

PATENT ASSIGNMENT

Electronic Version v1.1
 Stylesheet Version v1.1

SUBMISSION TYPE:	NEW ASSIGNMENT
NATURE OF CONVEYANCE:	ASSIGNMENT
CONVEYING PARTY DATA	
Name	Execution Date
Acres Gaming Incorporated	05/15/2006
RECEIVING PARTY DATA	
Name:	IGT
Street Address:	9295 Prototype Drive
City:	Reno
State/Country:	NEVADA
Postal Code:	89521-8986
PROPERTY NUMBERS Total: 8	
Property Type	Number
Patent Number:	6832958
Patent Number:	RE38812
Patent Number:	6319125
Patent Number:	6565434
Patent Number:	RE37885
Patent Number:	6244958
Patent Number:	6431983
Patent Number:	6607441
CORRESPONDENCE DATA	
Fax Number:	(510)663-0920
	<i>Correspondence will be sent via US Mail when the fax attempt is unsuccessful.</i>
Phone:	510-663-1100
Email:	mmitchell@beyerlaw.com
Correspondent Name:	BEYER WEAVER & THOMAS LLP
Address Line 1:	P.O. BOX 1450
Address Line 4:	OAKLAND, CALIFORNIA 94612-0250

CH \$320.00 6832958

ATTORNEY DOCKET NUMBER:

IGT1G000

NAME OF SUBMITTER:

David P. Olynick

Total Attachments: 6

source=Document 2#page1.tif

source=Document 2#page2.tif

source=Document 2#page3.tif

source=Document 2#page4.tif

source=Document 2#page5.tif

source=Document 2#page6.tif

CONFIRMATORY ASSIGNMENT

This document confirms that pursuant to the ASSIGNMENT AND ASSUMPTION OF AGREEMENTS (the "Assignment") executed January 2, 2005, by and between Acres Gaming Incorporated and IGT, for good and valuable consideration, the receipt and sufficiency of which was therein acknowledged, Acres Gaming Incorporated, a Nevada corporation ("Assignor"), owner of the entire right, title, and interest as of January 2, 2005 in U.S. Letters Patents listed on Exhibit A (attached hereto), including U.S. Letters Patents issued since January 2, 2005, on applications pending on that date, and U.S. Patent Applications listed on Exhibit B (attached hereto), sold, assigned, transferred and conveyed to IGT, a Nevada corporation ("Assignee"), its designees, successors, assigns and legal representatives, the entire right, title and interest in the Patents and Patent Applications, in the invention therein and in all divisions, continuations, reissues and reexaminations thereof, and all rights to claim priority from the Patents and Patent Applications and all applications for patents that may be filed for the invention in any foreign country and all patents that may be granted on the invention in any foreign country, and all extensions, renewals, and reissues thereof, each and every of the foregoing rights, titles and interests assigned to be held and enjoyed by Assignee, its successors, assigns and legal representatives, as fully and entirely as the same would have been held and enjoyed by Assignor had the Assignment not been made.

IN TESTIMONY WHEREOF, Assignor has caused this Confirmatory Assignment to be duly executed in its name and behalf by affixing its hand and seal thereto by its designated officer, director, or agent, whose name and title appear below.

Executed at Las Vegas, Nevada this 15 day of May, 2006.

Acres Gaming Incorporated
7115 Amigo Street, Suite 150
Las Vegas, Nevada 89119

David D. Johnson

Signature
Name: David D. Johnson

Title: Secretary

State of Nevada)
County of Clark)

ss.

On this 15 day of May, in the year 2006, before me, Judith Jones, personally appeared David Johnson, personally known to me (or proved to me on the basis of satisfactory evidence) to be the person whose name is subscribed to the within instrument, and acknowledged to me that he/she executed the same in his/her authorized capacity(ies), and that by his/her signature on the instrument the person, or the entity upon behalf of which the person acted, executed the instrument.

WITNESS my hand and official seal.

