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(54) **TABLE BONUS GAME**

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(57) **ABSTRACT**

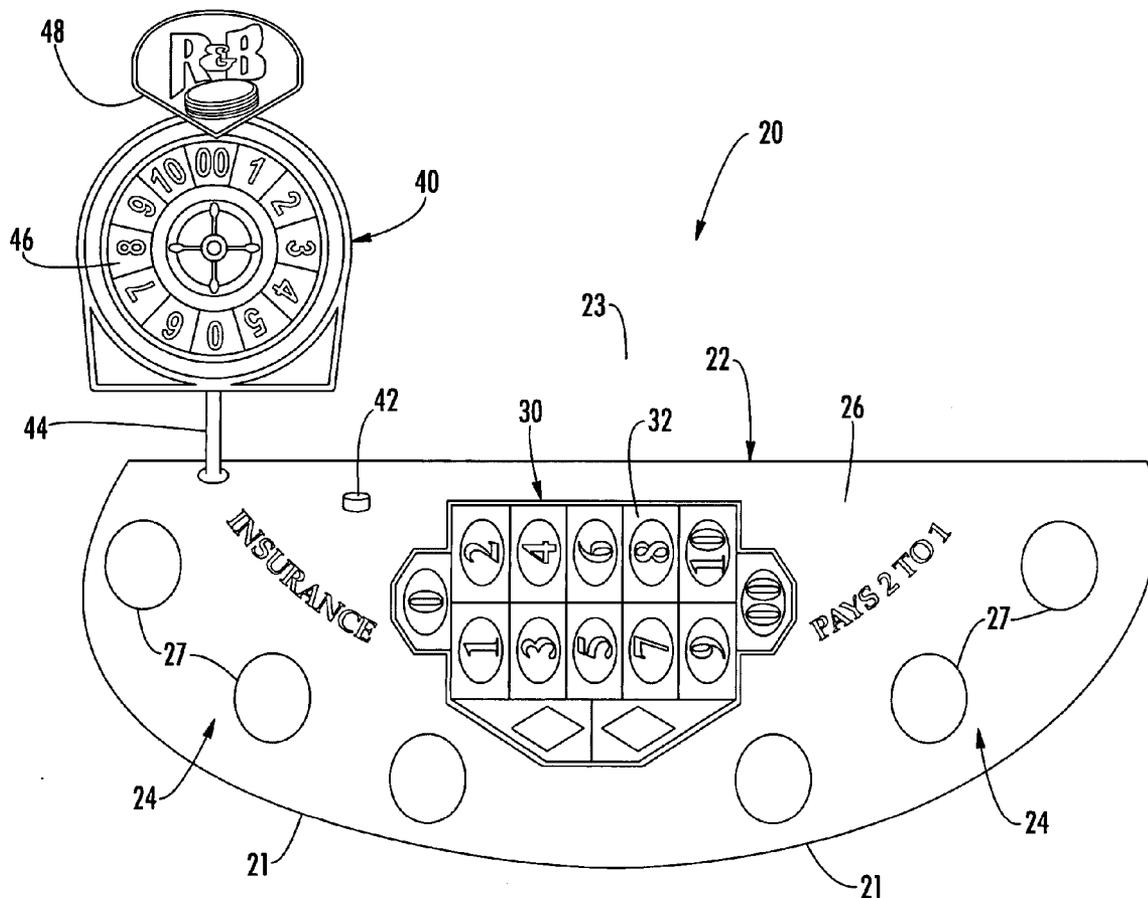
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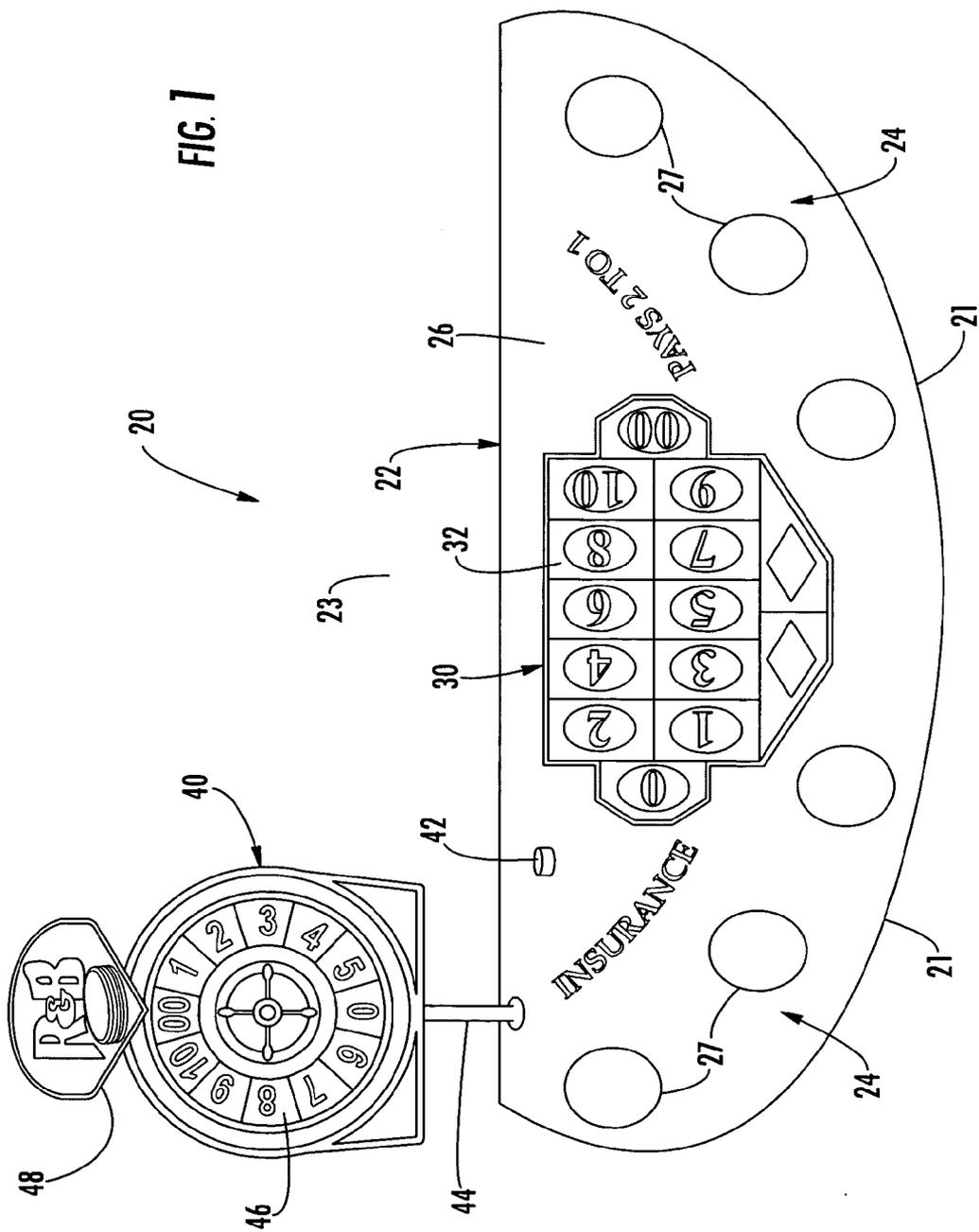
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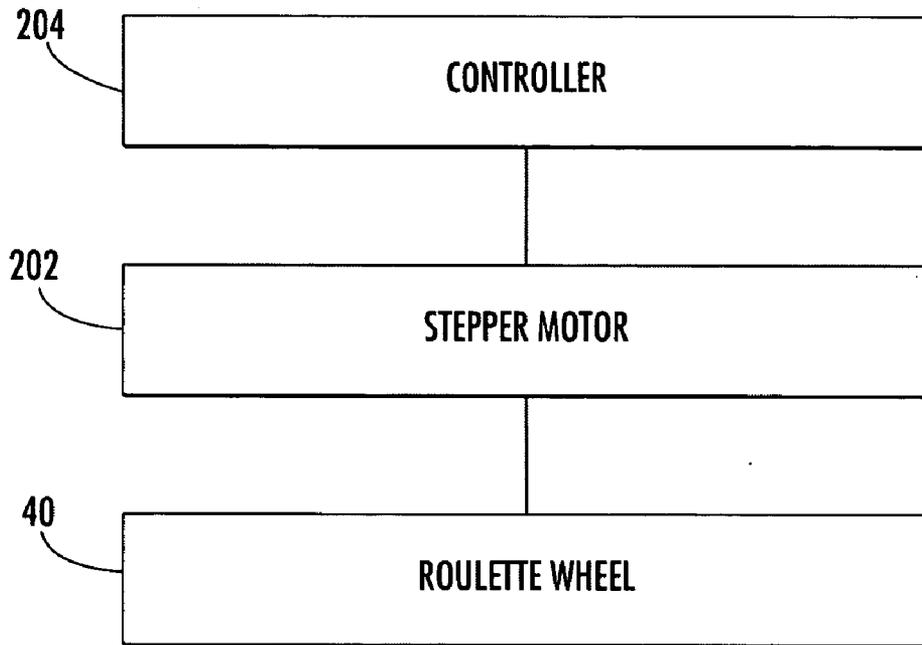
**Related U.S. Application Data**

