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(12) **United States Patent**  
**Tanimura**

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(54) **GAMING MACHINE, GAMING INFORMATION AUTHENTICATION LOADING DEVICE AND GAMING INFORMATION LOADING DEVICE**

(75) Inventor: **Tatsuhiko Tanimura**, Tokyo (JP)

(73) Assignee: **Universal Entertainment Corporation**, Tokyo (JP)

(\* ) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 1181 days.

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(30) **Foreign Application Priority Data**

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Apr. 25, 2005 (JP) ..... 2005-126999

(51) **Int. Cl.**

**G06F 7/04** (2006.01)  
**G06F 17/30** (2006.01)  
**A63F 9/24** (2006.01)  
**G06F 17/00** (2006.01)

(52) **U.S. Cl.** ..... **726/30; 713/165; 713/169; 713/176; 713/192; 713/193; 713/194; 380/251; 463/20; 463/29**

(58) **Field of Classification Search** ..... **380/251; 713/165, 169, 176, 192, 193, 194; 726/30; 463/20, 29**

See application file for complete search history.

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Primary Examiner — Michael Simitoski

(74) Attorney, Agent, or Firm — Oliff & Berridge, PLC

(57) **ABSTRACT**

A gaming machine comprises a gaming board and a mother board. The gaming board comprises a boot ROM and a card slot. The boot ROM stores therein an authentication program for authenticating a gaming program and a gaming system program stored in a memory card. The card slot receives the memory card therein. The mother board comprises a main CPU and a RAM. The main CPU reads the authentication program from the boot ROM and the gaming program and gaming system program from the memory card received in the card slot. The main CPU executes an authentication process for the read gaming program and gaming system program according to the read authentication program. The main CPU writes the authenticated gaming program and gaming system program to the RAM. The main CPU controls a game proceeding according to the written gaming program and gaming system program.

