transmitted **780** to the local system supporting the wagering terminal. The wagers from all the wagering terminals supported by the local system may be pooled (at predetermined time intervals) and data indicative of the pooled information may be transmitted to the host system. As pooled information is received, the host system may recalculate the odds placed on each event participant and transmit data indicative of the revised odds and any other desired information, to all guest systems and hubs associated therewith, which, in turn, may transmit the data to each associated local system and/or wagering terminal.

The host system may combine **782** all wagers placed at any wagering terminal supported by the network and transmit data indicative of all pertinent information to the hub, guest, and/or local systems. The host system may also calculate **784** current odds placed on each event participant and transmit data indicative of the same to each hub, guest, and/or local system supported by the network at predetermined intervals. This transmission may occur regardless of whether or not any particular wagering terminal has an engaged gaming patron associated therewith. The hub, guest, and/or local systems may transmit **786** this information to each wagering terminal

in operable communication therewith at time intervals commensurate with the time intervals at which it receives the information.

At a predetermined time prior to the occurrence of a particular event, the local systems may transmit **788** data to each of the wagering terminals associated therewith indicating that wagers will no longer be accepted for the particular event. The particular event may then be commenced and data indicative of the results thereof and final calculated odds may be transmitted **790** from the host system to the hub, guest, and/or local systems. Data indicating which gaming patrons engaged in a winning wagering transaction, as well as the corresponding amount of their winnings, may also be transmitted from the host system.

If a gaming patron believes that he or she holds a winning ticket, the gaming patron may visit any wagering terminal supported by the network and insert the ticket into the ticket receiver **792**. By way of example and not limitation, the ticket receiver may be an optical mark reader, laser scanner, or CCD scanner. In a currently preferred embodiment, the ticket receiver scans the barcode on the ticket and reads the corresponding wagering transaction information. Subsequently, data indicative of the wagering transaction information may be transmitted to the local, guest, or hub, along with a request for validation of a ticket **794**. The ticket may be validated by the local, guest, or hub by comparison of the results of the particular event on which the wager was placed stored in the local, guest, or hub with the wagering transaction information stored in the barcode on the ticket **796**. If the ticket cannot be validated, instructions are transmitted to the wagering terminal from the local, guest, or hub instructing the gaming patron to contact a teller for verification **800**.

As part of the verification process, the local, guest, or hub may also verify that the date of validation is within a preauthorized date range during which the ticket may be validated at the wagering terminal. If the date of validation is outside of the preauthorized date range, a message may be sent to the wagering terminal and displayed on the primary display instructing the gaming patron on how to validate the ticket. For instance, the message may indicate that the date on the ticket is out of the preauthorized date range for validation and instruct the gaming patron to contact the teller or cashier for validation.

If the ticket is within the preauthorized date range for validation, and the ticket is determined to be a winning ticket, the local, guest, or hub supporting the wagering terminal may calculate the amount won based on the official price declared by the host system. Alternatively, if such information had previously been calculated by the host system, the information may be accessed by the local, guest, or hub. Subsequently, the local, guest, or hub may transmit data indicative of the winning information to the wagering terminal.

The wagering terminal may subsequently present information on the primary display by causing a screen to appear indicating that the gaming patron has won, and an amount won **798**. The gaming patron may subsequently be asked if he or she desires to apply the winnings of the inserted ticket to another wager, or apply the winnings to their wagering account **802**. If the gaming patron chooses to place another wager using the winnings from a ticket **804**, the wagering series is repeated beginning with prompting the gaming patron to choose the event category on which he or she desires to place a wager **806**. If the gaming patron chooses to apply the winnings to his or her pre-established wagering account **808**, the wagering terminal may return to a prompt wherein the gaming patron is asked to enter a series of identifying criteria such as an account number and a PIN or password

required to access the wagering account **810**. Upon verification of the account wagering information, the balance in the account may be updated by the local system supporting the wagering terminal and displayed on a primary display **812**. The gaming patron may then be asked to swipe his or her account card through the card reader/writer so that the information stored on the card may be updated. However, if the account card stores only identifying information, or if the card reader/writer supports insertion of the account card that remains therein until completion of the wagering transaction, such action would be unnecessary. If the gaming patron does not have a previously established wagering account but desires to establish one and apply the amount of the winnings thereto, instructions to set up a wagering account may be provided at this time.