(63) Continuation of application No. 09/957,998, filed on Sep. 21, 2001, now Pat. No. 6,743,094.

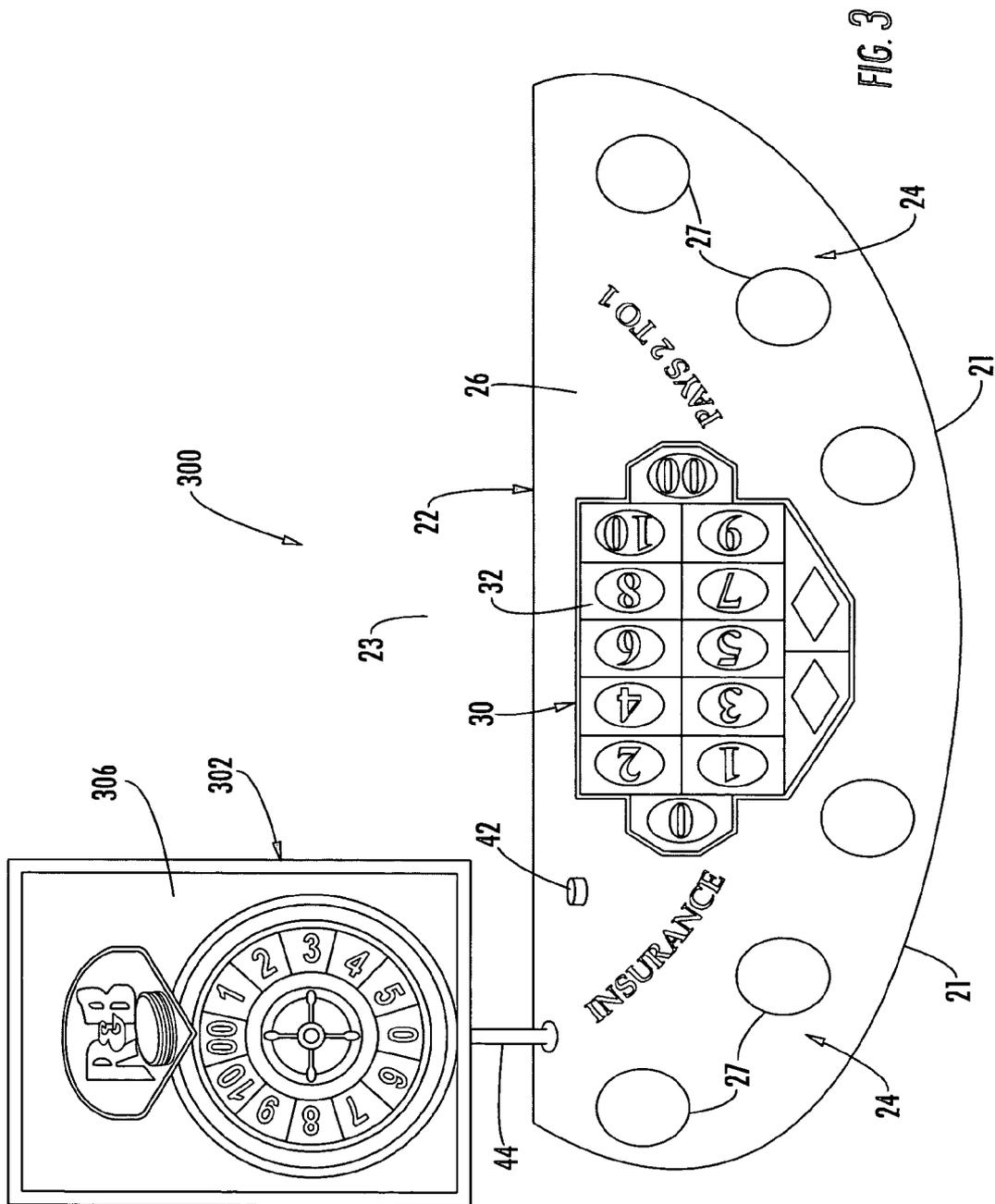
A game and gaming device for playing a game by a game player. The game includes a table having a card betting layout located on a surface of the table. A roulette like betting layout is also located on the surface of the table. A roulette wheel is mounted to above the table facing the game player. The game allows wagering on and playing a card game and a roulette like game at the same time.