**10 Claims, 13 Drawing Sheets**

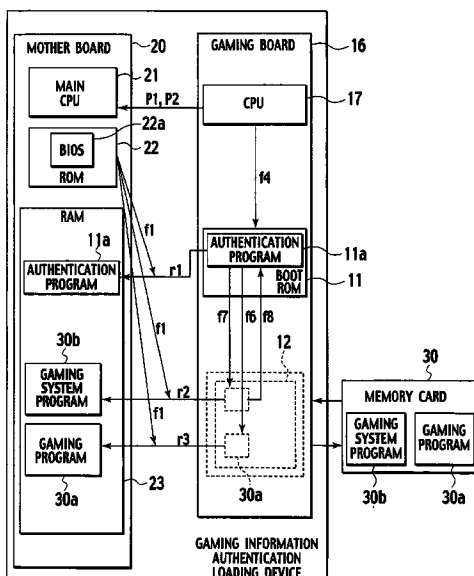


FIG. 1

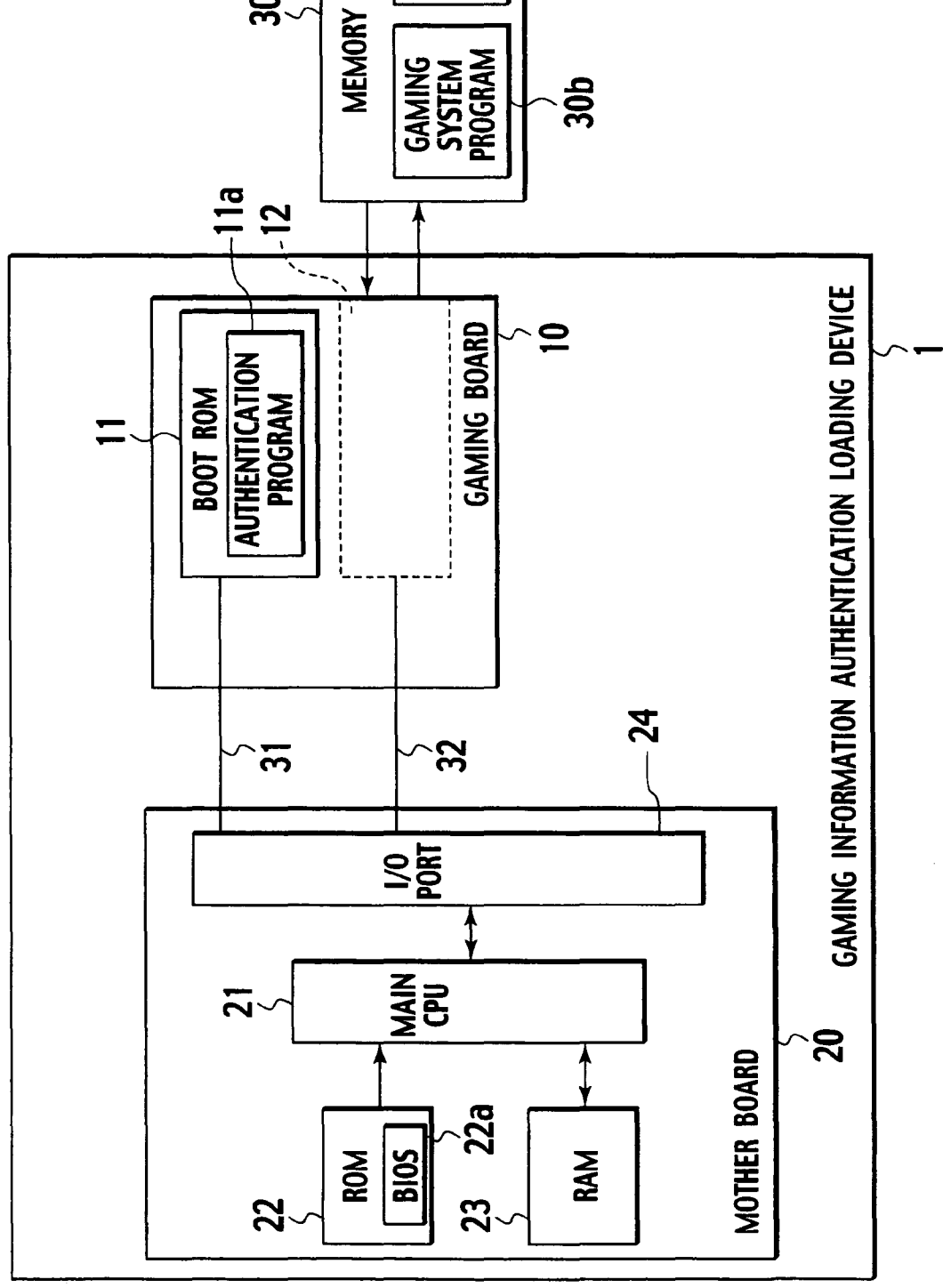


