

The invention relates to electronic games and service systems and can be used for organising mass remote gaming activities (casino) using a wireless, mainly cellular transmission. The inventive game system for distance gambling is embodied in the form of a game-playing center, which comprises a player registration unit, an information storing and retrieving unit, a game scorekeeping unit and a data exchange unit. Said game system is also provided with peripheral playing machines whose interfaces are embodied in the form of displaceable playing devices, for example mobile telephones which are provided with an electronic game unit. All mobile telephones and the game-playing center are connected to a common cellular communication network. A unit for payment by telephone is embodied in the form of a credit payment agency, which is a part of the game system and connected to the data exchange unit of the game-playing center.