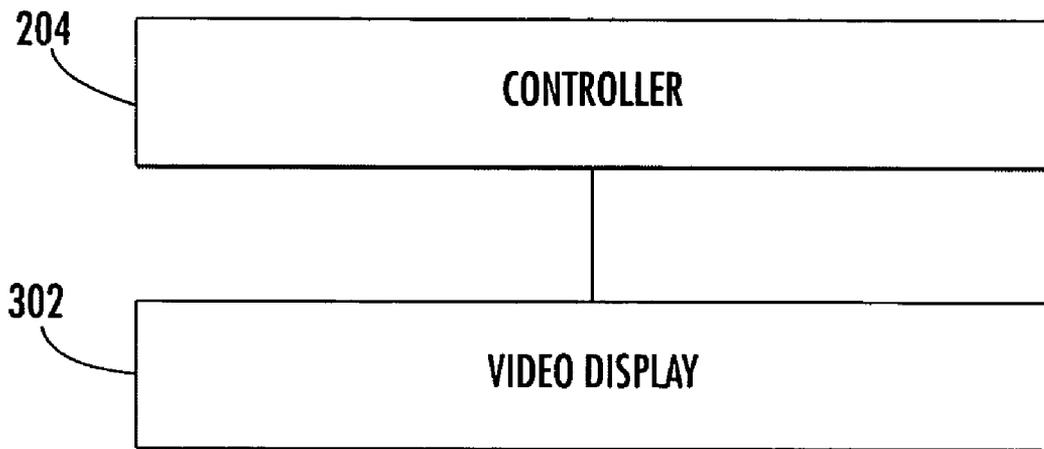






**FIG. 2**





**FIG. 4**

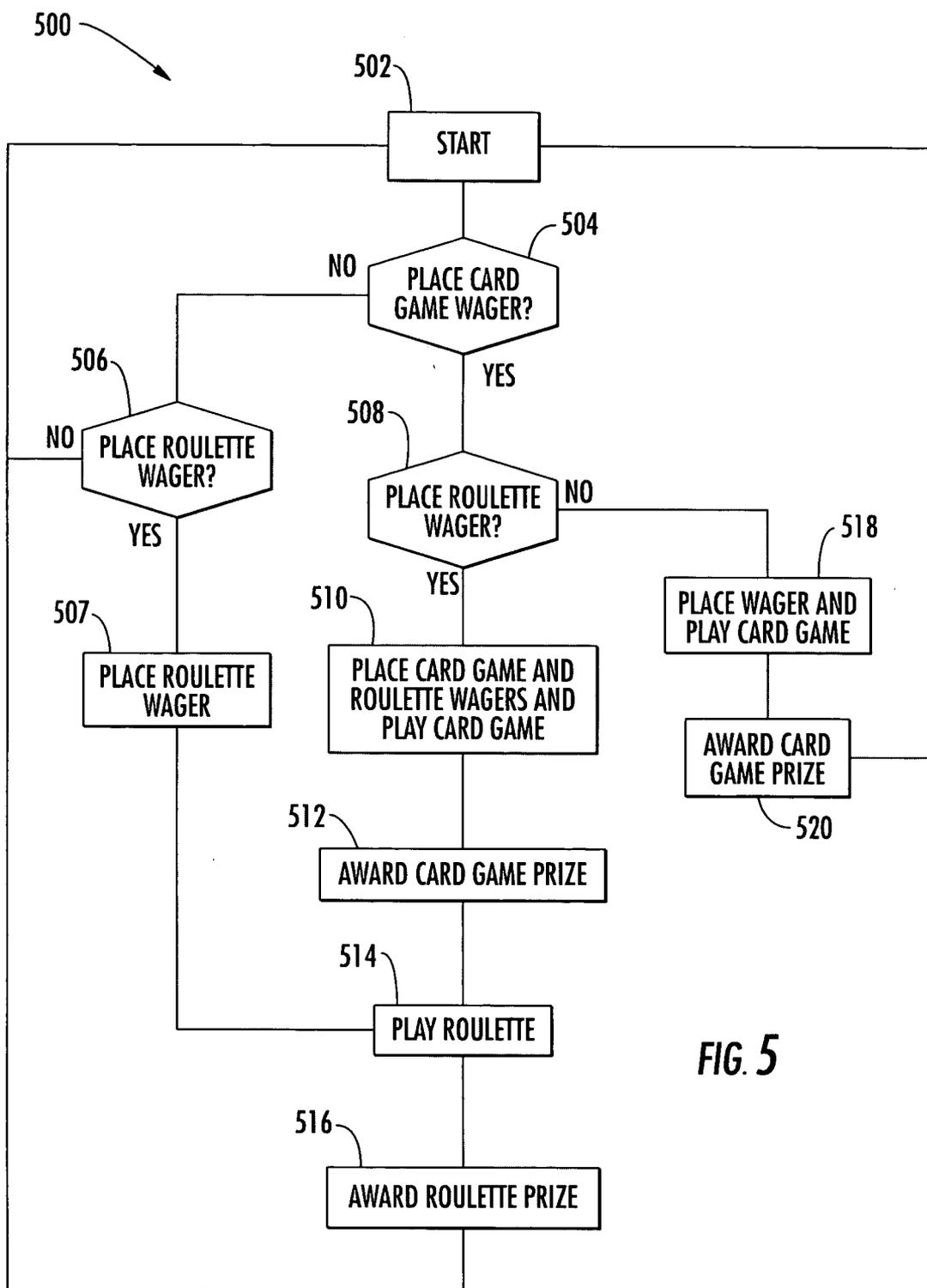


FIG. 5

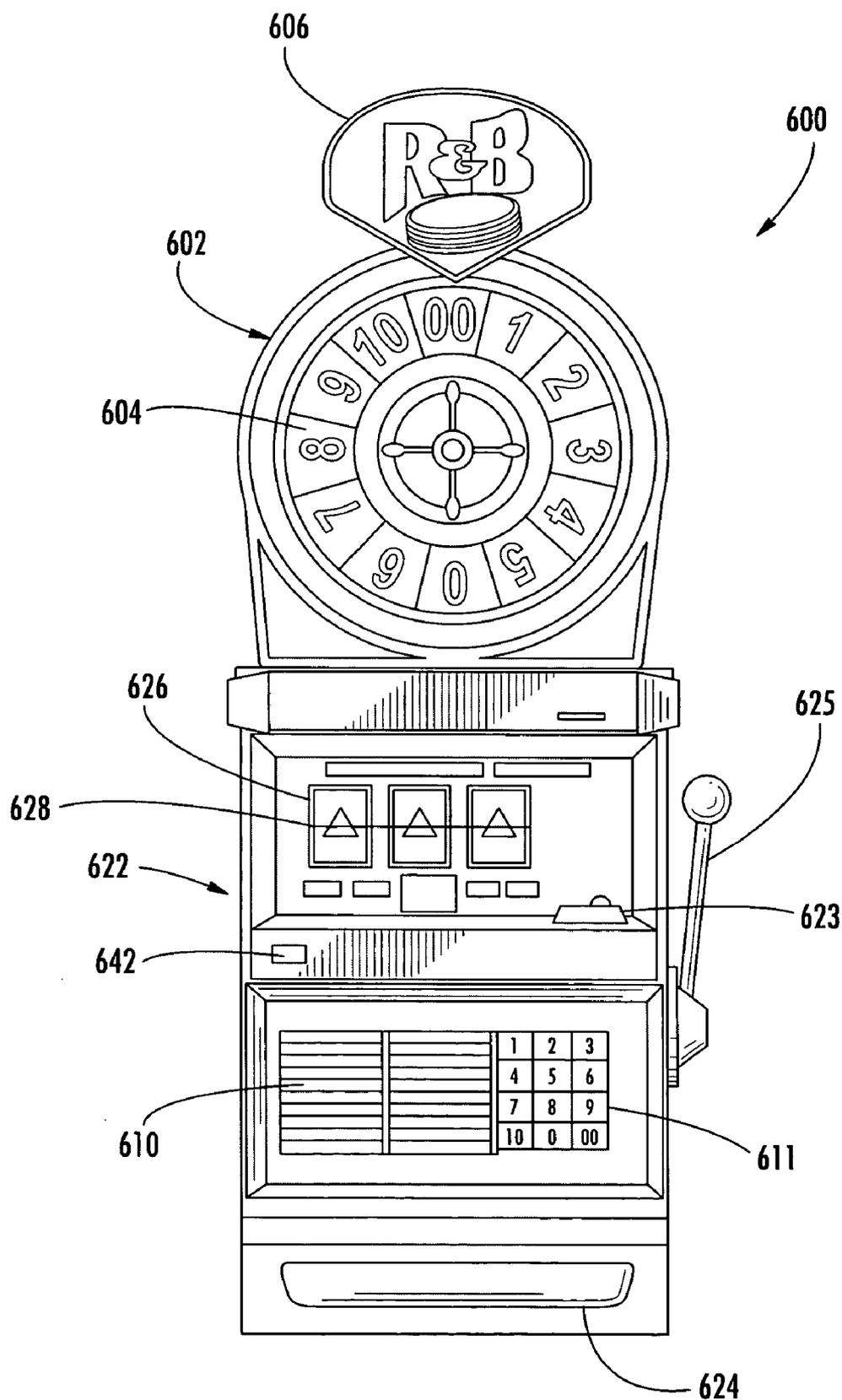


FIG. 6



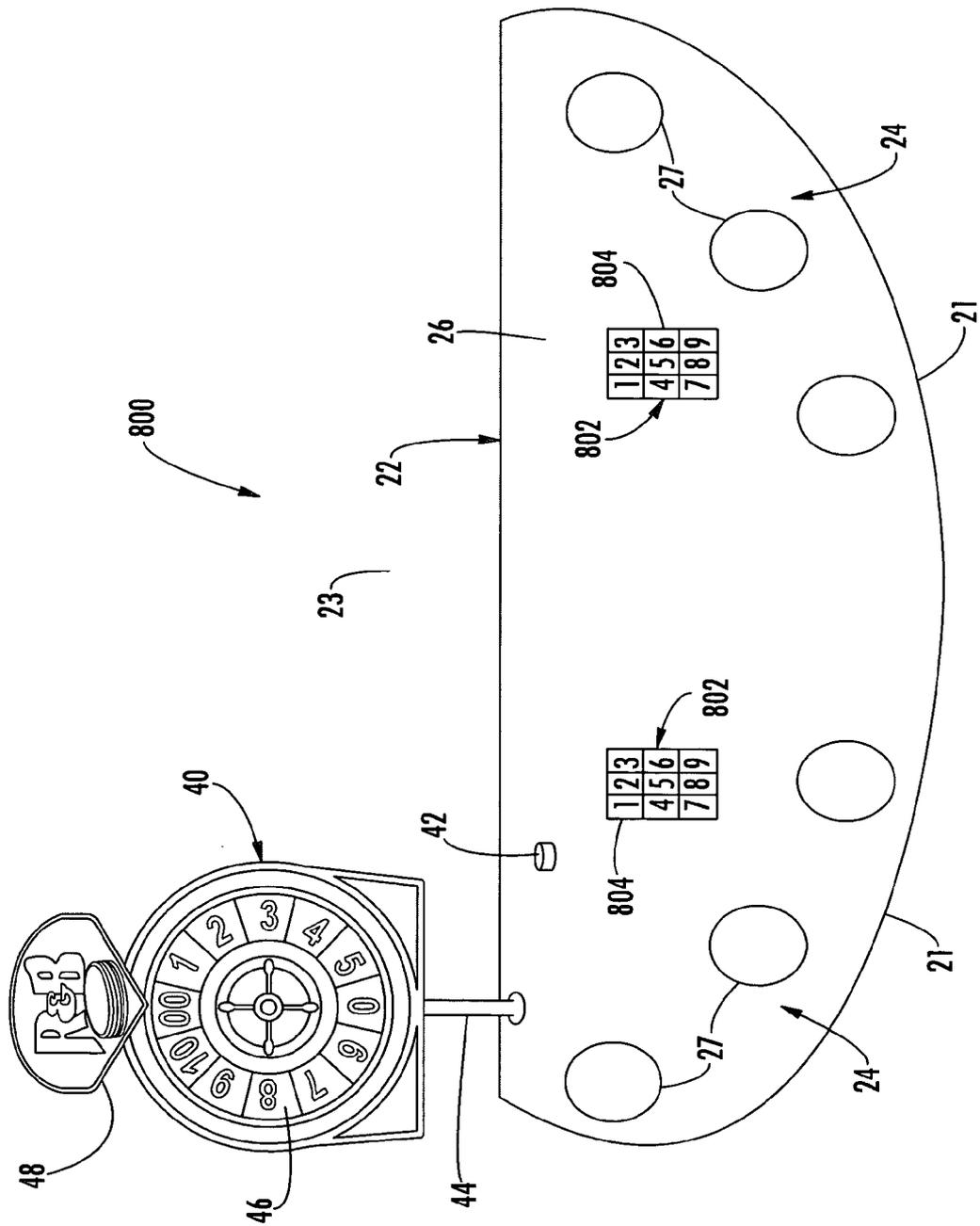


FIG. 8

**TABLE BONUS GAME**

**CROSS REFERENCE TO RELATED APPLICATIONS**

[0001] This application is a continuation of U.S. application Ser. No. 09/957,998, filed Sep. 21, 2001. That application claims priority of U.S. provisional patent application No. 60/234,349, filed on Sep. 22, 2000. These applications are hereby expressly incorporated by reference in their entireties.

**BACKGROUND OF THE INVENTION**

[0002] 1. Field of Invention

[0003] The present invention relates to a gaming device that allows a player to play a second or bonus game along with a regular table game such as blackjack or poker.

[0004] 2. Description of Related Art

[0005] Table Games