Notary Signature Judith Jones

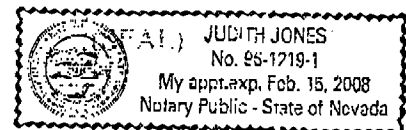


Exhibit A

5,655,961	Method for Operating Networked Gaming Devices	IGT1P289	AC001
6,257,981	Computer Network for Controlling and Monitoring Gaming Devices	IGT1P289D1C1	AC001 DIV1 CON1
6,832,958	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D1C1C1C1	AC001 DIV1 CON1 CON1 CON1
6,254,483	Method and Apparatus for Controlling the Cost of Playing an Electronic Gaming Device	IGT1P289D1C2	AC001 DIV1 CON2
RE38,812	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D1R1	AC001 DIV1 REI
6,319,125	Method Apparatus for Promoting Play on a Network of Gaming Devices	IGT1P289D2C1	AC001 DIV2 CON1
6,565,434	Method and Apparatus for Promoting Play on a Network of Gaming Devices	IGT1P289D2C1D1	AC001 DIV2 CON1 DIV1
6,910,964	Selective Indication of a Bonus at a Gaming Device with Player Input	IGT1P289D2C1D1C1	AC001 DIV2 CON1 DIV1 CON1
RE37,885	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D2R1	AC001D2REI
5,820,459	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D3	AC001 DIV3
5,702,304	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D4	AC001 DIV4
6,162,122	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D4C1	AC001 DIV4 CON1
5,741,183	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D5	AC001 DIV5
6,244,958	Method for Providing Incentive to Play Gaming Devices Connected by a Network to a Host Computer	IGT1P282	AC003
6,431,983	Method for Providing Incentive to Play Gaming Devices Connected by a Network to a Host Computer	IGT1P282C1	AC003 CON1
6,800,030	Method for Providing Incentive to Play Gaming Devices Connected by a Network to a Host Computer	IGT1P282C2	AC003 CON1 CON1
6,832,956	Sequential Fast-ball Bingo Secondary Bonus Game for Use with an Electronic Gaming Machine	IGT1P329	AC023
6,968,063	Dynamic Volume Adjustment in a Slot Machine	IGT1P232	AC036
D488,839	Touch-Screen Interactive Multimedia Display	IGT1D314	AC031
D495,373	Touch-Screen Interactive Multimedia Display	IGT1D314D1	AC031 DIV
D505,162	Touch-Screen Interactive Multimedia Display	IGT1D314D2	AC031 DIV2
D509,255	Touch-Screen Interactive Multimedia Display	IGT1D314D3	AC031 DIV3

Exhibit A

5,854,542	FLASHING AND DIMMING FLOURESCENT LAMPS FOR A GAMING DEVICE	4164-015	AC004
6,043,615	FLASHING AND DIMMING FLOURESCENT LAMPS FOR A	4164-094	AC004 CON 1
5,876,284	METHOD AND APPARATUS FOR IMPLEMENTING A JACKPOT	4164-025	AC002
6,008,784	ELECTRONIC DISPLAY WITH CURVED FACE	4164-032	AC005
6,375,569	OPERATION OF GAMING MACHINES IN A LINKED BONUS	4164-048	AC006 US
6,312,333	NETWORKED CREDIT ADJUST METER FOR ELECTRONIC	4164-058	AC012
6,371,852	METHOD FOR CREDITING A PLAYER OF AN ELECTRONIC	4164-076	AC007
6,375,567	METHOD AND APPARATUS FOR IMPLEMENTING IN VIDEO A	4164-081	AC008
6,364,768	NETWORKED GAMING DEVICES THAT END A BONUS AND	4164-082	AC009
6,607,441	METHOD FOR TRANSFERRING CREDIT FROM ONE GAMING MACHING TO ANOTHER	4164-089	AC010
6,231,445	METHOD FOR AWARDING VARIABLE BONUS AWARDS TO	4164-092	AC011
6,358,149	DYNAMIC THRESHOLD FOR POOL-BASED BONUS	4164-101	AC013
6,860,811	METHOD FOR IMPLEMENTING A SECONDARY GAME IN A	4164-169	AC016
6,793,577	GAMING MACHINE HAVING MULTI-ENDED POINTER FOR	4164-171	AC024
7,033,272	METHOD FOR IMPLEMENTING A SECONDARY GAME IN A	4164-179	AC017
6,575,832	METHOD FOR IMPLEMENTING SCHEDULED RETURN PLAY	4164-183	AC021
7,037,195	METHOD AND APPARATUS FOR AWARDING A BONUS ON A	4164-187	AC019
6,712,697	METHOD FOR CREDITING A PLAYER OF AN ELECTRONIC	4164-223	AC007 CON 1
6,878,063	METHOD FOR IMPLEMENTING SCHEDULED RETURN PLAY	4164-282	AC021 DIV 1

