VIDEO GAME COMBINING SKILL AND LUCK

Inventors: Dex Matheson, Seaford, NY (US);
Howard Guralnick, Seaford, NY (US);
Jason Goldman, Massapequa, NY (US)

Correspondence Address:
WEISS & WEISS
Suite 251
300 Old Country Road
Mineola, NY 11501 (US)

Assignee: Shoot-em Poker, Inc.

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ABSTRACT

A video game which combines skill and luck. The game first provides the user with an outcome, which is created purely by luck. In order to change the outcome the user must choose other options provided by the game to try to create the desired outcome. A player's skill has an influence on determining the final outcome.
**Fig. 6**

1. **Make wager to start Poker game**
2. **Five cards are dealt to player**
3. **Discard unwanted cards?**
   - **No**
   - **Yes**
     - **Select cards and hit "Discard" Button**
     - **View Cowboy Icon, and hear "Get ready to draw."**
     - **View revolver icon and rows of scrolling cards.**
     - **Adjust position of revolver icon to aim at cards**
     - **Fire revolver icon at desired card**
     - **Add card to player’s hand**
4. **Does player require another card?**
   - **Yes**
   - **No**
     - **Payoff is made if cards are a winning hand**
5. **End of game**
Fig. 7

Make wager to start Black Jack game

Two cards are dealt to player

Does player want another card?

Yes

View Cowboy Icon, and hear "Get ready to draw."

View revolver icon and rows of scrolling cards.

Adjust position of revolver icon to aim at cards

Fire revolver icon at desired card

Add card to player's hand

Yes

Does player want another card?

No

Payoff is made if cards are a winning hand

End of game
VIDEO GAME COMBINING SKILL AND LUCK

RELATED APPLICATIONS


FIELD OF THE INVENTION

[0002] The present invention relates to a video game which combines skill and luck. The game first provides the user with an outcome, which is created purely by luck. In order to change the outcome the user must choose other options provided by the game to try to create the desired outcome. A player’s skill has an influence on determining the final outcome.

BACKGROUND OF THE INVENTION

[0003] U.S. Pat. No. 6,761,632 and Pub Nos. 2004/0198439 and 2002/0049082 relate to a gaming device wherein a player’s skill at an action or event determines or appears to determine the player’s success or failure. In reality, a database of information stores a number of successful results, and the game selects an award for each successful result. The action or event involves skill in real life, which requires the player to estimate the time an action will require and/or requires the player to aim at an object or estimate the direction necessary to successfully produce a result. The game can employ software adapted to determine if a player’s aim or timing is successful.

[0004] U.S. Pat. No. 6,780,103 and Pub No. 2005/002664 relate to a gaming device, wherein a player’s skill at an action or event determines the player’s success or failure in the round. The game is readily adaptable to becoming a pseudo-skill game that would be required in most gaming jurisdictions.

[0005] US Pub No. 2004/0116173 relates to a gaming device that requires the player to successfully perform a skill event and randomly receive a winning outcome to ultimately receive an award. The gaming device is suitable for gaming jurisdiction requiring skill.

[0006] US Pub No. 2004/0048644 relates to a gaming device having a skill game event that does not disadvantage an unskilled or inexperienced player. The gaming device levels the playing field for all players by taking some or all the player’s losses from the skill game event and distributing them to a progressive payout. When a player loses a skill event, the player can recover or recoup the loss in later play of the gaming device.

[0007] US Pub No. 2002/007165 relates to a gaming device wherein a player’s skill at an action or event determines the player’s success or failure in the round. The game is readily adaptable to becoming a pseudo-skill game that would be required in most gaming jurisdictions.

SUMMARY OF THE INVENTION

[0008] The present invention relates to a video game which combines skill and luck. The game first provides the user with an outcome, which is created purely by luck. In order to change the outcome the user must choose other options provided by the game to try to create the desired outcome. A player’s skill has an influence on determining the final outcome.