FIG. 2

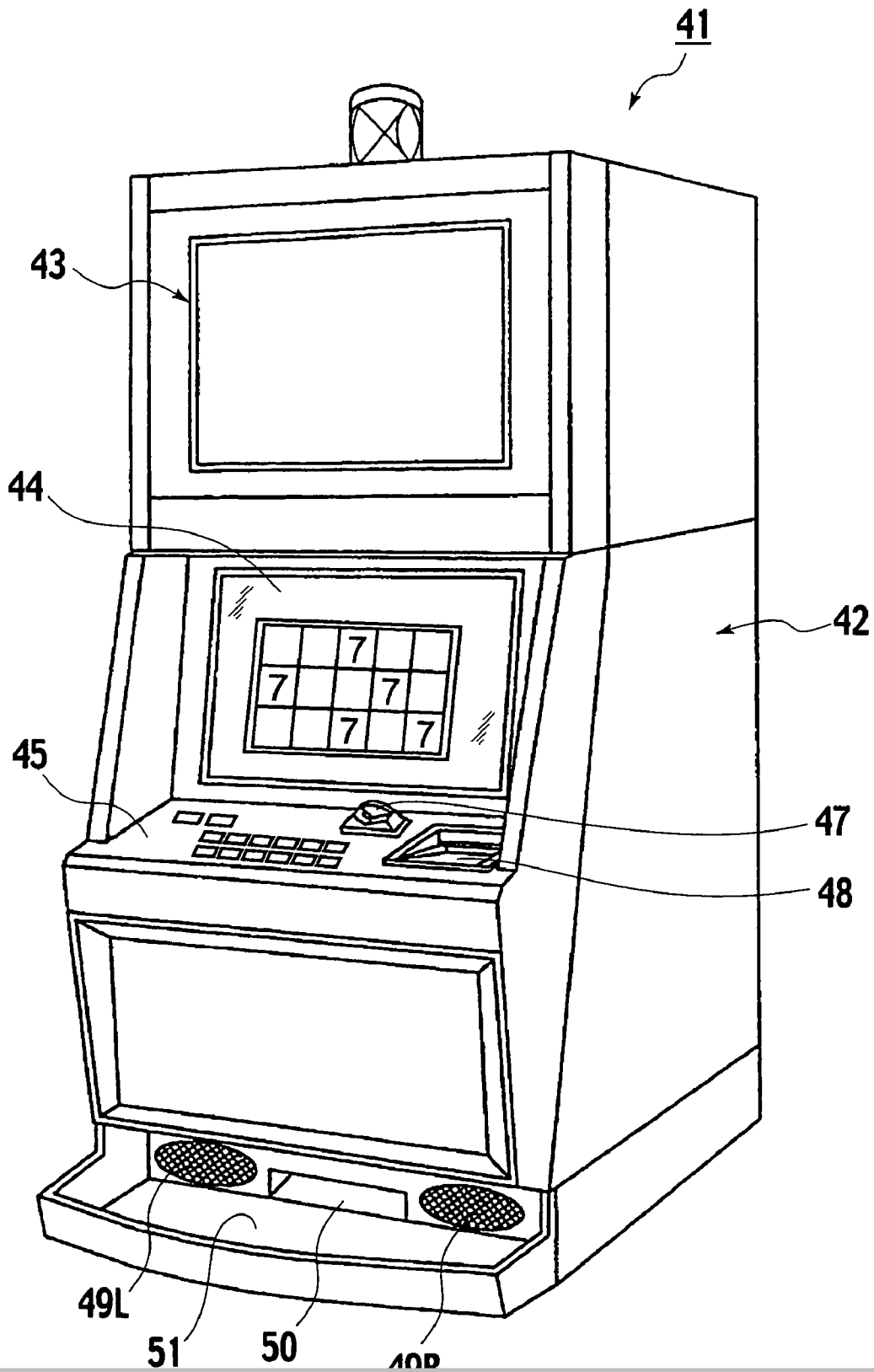


FIG. 3

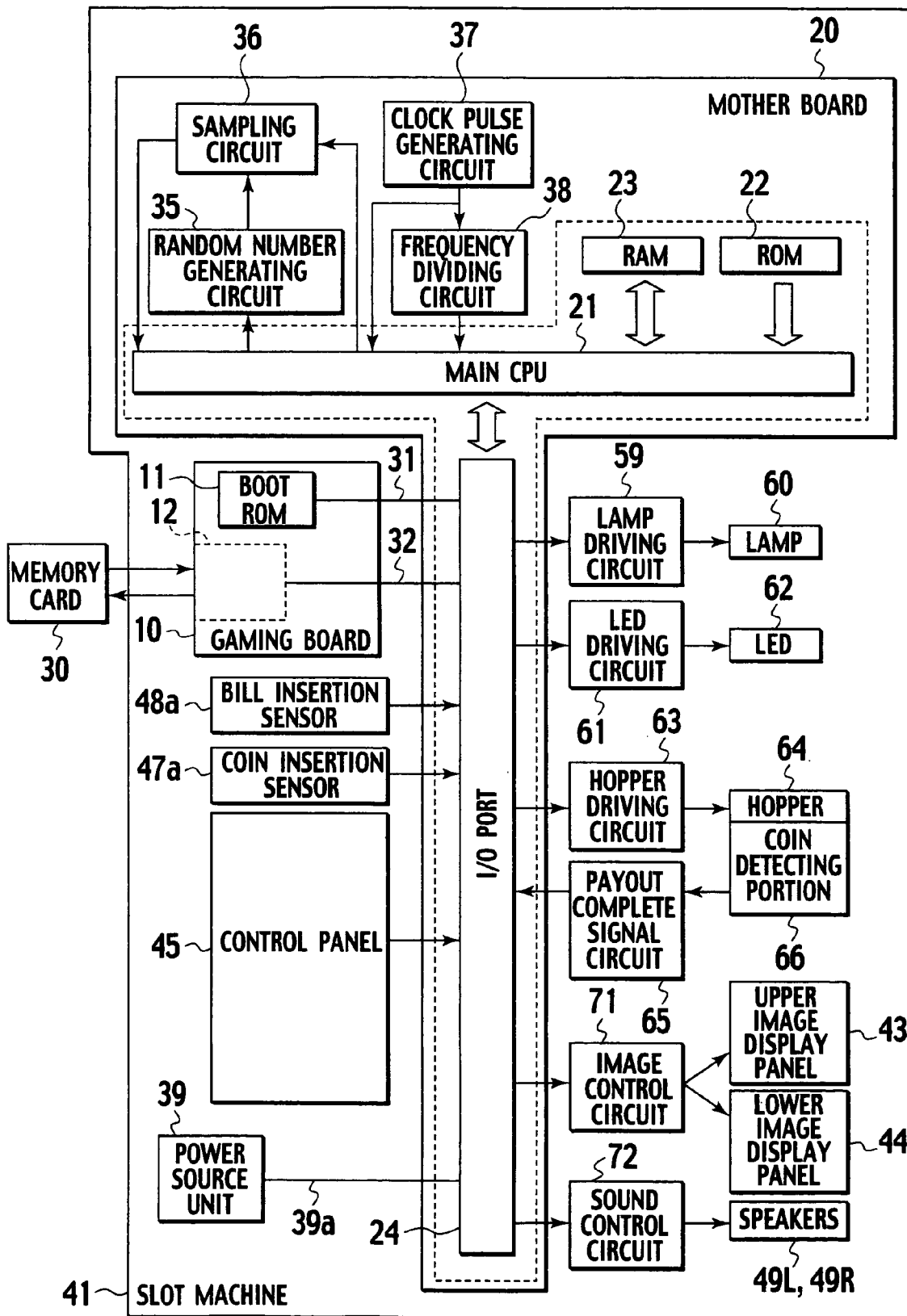