The gaming patron may choose to receive the winnings in the form of a cash voucher from the wagering terminal **814**. If the gaming patron chooses to receive the winnings by way of voucher or wagering slip, the appropriate medium may be printed and dispensed from the ticket dispenser **816**.

Once payment has been tendered, the local, guest, or hub subsequently records the unique identifier for the ticket placing it on validated status and indicating that appropriate winnings have been dispensed. Accordingly, the ticket is thereby invalidated for security purposes.

Subsequently, the wagering terminal may return to a prompt wherein the gaming patron is asked on which event he or she desires to place a wager and an attempt may be made to initiate placement of another wager **818**.

Upon cessation of all wagering transactions by the gaming patron, he or she will begin to leave the area in proximity to the wagering terminal. As the gaming patron leaves the area, the proximity detector may transmit a signal to the wagering terminal to verify that all wagering transactions have been ceased, no information personal to the gaming patron is still displayed on the primary display and that an unclaimed wagering balance or a card such as a credit card, account card, or the like has not been left in the wagering terminal **820**. If nothing is detected, the wagering terminal may reset itself, as more fully described below.

If, however, something amiss is detected (e.g., if a visible wagering account balance is still displayed on the primary display, a debit or credit card is left in the card reader/writer, or a printed ticket in the ticket dispenser is detected), the proximity detector may cause an audible message to be broadcast through the speaker assembly that instructs the gaming patron as to the appropriate corrective action **822**. The gaming patron may subsequently return to the wagering terminal **824**, review a simultaneously displayed visual message concerning the corrective action necessary, and perform the recommended corrective action. The gaming patron may then leave the area in proximity to the wagering terminal whereby the area may again be checked for anything that may be amiss. If nothing is detected, the wagering terminal may reset itself **826**.

Once the gaming patron has left the area in proximity to the wagering terminal, and all proximity checks have been completed, it may be desirable for the wagering terminal to reset itself to a logical starting point for a subsequent user. That is, it is desirable to terminate the wagering transaction and return the wagering terminal to a predetermined idle state in which the wagering terminal is rendered prepared for subsequent users. For instance, the wagering terminal may be reset, returning to a home page. If desired, the wagering terminal may also be reset by the gaming patron when he or she desires to end the current wagering session, for instance, by the gaming patron touching a predetermined location on the pri-

mary touch screen, which may cause the wagering terminal to be reset. As the wagering terminal is reset, audio and visual attraction sequences may be initiated, if desired.

The present invention has been described in relation to particular embodiments that are intended in all respects to be illustrative rather than restrictive. It is to be understood that the invention defined by the appended claims is not to be limited by particular details set forth in the above description and that alternative embodiments will become apparent to those of ordinary skill in the art to which the present invention pertains without departing from the spirit and scope thereof. For instance, the wagering terminal may provide the gaming patron with the option of responding to instruction audibly using voice recognition technology. Further, types of proximity detection technology other than infrared technology may be utilized including, but not limited to ultrasonic, radio frequency and near field imaging technology.

What is claimed is:

1. A wagering terminal, comprising:

a processor;

a memory operably coupled to the processor;

a primary display pivotally attached to the wagering terminal, operably coupled to the processor, and configured for displaying visual messages, the visual messages displayed as part of a graphical user interface and including at least one wagering transaction message;

a secondary display, facing a patron perspective, operably coupled to the processor and configured for displaying additional visual messages associated with the visual messages, the additional visual messages displayed as part of an additional graphical user interface; and

a teller input device operably coupled to the processor and configured to face a teller perspective and receive input from a teller;

wherein the wagering terminal is adapted to:

operate in a self-service mode when the primary display is positioned in a pivotally open position and displaying wagering transaction information on the primary display to the patron perspective facing a front side of the wagering terminal; and

operate in a teller-assisted mode when the primary display is positioned in a pivotally closed position wherein a teller can input information on the teller input device to develop the wagering transaction information, the primary display presents the wagering transaction information, to the teller perspective facing a back side of the wagering terminal, and the secondary display presents at least some of the wagering transaction information to the patron perspective.

2. The wagering terminal of claim 1, further comprising a primary touch screen integrally coupled with the primary display, the primary touch screen configured for receiving a first user input corresponding to a location on the primary touch screen substantially contacted by a user, wherein the primary touch screen can function as the teller input device when the wagering terminal is in the teller-assisted mode.