[0009] The present invention relates to a combination video game and card game played on a computer video game, cell phone, blackberry, pager, handheld gaming device or a gaming machine. It is an object of the present invention for cards from a normal deck of cards to be dealt to a player randomly by a computer. It is an object of the present invention for the player to be able to discard cards that are not needed by the player for that game. It is an object of the present invention for the player to choose other cards by using a device which allows the skill of the player to choose the other cards.

[0010] It is an object of the present invention for the cards to scroll across the screen and the player to choose the cards by pressing a button when a card is in a certain position. It is an object of the present invention for the cards to be chosen by a player pressing a button which causes a point on the screen to fire an object at a card which is then chosen as the new card to be played by the user when that card is hit by the object.

[0011] It is an object of the present invention for the cards to be chosen to be displayed in multiple rows. It is an object of the present invention for the cards in the multiple rows to scroll across the screen. It is an object of the present invention for each adjacent row of cards to scroll in a different direction.

[0012] It is an object of the present invention for the device which is used to fire at the cards be in the form of a gun barrel or other projectile device. It is an object of the present invention for different cards to scroll across the screen and the user depending upon the skill to be able to fire and choose the cards needed by the player.

[0013] It is an object of the present invention for the cards which would give a player the biggest reward to be placed furthest from the firing mechanism, and be most difficult to choose.

[0014] It is an object of the present invention for the card game to be poker. It is an object of the present invention for the card game to be black jack.

[0015] It is an object of the present invention for the game to be played by multiple players. It is an object of the present invention for a second player to compete with a first player and play the game after the first player finishes their hand.

[0016] It is an object of the present invention for the player to be able to move the firing mechanism in a left to right direction. It is an object of the present invention for the player to be able to move the firing mechanism in an up and down direction. It is an object of the present invention for the game to make a sound when the firing device is fired. It is an object of the present invention for the cards to be placed in the players hand when the cards are hit when fired on.

[0017] It is an object of the present invention for a display to appear that discloses who won and the dollar amount left to bet.

[0018] It is an object of the present invention for the firing mechanism to be a device that moves across the screen and can fire at the cards which appear on the screen. It is an object of the present invention for the device to be in the form of a space ship.

[0019] It is an object of the present invention for a slot machine to be played by having symbols scroll across the
screen and the player choose the symbols by pressing a button when a symbol is in a certain position. It is an object of the present invention for the symbols to be chosen by a player pressing a button which causes a point on the screen to fire an object at a symbol which is then combined with other symbols hit by what is fired which in combination determine if the player is a winner, i.e., three cherries.

[0020] The present invention relates to a combination video game and slot machine game played on a computer video game, cell phone, blackberry, pager, handheld gaming device or a gaming machine. It is an object of the present invention for a player to play a slot machine having symbols such as 7s, fruit and other standard symbols on a slot machine. Those symbols are selected randomly by a computer. It is an object of the present invention for the player to be able to discard symbols which caused the player to lose that game, to keep certain symbols and for the player to choose other symbols by using a device which allows the skill of the player to choose the other symbols.

[0021] It is an object of the present invention for the symbols to scroll across the screen and the player to choose the symbols by pressing a button when a symbol is in a certain position. It is an object of the present invention for the symbols to be chosen by a player pressing a button which causes a point on the screen to fire an object at a symbol which is then chosen as the new symbol to be used by the player.

[0022] It is an object of the present invention for the symbols to be chosen to be displayed in multiple rows. It is an object of the present invention for the symbols in the multiple rows to scroll across the screen. It is an object of the present invention for each adjacent row of symbols to scroll in a different direction.

[0023] It is an object of the present invention for the device which is used to fire at the symbols be in the form of a gun barrel or other projectile device. It is an object of the present invention for different symbols to scroll across the screen and the user depending upon the skill to be able to fire and choose the symbols needed by the player.

[0024] It is an object of the present invention for the game to be played by multiple players. It is an object of the present invention for a second player to compete with a first player and play the game after the first player finishes their turn.

