

| Dependent Claims 2-3, 5-8 of the '014 Patent | Dependent Claims 10-11, 13-16 of the '014 Patent | Dependent Claims 18-19, 21-24 of the '014 Patent |
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| <p>2. The system of claim 1, further comprising a display adjacent to the roulette wheel that indicates the first selected position.</p> | <p>10. The method of claim 9, further comprising indicating the first selected position on a display adjacent to the roulette wheel.</p> | <p>18. The non-transitory computer-readable medium of claim 17, wherein the method further comprises indicating the first selected position on a display adjacent to the roulette wheel.</p> |
| <p>3. The system of claim 2, wherein the at least one hardware processor is further configured to cause a lightning visual effect to be presented in connection with indicating the first selected position.</p> | <p>11. The method of claim 10, further comprising causing a lightning visual effect to be presented in connection with indicating the first selected position.</p> | <p>19. The non-transitory computer-readable medium of claim 18, wherein the method further comprises comprising causing a lightning visual effect to be presented in connection with indicating the first selected position.</p> |
| <p>5. The system of claim 1, wherein the at least one hardware processor is further configured to: randomly select a second selected position on the roulette wheel; and determine a payout for the second selected position that is different than the payout for the single first position.</p> | <p>13. The method of claim 9, further comprising: randomly selecting a second selected position on the roulette wheel; and determining a payout for the second selected position that is different than the payout for the single first position.</p> | <p>21. The non-transitory computer-readable medium of claim 17, wherein the method further comprises: randomly selecting a second selected position on the roulette wheel; and determining a payout for the second selected position that is different than the payout for the single first position.</p> |

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| <p>6. The system of claim 1, wherein the at least one hardware processor is further configured to cause the ball and the roulette wheel to automatically spin.</p> | <p>14. The method of claim 9, further comprising causing the ball and the roulette wheel to automatically spin.</p> | <p>22. The non-transitory computer-readable medium of claim 17, wherein the method further comprises causing the ball and the roulette wheel to automatically spin.</p> |
| <p>7. The system of claim 1, wherein the first graphical user interface includes a roulette board and wherein the at least one hardware processor is further configured to highlight the first selected position in response to the first selected position being randomly selected.</p> | <p>15. The method of claim 9, wherein the first graphical user interface includes a roulette board and further comprising highlighting the first selected position in response to the first selected position being randomly selected.</p> | <p>23. The non-transitory computer-readable medium of claim 17, wherein the first graphical user interface includes a roulette board and wherein the method further comprises highlighting the first selected position in response to the first selected position being randomly selected.</p> |
| <p>8. The system of claim 1, wherein the at least one hardware processor is further configured to indicate “500×” at the first selected position on a roulette board in the first graphical user interface.</p> | <p>16. The method of claim 9, further comprising indicating “500×” at the first selected position on a roulette board in the first graphical user interface.</p> | <p>24. The non-transitory computer-readable medium of claim 17, wherein the method further comprises indicating “500×” at the first selected position on a roulette board in the first graphical user interface.</p> |