3. The wagering terminal of claim 1, further comprising a secondary touch screen integrally coupled with the secondary display, the secondary touch screen configured for receiving a second user input corresponding to a location on the secondary touch screen substantially contacted by a user.

4. The wagering terminal of claim 1, further comprising a proximity detector operably coupled to the processor and configured for detecting a presence of a gaming patron in proximity to the wagering terminal.

5. The wagering terminal of claim 1, further comprising a user identification unit operably coupled to the processor and configured for sampling a unique physical attribute of a user of the wagering terminal.

6. The wagering terminal of claim 1, further comprising an image capture unit operably coupled to the processor and configured for capturing at least one image in a vicinity of the wagering terminal.

7. The wagering terminal of claim 1, further comprising at least one transaction device operably coupled to the processor and configured for accepting at least one of a form of payment, a form of user identification, and a form of wager identifier.

8. The wagering terminal of claim 7, wherein the at least one transaction device is selected from the group consisting of a card reader, a card writer, a combined card reader/writer, a ticket dispenser, a ticket receiver, and a currency receiver.

9. The wagering terminal of claim 1, further comprising a network interface configured for communication with a network.

10. The wagering terminal of claim 1, further comprising at least one I/O device configured for providing at least one of input to the wagering terminal and communication with a peripheral device.

11. The wagering terminal of claim 1, further comprising a computer readable medium configured for storing computer executable instructions and data for the wagering terminal.

12. The wagering terminal of claim 1, further comprising a computer readable medium including computer executable instructions, which when executed on the processor, generate a lottery ticket sales environment on the wagering terminal.

13. The wagering terminal of claim 1, further comprising a computer readable medium including computer executable instructions, which when executed on the processor, generate a pari-mutuel wagering environment on the wagering terminal.

14. A wagering terminal, comprising:

a processor;

a memory operably coupled to the processor;

a first side facing a patron perspective;

a second side, opposite from the first side and facing a teller perspective;

a teller input device operably coupled to the processor and configured to face the teller perspective and receive input from a teller;

a primary display operably coupled to the processor and pivotally attached to the wagering terminal such that the primary display faces the patron perspective when in a pivotally open position and faces the teller perspective when in a pivotally closed position, the primary display for displaying visual messages including at least one wagering transaction message while in the pivotally open position and the pivotally closed position; and

a secondary display operably coupled to the processor and configured to face the patron perspective and display at least some of the at least one wagering transaction message when in a teller-assisted mode.

15. The wagering terminal of claim 14, wherein the wagering terminal is configured to operate in a self-service mode when the primary display is in the pivotally open position a the teller-assisted mode when the primary display is in the pivotally closed position.

16. The wagering terminal of claim 14, further comprising a primary touch screen integrally coupled with the primary display, the primary touch screen configured for receiving a first user input corresponding to a location on the primary touch screen substantially contacted by a patron or a teller,

wherein the primary touch screen can function as the teller input device when the wagering terminal is in the teller-assisted mode.

- 17. A wagering terminal, comprising:
 - a processor;
 - a memory operably coupled to the processor;
 - a teller input device operably coupled to the processor and configured to face a teller perspective and receive input from a teller;
 - a primary display operably coupled to the processor and pivotally attached to the wagering terminal such that the primary display faces a patron perspective toward a first side of the wagering terminal when in a pivotally open position and faces the teller perspective toward an opposite side of the wagering terminal relative to the first side when in a pivotally closed position, the primary display for displaying visual messages including at least one wagering transaction message; and

a secondary display operably coupled to the processor, facing the patron perspective, and configured for displaying at least some of the at least one wagering transaction message to the user.

- 5 18. The wagering terminal of claim 17, wherein the wagering terminal is configured to operate in a self-service mode by the user when the primary display is in the pivotally open position or a teller-assisted mode by the teller when the primary display is in the pivotally closed position.
- 10 19. The wagering terminal of claim 17, further comprising a primary touch screen integrally coupled with the primary display, the primary touch screen configured for receiving a first user input corresponding to a location on the primary touch screen substantially contacted by a patron or the teller,
- 15 wherein the primary touch screen can function as the teller input device when the wagering terminal is in a teller-assisted mode.

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