[0025] It is an object of the present invention for the player to be able to move the firing mechanism in a left to right direction. It is an object of the present invention for the player to be able to move the firing mechanism in an up and down direction. It is an object of the present invention for the game to make a sound when the firing device is fired. It is an object of the present invention for the selected symbols to be placed next to the symbols chosen by the computer when the symbols are hit when fired on.

[0026] It is a further object of the present invention to provide the skill part of the game as a bonus feature of the game. It is an object of the present invention that a user plays a slot machine game, video lottery terminal, or video gambling game, such as video poker, and that if a user wins the game, they move into a bonus feature of the game. In the bonus round the user plays the game with the features described above, such as playing cards or symbols, and using a firing mechanism to choose other cards or symbols to win the game. Also the bonus feature can be that different prizes or awards are scrolled across a screen and a user using a firing mechanism based on the skill of the user fires at one of the bonus awards which when hit generates a reward.

[0027] It is an object of the present invention for the screen to show a video game as described above wherein an object is fired at the cards, symbols or images as described above. The card symbol or image which is fired upon is purely random as controlled by the system and there is no skill involved. The card symbol or object which is hit by the object becomes the one that is used by the player in determining whether the player wins the game.

[0028] It is an object of the invention to provide a video screen having cards, symbols or images as described above as part of a slot machine game, video lottery terminal, video gambling game, such as video poker. In the prior art, symbols would randomly land be chosen for the user and the cards would be displayed to the user to form the hand. In this embodiment, the cards or symbols or images scroll across the screen and a figure randomly chooses a card or symbol which then becomes part of the user's playing hand or game that the user is playing. For example, playing cards can scroll across a video screen, and a monkey can scroll across the screen, randomly choose a card which is then placed in the user's hand. When a user wants to then discard cards, the monkey discards the cards and then chooses new cards randomly which are placed in the user's final hand. In the case of symbols, the same monkey can choose three symbols randomly such as two cherries and a lemon which are then shown to the user as the final result of the game. The user can then be paid out based on the symbols that were randomly chosen.

BRIEF DESCRIPTION OF THE DRAWINGS

[0029] FIG. 1 illustrates a person holding a cell phone and playing the game of the present invention.

[0030] FIG. 2 illustrates a person playing a game described in the present invention on a laptop computer.

[0031] FIG. 3 illustrates a person playing a game described in the present invention on a video machine.

[0032] FIGS. 4 and 5 show screens shown on the cell phone shown in FIG. 1.

[0033] FIG. 6 is a flow chart showing an embodiment of the present invention.

[0034] FIG. 7 is a flow chart showing an embodiment of the present invention.

[0035] FIG. 8 is a flow chart showing an embodiment of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

[0036] The present invention relates to a combination video game and card game played on a computer, computer video game, handheld gaming device, including cell phones, pagers, a gaming machine, or video lottery terminal. The cards are dealt to a player playing the game as shown on the screen. The player discards cards that are not needed by the player for that game. After discarding cards, the player
chooses other cards by using a device which allows the skill of the player to choose the cards.

[0037] In an embodiment, after a player discards the cards, the cards scroll across the screen and the player chooses the cards by pressing a button when a card is in a certain position. In a preferred embodiment, the cards are chosen by the player by pressing a button which causes a point on the screen to fire an object at a card which is then chosen as the new card which is then placed in the user’s hand.

[0038] In a preferred embodiment, the cards to be chosen are displayed in multiple rows, and the cards in the multiple rows scroll across the screen. In a preferred embodiment, each adjacent row of cards scrolls in a different direction.

[0039] In an embodiment, the device which is used to fire at the cards is in the form of a gun barrel or other projectile device. Different cards scroll across the screen and the user depending upon their skill is able to fire and based on the skill of the user tries to choose the cards needed by the player. In an embodiment, the odds necessary for a player to achieve a certain card hand are set by the casino, and a person's skill in choosing the card lessens their odds in completing the hand.

[0040] In an embodiment, the card game is poker. In an embodiment, the card game is black jack. In other embodiments other card games can be used. The invention covers any game in which cards are used.