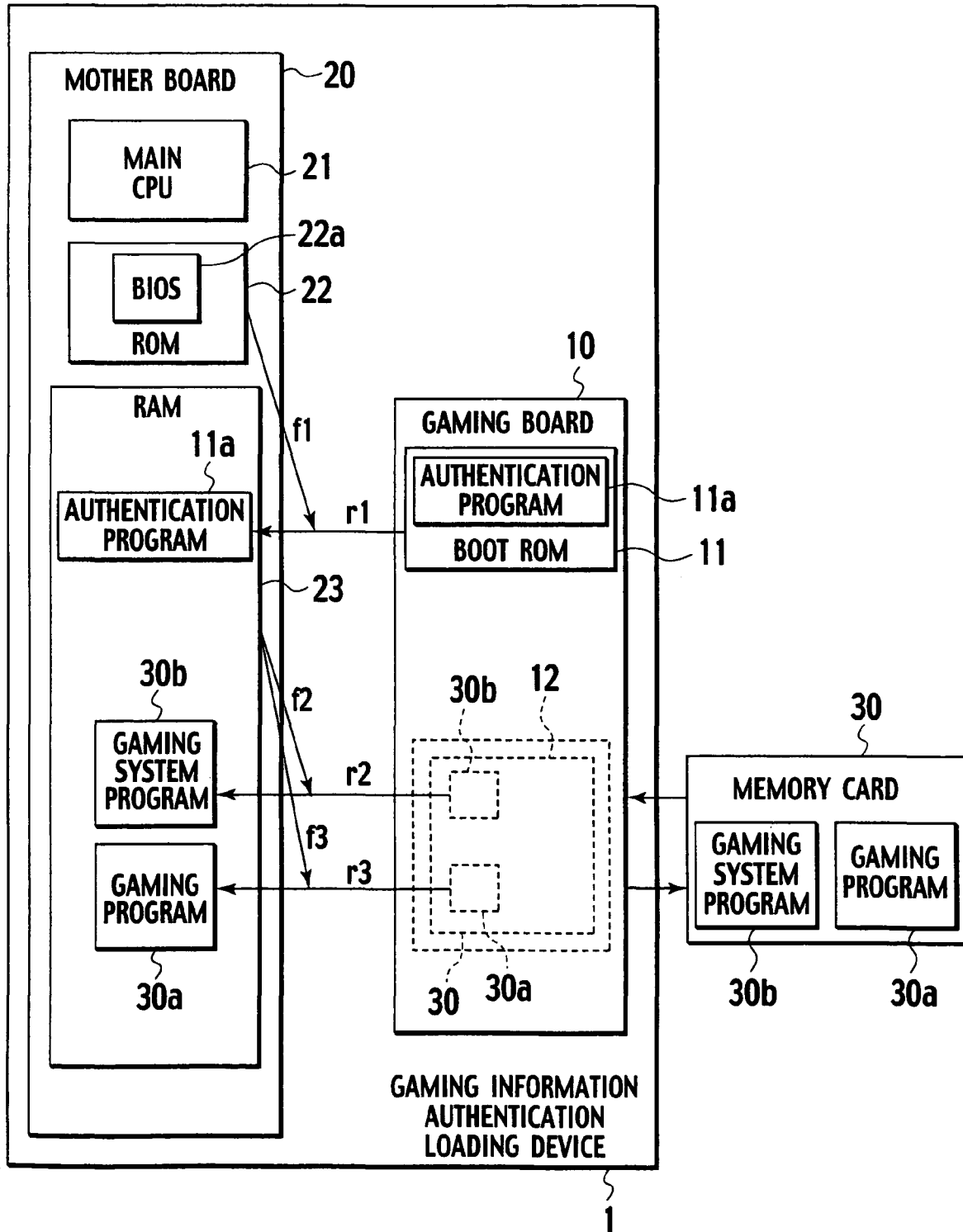


FIG. 4



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