[0006] Gaming devices are well known in the art and a large variety of gaming devices have been developed. A popular table game is the card game known as blackjack. A blackjack player plays against a dealer and the object is to beat the dealer. The player wins if the Dealer “Busts” or by receiving a cumulative point card total higher than the dealer without exceeding 21. The game of blackjack can be boring when played for an extended period of time. For example, many blackjack players who are used to playing video games find the pace of blackjack to be too slow and need more excitement in a game. Because of the small percentage difference in the odds of playing blackjack against a dealer, the same gaming chips are often passed between the blackjack player and the dealer which leads to increased boredom of the game player.

[0007] Another popular table game is the card game known as poker. A poker player plays against a dealer and the object is to beat the dealer. The player wins if the players card hand has a cumulative point card total higher than the dealers. The game of poker can also be boring when played for an extended period of time. For example, the game of poker can become repetitious because of relatively low value cards being frequently dealt to the game player.

[0008] Gaming players have desired games that are more exciting and stimulating. Gaming players have increasingly wanted to be able to have additional betting opportunities provided to them during a game. Many players desire to have several bets or games going at the same time so that if one game fails to win then they may win on another game.

[0009] A difficulty of adding additional betting opportunities to a table game is that they must be provided in a manner that does not confuse the game player and that does not unduly slow down the underlying game.

[0010] A current unmet need exists for a new table bonus game, gaming device and method that allows for increased player excitement and enthusiasm to enhance the players gaming experience while at the same time not being confusing or slowing down play. Another long felt need is for a gaming device that adds to player satisfaction and enjoyment leading to longer playing times.