[0041] The game can be played by a single player or by multiple players. If the game is played by multiple players, then in one embodiment a second player can compete with a first player and play the game after the first player finishes their hand.

[0042] In an embodiment, the player can move the firing mechanism in a left to right direction. In a further embodiment, the player can move the firing mechanism in an up and down direction. In an embodiment, the game makes a sound when the firing device is fired. In an embodiment, the cards are placed in the players hand when the cards are hit when fired on.

[0043] In an embodiment, a display appears that discloses who won and the dollar amount left to bet.

[0044] In an embodiment, the firing mechanism is a device that moves across the screen and can fire at the cards which appear on the screen. In a preferred embodiment, the device is in the form of a space ship.

[0045] The present invention relates to a combination video game and slot machine game played on a computer video game, cell phone, blackberry, pager, handheld gaming device, or a gaming machine, or video lottery terminal. In an embodiment, a player plays a slot machine having symbols such as 7s, fruit and other standard symbols or images on a slot machine. Those symbols or images are selected randomly by a computer. The odds of obtaining a certain combination of symbols or images are set by the casino, or someone who programs the machine. In an embodiment, a player is able to discard symbols or images which caused the player to lose that game, the player can then choose to keep certain symbols or images and the player can select further symbols or images by using a device which allows the skill of the player to choose the other symbols or images.

[0046] In an embodiment, the symbols or images scroll across the screen and the player chooses the symbols or images by pressing a button when a symbol or image is in a certain position. In a further embodiment, the symbols or image are chosen by a player pressing a button which causes a point on the screen to fire an object at a symbol or image which is then chosen as the new symbol or image to be used by the player.

[0047] In an embodiment, the symbols or images to be chosen are displayed in multiple rows. The symbols or images scroll across the screen in multiple rows. In a preferred embodiment each adjacent row of symbols or images scrolls in a different direction.

[0048] In an embodiment, the device which is used to fire at the symbols or images is in the form of a gun barrel or other projectile device. Different symbols or images scroll across the screen and the user depending upon their skill is able to fire and choose the symbols or images needed by the player.

[0049] In an embodiment, the game is played by multiple players. A second player competes with a first player and plays the game after the first player finishes their turn.

[0050] In an embodiment, the player is able to move the firing mechanism in a left to right direction. In a further embodiment, the player is able to move the firing mechanism in an up and down direction. In an embodiment, the game makes a sound when the firing device is fired. In an embodiment, the selected symbols or images are placed next to the symbols or images chosen by the computer when the symbols or images are hit when fired on.

[0051] In an embodiment, the skill part of the game is provided as a bonus feature of the game.

[0052] The following describes an example of how the above game is played for poker. Five cards are dealt to each player and the player discards the cards not needed. There is a discard key to discard any unwanted cards. In an embodiment, a cowboy appears and says get ready draw. The cards are face up and start scrolling across the screen in four separate rows in different directions and a barrel of a gun is displayed at the bottom of the screen. If a cell phone is being used, different numbered buttons can represent the movement of the gun barrel. The player will begin to shoot at the cards that are desired. When the gun or other projectile device is fired a sound can be heard that the projectile device or gun has been fired. There are spaces between the cards so that the player shooting can hit any of the desired cards in any of the rows based on the skill of the player.

[0053] FIG. 1 shows a cell phone 10 having a screen 12 and keys 14.

[0054] FIG. 2 shows a user having a laptop 20 which a user is playing an embodiment of the present invention. The screen 22 has 4 rows of cards 24, 26, 28 and 30. The rows contains playing cards 32. The cards 32 in adjacent rows scroll across the screen in opposite directions. A gun barrel 34 fires bullets at the cards 32. When a card 32 is hit it is placed in the player’s hand 36.