Exhibit B

09/827,870	April 6, 2001	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D1C1C1	AC001D1C1C1
10/932,615	September 1, 2004	Computer Network and Method for Changing the Pay Schedules of Gaming Devices	IGT1P289D1C1C1C2	AC001D1C1C1C2
09/878,111	June 6, 2001	Method and Apparatus for Controlling the Cost of Playing an Electronic Gaming Device	IGT1P289D1C2C1	AC001D1C2C1
09/572,749	May 16, 2000	Method and Apparatus for Operating Networked Gaming Devices	IGT1P289D3R1	AC001D3REI
09/373,034	August 11, 1999	Method for Operating Networked Gaming Devices	IGT1P289R1	AC001REI
10/895,195	July 19, 2004	Method for Providing Incentive to Play Gaming Devices Connected by a Network to a Host Computer	IGT1P282C3	AC003C1C1C1
09/558,933	April 26, 2000	Method and Apparatus for Displaying Player Tracking Information on an Electronic Gaming Machine Display	IGT1P311	AC014
09/694,065	October 19, 2000	A Method of Implementing Cashless Play of Gaming Devices Interconnected by a Computer Network	IGT1P283	AC015
10/170,238	June 11, 2002	Method and Apparatus for Communicating with a Player of a Networked Gaming Device	IGT1P284	AC018
10/247,786	September 18, 2002	Player Specific Game System	IGT1P288	AC020
10/699,260	October 31, 2003	Player Specific Rewards	IGT1P288X1	AC020 CIP1, AC033
10/256,949	September 27, 2002	System for Awarding a Bonus to a Gaming Device on a Wide Area Network	IGT1P306	AC022
10/783,122	February 19, 2004	Method and Apparatus for Authenticating and Verifying Communication on a Network of Gaming Devices	IGT1P306X1	AC022CIP
10/664,514	September 16, 2003	System for Awarding a Bonus to a Gaming Device on a Wide Area Network	IGT1P306C1	AC022CON1
10/783,457	February 19, 2004	Sequential Fast-ball Bingo Secondary Bonus Game for use with an Electronic Gaming Machine	IGT1P329D1	AC023DIV
10/117,645	April 3, 2002	Safe Gaming, Personal Selection of Self-Limiting Option	IGT1P285	AC026
10/198,646	July 17, 2002	Method and Apparatus for Enrolling Gaming Device Players into a Player-Tracking System	IGT1P286	AC027

Exhibit B

10/660,343	September 10, 2003	Method and Device for Collecting and Reporting Data	IGT1P312	AC028
10/308,768	December 2, 2002	System for Electronic Game Promotion	IGT1P310	AC029
10/755,202	January 8, 2004	System for Real-time Game Network Tracking	IGT1P303	AC034
10/349,874	January 22, 2003	Method and Apparatus for Use of a Network by a Casino	IGT1P313	AC035
10/813,910	March 26, 2004	Safeguards Against Cheating and Malfunctioning of Gaming Devices that Use Forms of Cashless Wagering	IGT1P315	AC037
10/838,857	May 3, 2004	System for Casino Gaming Credit with Selectable Expiration Date	IGT1P316	AC041
10/723,129	November 25, 2003	Method for Corroborating a Gaming Jackpot Payment	IGT1P317	AC042
10/723,375	November 25, 2003	Mobile Data Access	IGT1P304	AC043
10/615,732	July 8, 2003	Peer-to-Peer Gaming System	IGT1P318	AC044
10/645,889	August 20, 2003	Method and Apparatus for Monitoring and Updating System Software	IGT1P319	AC046
10/942,208	September 15, 2004	Player Specific Network	IGT1P305	AC049
10/731,175	December 8, 2003	System for Hot Machine Notification	IGT1P328	AC054
10/927,378	August 26, 2004	Wide Area Gaming System	IGT1P323	AC072
10/868,622	June 14, 2004	Wireless Identification and Tracking in Gaming Systems	IGT1P322	AC074
10/888,562	July 8, 2004	System for Communicating with a Player Through a Mountable Interactive Interface	IGT1P321	AC091

Exhibit B

10/668,560	9/22/2003	RANDOM BONUS PRIZE SHOWN ON THE SYSTEM DISPLAY	4164-195	AC032
10/663,379	9/15/2003	SYSTEM CONTROLLED PLAYER-RELATED BONUSES IN GAMING MACHINES	4164-197	AC030
10/731,159	12/8/2003	SYSTEM FOR JOIN-UP INCENTIVE MESSAGING AND BONUSING	4164-199	AC053
10/087,896	10/18/2001	NETWORKED GAMING DEVICES USING BONUS TOKEN TO EFFECTUATE BONUS AWARDS	4164-214	AC025
10/425,078	4/28/2003	BONUS AWARD FOR GAMING MACHINES USING SELECTABLE SCRIPTS	4164-226	AC040
10/423,727	4/25/2003	VALUED END BONUS EVENT FOR GAMING MACHINES	4164-245	AC039
10/817,060	4/2/2004	SYSTEM FOR IMPLEMENTING A SECONDARY GAME	4164-292	AC038
10/894,339	7/20/2004	CELEBRATION PAY	4164-296	AC045
29/200,426	2/27/2004	COLUMN MOUNTABLE PLAYER TRACKING DISPLAY	4164-377	AC071
10/916,343	8/10/2004	METHOD FOR IMPLEMENTING PLAY AT GAMING MACHINE NETWORKS USING PLAYER RATING	4164-440	AC021 DIV 1 CONT
10/910,755	8/3/2004	GAMING MACHINE HAVING MULTI-ENDED POINTER FOR QUASI-DETERMINISTIC PLAY	4164-441	AC024 CON 1
29/214,417	10/1/2004	PERSONAL TABLE GAME KIOSK	4164-476	AC099