**SUMMARY OF INVENTION**

[0011] Advantages of the Invention

[0012] One of the advantages of the present invention is that it provides a gaming device that adds to player satisfaction and excitement.

[0013] An additional advantage of the present invention is that it provides a gaming device that allows a game player to have several bets or games going at the same time.

[0014] An advantage of the present invention is that it provides a game that allows additional betting opportunities.

[0015] A further advantage of the present invention is that it provides a gaming device that allows a game player to play blackjack and a roulette like game at the same time.

[0016] Another advantage of the present invention is that it provides a gaming device that allows a game player to play poker and a roulette like game at the same time.

[0017] Another advantage of the present invention is that it provides a gaming device that allows a roulette wheel to be added to a gaming table.

[0018] A further advantage of the present invention is that it provides a gaming device that is attractive and entertaining to a game player.

[0019] These and other advantages of the present invention may be realized by reference to other portions of the specification, claims, and abstract.

**BRIEF DESCRIPTIONS OF THE INVENTION**

[0020] The present invention comprises a game. The game includes a table having a card betting layout located on a surface of the table. A roulette betting layout is located on the surface of the table. A roulette wheel is mounted to the table. The game allows wagering and playing a card game and a roulette game at the same time.

[0021] The above description sets forth, rather broadly, the more important features of the present invention so that the detailed description of the preferred embodiment that follows may be better understood and contributions of the present invention to the art may be better appreciated. There are, of course, additional features of the invention that will be described below and will form the subject matter of claims. In this respect, before explaining at least one preferred embodiment of the invention in detail, it is to be understood that the invention is not limited in its application to the details of the construction and to the arrangement of the components set forth in the following description or as illustrated in the drawings. The invention is capable of other embodiments and of being practiced and carried out in various ways. Also, it is to be understood that the phraseology and terminology employed herein are for the purpose of description and should not be regarded as limiting.

**BRIEF DESCRIPTION OF THE DRAWINGS**

[0022] Preferred embodiments of the present invention are shown in the accompanying drawings wherein:

[0023] **FIG. 1** is substantially a front perspective view of the gaming device of the present invention.

[0024] FIG. 2 is substantially a schematic diagram of the gaming device of FIG. 1.

[0025] FIG. 3 is substantially a front perspective view of the gaming device of the present invention utilizing a video display.

[0026] FIG. 4 is substantially a schematic diagram of the gaming device of FIG. 3.

[0027] FIG. 5 is substantially a flow chart of the operation of the game of the present invention.

[0028] FIG. 6 is substantially a front perspective view of an alternative embodiment of the gaming device of the present invention used in conjunction with a slot machine.

[0029] FIG. 7 is substantially a front perspective view of another embodiment of the present invention using a keno display.

[0030] FIG. 8 is substantially a front perspective view of the gaming device of the present invention using a keypad.

#### DESCRIPTION OF THE PREFERRED EMBODIMENT

[0031] Table Gaming Device

[0032] As seen in FIG. 1, the present invention comprises a gaming device, generally indicated by reference number 20. Gaming device 20 comprises a table 22, top surface 26, card wagering area 24, roulette like wagering area 30 and roulette wheel 40. A button 42 is provided for activating the roulette wheel.

[0033] Gaming device 20 has a planar table 22 that would typically be covered with a felt material. Table 22 is constructed to allow several game players to be seated at player positions generally indicated by reference number 21. A dealer is located behind table 22 opposite the game players. The dealer is located in a dealer position 23. Table 22 has a card wagering area 24 located on top surface 26. Card wagering area 24 has several individual card wagering positions. Card wagering area 24 is shown as a conventional blackjack card wagering layout. Wagering area 24 could also be other card gaming layouts such as poker.

[0034] Table 22 has a number field or roulette like wagering area 30 located on top surface 26. Roulette wagering area 30 has 12 roulette wagering positions 32 with indicia numbered 00 and 0-10. Roulette wagering area 30 is slightly different than a conventional roulette wagering area in that there are fewer betting possibilities.

[0035] Alternatively, a keypad 802 or liquid crystal display (LCD) display as shown in FIG. 8, can be placed adjacent to card wagering areas 24 in order to place a roulette bet instead of using wagering area 30. If keypad 802 is used then wagering area 30 is removed from table 22. Gaming device 800 uses keypad 802. Keypad 802 has selector buttons 204 that allow the game players to select a roulette number. Keypad 802 may be connected to another display (not shown) to indicate each player's bet.

[0036] A roulette wheel 40 is mounted on a pole 44 above table 22. Pole 44 is mounted to table 22. The roulette wheel 40 is positioned so that it is visible to the game players in player positions 21. Roulette wheel 40 is circular in shape and is divided into 12 regions 46. Each region 46 contains

indicia that correspond to the indicia in roulette wagering positions 32. A wheel pointer 48 is mounted to roulette wheel 40. Wheel pointer 48 indicates the winning roulette number 48 after the roulette wheel has stopped spinning. Turning to FIG. 2, roulette wheel 40 is a conventional roulette wheel that is driven by a stepper motor 202 that is controlled by a processor or controller 204. The controller has software that is designed to activate, spin and randomly stop the spinning roulette wheel 40 in conjunction with a random number generator corresponding to a pay table. The controller also can initiate sound and light sequences around the roulette wheel and collect game statistics. Controller 204 would be located under table 22 in a secure cabinet (not shown).

[0037] During game play, a game player would be seated in player position 21. A dealer in dealer position 23 deals cards for a conventional card game such as blackjack or poker. The game player has the option of playing the card game by placing a card game wager on card wagering area 24. In addition, the game player has the option of playing a roulette like game by placing a roulette wager on roulette wagering area 30 or on keypad 802 in the middle of table 22. The numbers of area 30 correspond to the numbers on roulette wheel 40 as do the numbers on keypad 802. Those players desiring to play the card game are dealt a hand of cards and the card game is played to its normal conclusion. The dealer collects or pays the card game bets along with collecting the cards. After the card game is completed, the dealer pushes button 42 to start the roulette wheel 40 spinning. The wheel stops on a winning roulette number indicated by wheel pointer 48. The dealer then collects or pays the roulette bets. A new game may now be played.