[0055] FIG. 3 shows a user playing a video gaming machine 50. The screen 52 has 4 rows of cards 54, 56, 58, and 60. The rows contain playing cards 62. The cards 62 in adjacent rows scroll across the screen in opposite directions.
A user presses a deal key 64 to get the original cards dealt to the player. The cards are placed in the player’s hand 66. A user presses a discard key(s) 68 to discard any unwanted cards. The player then presses key 70 to move a gun barrel 72 in the left direction and presses a key 74 to move a gun barrel 72 in the right direction. A key 76 pressed by the player fires the gun 72 at the cards 62. When a card 62 is hit by a bullet 78, the card 62 is put in the player’s hand 66. The video gaming machine 50 then determines once the cards have all been chosen whether the player has won, and if they have won the amount to be paid to the player.

[0056] FIG. 4 shows the screen 12 shown in FIG. 1. The screen 12 has 4 rows of cards 84, 86, 88 and 90. The rows contains playing cards 92. The cards 92 in adjacent rows scroll across the screen in opposite directions. A gun barrel 94 fires bullets at the cards 92. When a card 92 is hit it is placed in the player’s hand 96. FIG. 5 then shows the players final hand.

[0057] FIG. 6 shows a flow chart showing how an embodiment of the invention proceeds. The embodiment shown is for poker. A user makes a wager to start the poker game. Five cards are dealt to the player. The player can either discard unwanted cards or if the cards give the player a winning hand, a payoff is made, and the game is over. If the player does not have a winning hand, then the player can hit a discard card button. The player then gets a screen which shows a revolver icon and rows of scrolling playing cards. The player adjusts the position of the revolver icon and aims the revolver at the cards. The player then fires the revolver icon at a desired card. The card that is hit by the projectile which comes out of the revolver icon is then added to the player’s hand. The player repeats this procedure until all the discarded cards have been replaced. A payoff is made if the final cards comprise a winning hand.

[0058] FIG. 7 shows a flow chart showing how an embodiment of the invention proceeds. The embodiment shown is for black jack. A user makes a wager to start the black jack game. Two cards are dealt to the player. The player can either hold these cards or request additional card(s). If the cards give the player a winning hand, a payoff is made, and the game is over. If the player does not have a winning hand, then the player can hit a draw a further card button. The player then gets a screen which shows a revolver icon and rows of scrolling playing cards. The player adjusts the position of the revolver icon and aims the revolver at the cards. The player then fires the revolver icon at a desired card. The card that is hit by the projectile which comes out of the revolver icon is then added to the player’s hand. The player repeats this procedure until either the player goes bust, receives cards which total over 21, or the player does not request any further cards. A payoff is made if the final cards comprise a winning hand.

[0059] FIG. 8 shows a flow chart showing an embodiment of the invention wherein players compete against each other. The embodiment is shown as two players playing, but more than two players can play against each other. Wagers are made by the players to start the game. Cards are dealt to players 1 and 2. The system then asks whether either of the players wishes to increase their wager. If either player wishes to increase their wager, the additional increase is recorded, and then either player is asked if they wish to discard a card. If no additional wager, then again the players are asked if they wish to discard a card. If the players do not want additional cards then they are asked if they would like to re wager. And it is then determined to payoff the winning hand. And the game is over. If the players choose to discard any cards, then a screen appears which has a revolver icon and rows of scrolling cards. The player can adjust the position of the revolver to aim at certain cards. The revolver is fired at the desired cards, and when a card is hit, it is added to the player’s hand. This is done until all discarded cards are replaced. The player then gets an opportunity to re wager, and a payoff is made to a winning hand.