[0038] It is noted that gaming device 20 may be used with many different types of games and with many different types of card games in particular. For example, gaming device 20 can be used with poker and blackjack. The roulette like game and the card game are two separate independent games. The outcome of one of the games does not influence the outcome of the other game.

[0039] The game is designed so that the game player has the option of playing a card game, a roulette game or both. One or both of the games could be made mandatory for a game player to play during the game.

[0040] The game was shown using an additional game of roulette. Other games could be used for example, a lottery game, a keno game, a bingo game or almost any other game.

[0041] Video Display Embodiment

[0042] Referring to FIG. 3, a gaming device 300 is shown. Gaming device 300 is similar to gaming device 20 except that roulette wheel 40 has been replaced by a video display 302. Video display 302 presents an image 306 of the roulette wheel and wheel pointer that is shown to the player. Video display 302 may be any of a large number of display devices that are well known in the art. For example, video display 302 may be a cathode ray tube of a type that is used with many personal computers.

[0043] Video display 302 is in communication with a controller or processor 204 as shown in FIG. 4. The controller 204 transmits messages to video display 302 to request the display to produce different displays. For example, controller 204 may send a signal to video display

**202** to stop the image of the roulette wheel on number **8**. The operation of gaming device **300** is the essentially the same as for gaming device **20**. Video display **302** may comprise a video controller (not shown) that drives the display device to present various displays. Many different well-known video controllers may be used. Software and data used to produce different presentations may be stored on the video controller in non-volatile memory, such as compact disks, magnetic disk drives, or erasable programmable read only memory (EPROM). Video display **302** may display other information in graphic and text form, such as instructions on how to use the gaming device. Speakers may also be provided for presenting audio information, such as sound effects or music when a prize is won.

[**0044**] This embodiment has the advantage of reducing maintenance because the moving parts of a mechanical display are eliminated. This embodiment also provides greater flexibility because many different kinds of presentations may be displayed on the video display **302**.

[**0045**] Flow Chart

[**0046**] Turning now to **FIG. 5**, a flowchart **500** of the operation of the gaming device **20** of the present invention is shown. The method includes a starting step **502**. A game player is allowed to decide if they would like to place a card game wager at step **502**. If the player elects to place a card game wager, the game proceeds to decision step **508**. If the player elects not to place a card game wager at step **504**, the game proceeds to decision step **506** where the game player is allowed to decide if they would like to place a roulette game wager. If the players decision at step **506** is no, the game returns to starting step **502**. If the players decision at step **506** is yes, the game proceeds to step **507** where the game player places a wager on roulette betting area **30**. At step **514**, the player plays roulette using wheel **40**. Next, at step **516** the game player is awarded a roulette prize. A dealer in dealer position **22** would award the prize. The game then returns to step **502** to allow the player to play again.

[**0047**] If the players decision at step **504** is yes to place a card game wager, the game proceeds to step **508** where the game player is allowed to decide if they would like to place a roulette game wager. If the game player decides to wager on the roulette game, the game proceeds to step **510** where the game player places a wager on card betting area **24** and places a wager on roulette wagering area **30** and plays a card game. Next, at step **512** the game player is awarded a card game prize by the dealer. The game then proceeds to step **514** where the game player plays roulette using wheel **40**. Next, at step **516** the game player is awarded a roulette prize by the dealer. The game then returns to step **502** to allow the player to play again.

[**0048**] If the game player decides not to wager on the roulette game at step **508**, the game proceeds to step **518** where the game player places a wager on card betting area **24** and plays a card game. Next, the game proceeds to step **520** where a card game prize is awarded by the dealer. The game then returns to step **502** to start the game again.

[**0049**] The method of flowchart **500** provides a game player with an enjoyable gaming experience in which they are able to have several bets being played at one time.

[**0050**] One of the advantages of providing the game discussed above is to increase the excitement and enjoyment

of playing the gaming device. Not only is the game entertaining to view, but it also increases the excitement and enjoyment experienced by players by offering the player additional bets during the course of the game.

[**0051**] Slot Machine Embodiment

[**0052**] Referring to **FIG. 6**, a gaming device **600** is shown. Gaming device **600** comprises a roulette wheel **602** mounted on top of a base game **622**. Base game **622** can be almost any game. In **FIG. 6**, base game **622** is shown as a conventional slot machine. Base game **622** comprises several rotating reels **626** with a payline **628** that is actuated by a lever **625**. One or more meters or displays **610** tell the game player their winnings and remaining playing credits. An input device **611** allows the game player to wager on a selected number on roulette wheel **602**. Input device **611** can be a keypad or a touch screen video display. Base game **622** has a coin acceptor **623** for accepting wagers and a coin dispenser **624** for paying awards or prizes. Roulette wheel **602** is positioned so that it is visible to a game player. Roulette wheel **602** is circular in shape and is divided into 12 regions **604**. Each region **604** contains indicia that correspond to the indicia on input device **611**. A wheel pointer **606** is mounted to roulette wheel **602**. Wheel pointer **606** indicates the winning roulette number after the roulette wheel has stopped spinning. Roulette wheel **602** is a conventional roulette wheel that is driven by a stepper motor as was described for gaming device **20**.

[**0053**] It is noted that roulette wheel **602** is not a bonus game. A game player playing gaming device **600** can play the slot machine of the base game **622** or can play roulette on roulette wheel **602** or can play both at the same time. The player does not qualify to play roulette through their play on the slot machine. The play of the roulette game is completely independent of the play on the base game or slot machine. Roulette wheel **602** could also be implemented on a video display if desired. In this case input device **611** would be replaced by a second display screen that would be shown by the video display. The second display screen would allow selection of the desired roulette like bets and then would show the roulette wheel for game play.