1. A combination video game and card game comprising:
   - a screen;
   - cards shown on said screen;
   - a mechanism for discarding unwanted cards from said game;
   - a mechanism for choosing new cards using a game of skill.
2. The game of claim 1 wherein said game is played on a computer, handheld gaming device or a gaming machine.
3. A method for playing a video and card game comprising:
   - dealing cards to a player;
   - discarding cards that are not needed by said player for that card game;
   - choosing other cards by using a device which allows skill of said player to choose said cards.
4. A method for playing a video and card game comprising:
   - dealing cards to a player;
   - discarding cards that are not needed by said player for that card game;
   - scrolling cards to be chosen to replace said discarded cards across a screen;
   - choosing said scrolled cards by pressing a button when a card is in a certain position.
5. The method of claim 4 wherein said choosing said scrolled cards is done by pressing a button which causes a point on said screen to fire an object at a card which is then chosen as a new card to be played by said player.
6. The method of claim 4 wherein said scrolling cards are displayed in multiple rows.
7. The method of claim 6 wherein for each adjacent row of cards said cards scroll in different directions.
8. The method of claim 5 wherein said point is in form of a gun barrel.
9. The method of claim 4 wherein said card game is poker.
10. The method of claim 4 wherein said card game is black jack.
11. The method of claim 4 wherein said game is played by multiple players.
12. The method of claim 4 wherein said second player competes with a first player and plays said game after said first player finishes their hand.
13. The method of claim 5 wherein said point can be moved in a left to right direction.
14. The method of claim 5 wherein said point can be moved in an up and down direction.
15. The method of claim 5 wherein a sound is made when said button is pressed.
16. The method of claim 4 further comprising:
   placing said cards in said players hand when said scrolled cards are chosen.
17. The method of claim 4 further comprising:
   displaying who won said game and dollar amount left to bet.
18. A combination video game and slot machine game:
   comprising a screen;
   symbols or images shown on said screen;
   a mechanism for discarding unwanted symbols or images from said game;
   a mechanism for choosing new symbols or images using a game of skill.
19. The game of claim 18 wherein said game is played on a computer, handheld gaming device or a gaming machine.
20. A method for playing a video and slot machine game comprising:
   playing said slot machine and receiving symbols or images;
   discarding symbols or images that are not needed by said player to win said game;
   choosing other symbols or images by using a device which allows skill of said player to choose said symbols or images.
21. A method for playing a video and slot machine game comprising:
   playing said slot machine and receiving symbols or images;
   discarding symbols or images that are not needed by said player for that game;
   scrolling symbols or images to be chosen to replace said discarded symbols or images across a screen;
   choosing said scrolled symbols or images by pressing a button when a card is in a certain position.
22. The method of claim 21 wherein said choosing said scrolled symbols or images is done by pressing a button which causes a point on said screen to fire an object at a symbol or image which is then chosen as a new symbol or image to be used by said player.
23. The method of claim 21 wherein said scrolling symbols or images are displayed in multiple rows.
24. The method of claim 23 wherein for each adjacent row of symbols or images said symbols or images scroll in different directions.
25. The method of claim 22 wherein said point is in form of a gun barrel.
26. The method of claim 21 wherein said game is played by multiple players.

27. The method of claim 21 further comprising:
   displaying who won said game and dollar amount left to bet.
28. A method for playing a video and card game comprising:
   scrolling cards across a video screen;
   randomly firing an object at said cards which when hit become the player’s hand;
   discarding cards that are not needed by said player for said card game;
   scrolling cards to be chosen to replace said discarded cards across a screen;
   randomly choosing said scroll cards to replace said discarded cards.
29. A method of playing a video and slot machine game comprising:
   playing said slot machine by scrolling symbols or images across a video screen;
   choosing said scroll symbols or images by said machine;
   taking a scrolled symbol or image and placing it as part of the user’s chosen symbol;
   wherein when all of said chosen symbols or images are placed together, said machine decides if said player has won.
30. A method for playing a video and card game comprising:
   scrolling cards across a video screen;
   moving a figure across said screen which then randomly chooses cards which are placed in a player’s hand;
   discarding cards that are not needed by said player for said card game;
   scrolling cards to be chosen to replace said discarded cards across a screen;
   moving said figure across said screen which then randomly chooses cards to replace said discarded cards in a player’s hand.
31. A method of playing a video and slot machine game comprising:
   playing said slot machine by scrolling symbols or images across a video screen;
   moving a figure across said screen which then randomly chooses symbols or images which become placed in a player’s hand;
   placing said symbols together to be the final combination of symbols for said user;
   determining whether said final combination of symbols is a winning combination.

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