[**0054**] During game play, a game player inserts coins, vouchers or credits into coin acceptor **623** in order to start the game. The game player has the option of either playing the base game slot machine or the roulette wheel or both. If the player chooses to only play the slot machine, the game player pulls lever **625** and only the slot machine is played. If the player only wishes to play roulette, the game player selects a roulette number to wager on using input device **611**. Next, button **642** is depressed to start roulette wheel **602** spinning. The numbers on input device **611** correspond to the numbers on roulette wheel **602**. The roulette wheel stops on a winning roulette number indicated by wheel pointer **606**. Base game **610** then pays an award using coin dispenser **624**, if the winning roulette number matches the wagered roulette number selected by the game player.

[**0055**] Keno Display Embodiment

[**0056**] Referring to **FIG. 7**, a gaming device **700** is shown. Gaming device **700** is similar to gaming device **20** except that roulette wheel **40** has been replaced by a keno display **702**. Keno display **702** contains several keno display balls **704**. Display **702** is preferably made from a clear material to

allow a game player to view the balls. The keno display **702** is positioned so that it is visible to the game players in player positions **21**. Display balls **704** have an applied number indicia. In the example shown, the numbers 1-10 are placed on the balls. Display balls **704** can be moved or jumbled in the display by a mechanical agitator or by an air blower. A ball selection mechanism **706** is mounted to display **706**. Ball selection mechanism **706** operates to either select one of the display balls **704** at random or can select and show another ball that is not obtained from display **702**. The selected ball is a winning keno ball. Once a ball has been selected, it is displayed to the game player at ball display station **708**. After the winning keno ball has been displayed, it can be returned to display **702**.

[**0057**] A keno number wagering field **710** is located on table **22**. Keno number wagering field **710** has several keno numbers **712** arranged on surface **26**.

[**0058**] During game play, a game player would be seated in player position **21**. A dealer in dealer position **23** deals cards for a conventional card game such as blackjack or poker. The game player has the option of playing the card game by placing a card game wager on card wagering area **24**. In addition, the game player has the option of playing a keno game by placing a keno wager on keno number field **710** in the middle of table **22**. The numbers of keno number field **710** correspond to the numbers on keno display balls **704**. Those players desiring to play the card game are dealt a hand of cards and the card game is played to its normal conclusion. The dealer collects or pays the card game bets along with collecting the cards. After the card game is completed, the dealer pushes button **42** to start the display balls **704** moving. Ball selection mechanism **706** selects a winning keno ball and displays it at ball display station **708**. The dealer then collects or pays the keno bets. The winning keno ball is returned to display **702**. A new game may now be played.

[**0059**] The keno display **702** could also be mounted to the top of a conventional slot machine as a bonus game. This would add a keno bonus game to a slot machine.

#### CONCLUSION

[**0060**] It can now be seen that the present invention solves many of the problems associated with the prior art. The present invention provides a gaming device that may be used with well known games to increase a players enjoyment of the game. The present invention provides a game that allows a game player to place additional bets during a game so that if one game does not win there is an increased probability of another game winning. The present invention provides a gaming device for table games that provides multiple wagering opportunities. Although the description above contains many specifications, these should not be construed as limiting the scope of the invention but as merely providing illustrations of some of the presently preferred embodiments of this invention. Thus, the scope of the invention should be determined by the appended claims and their legal equivalents rather than by the examples given.

What is claimed is:

1. A gaming device comprising:

(A) a first game of chance having a first game outcome, the first game of chance allowing the player to place a

first wager and potentially entitling the player to a first prize, the first game of chance comprising:

- (a) a first wagering scheme;
- (b) a first game play area; and
- (c) a wager input;

(B) a second game of chance having a second game outcome, the second game of chance allowing the player to place a second wager and potentially entitling the player to a second prize, the second game of chance comprising:

- (a) a second wagering scheme;
- (b) a second game play area, and
- (c) a wager input.

2. The gaming device of claim 1 wherein the first game outcome and the second game outcome are independent.

3. The gaming device of claim 1 wherein the award of the first prize is independent of the second game outcome and the award of the second prize is independent of the first game outcome.

4. The gaming device of claim 1 wherein the first game is a card game and the second game is a wheel game.

5. The gaming device of claim 4 wherein the wheel game is roulette-like.

6. The gaming device of claim 5 wherein the card game is blackjack.

7. The gaming device of claim 1 wherein the player is required to wager on the first and second games of chance.

8. The gaming device of claim 1 wherein the player may wager on either or both of the first and second games of chance.

9. The gaming device of claim 1 wherein the first and second games of chance are operatively coupled to each other.

10. The gaming device of claim 1, the first game of chance comprising a table, the first wagering scheme appearing on the table.

11. The gaming device of claim 1, the second game of chance comprising a rotatable wheel.

12. The gaming device of claim 11, wherein the rotatable wheel comprises a roulette-like wheel.

13. The gaming device of claim 1, the first game of chance comprising a table, the second game of chance comprising a rotatable wheel, the rotatable wheel being mounted to the table.

14. The gaming device of claim 13, the rotatable wheel being mounted to the table such that it may rotate about a horizontal axis.

15. The gaming device of claim 1, wherein the second game comprises a ball game.

16. The gaming device of claim 15, wherein the second game is keno.

17. The gaming device of claim 1, wherein the first game of chance comprises a slot machine.

18. The gaming device of claim 17, wherein the second game of chance comprises a rotatable wheel.

19. The gaming device of claim 1, wherein the first wagering scheme comprises a roulette-like wagering scheme.

20. The gaming device of claim 1, wherein the first game play area comprises a video display.

21. The gaming device of claim 20, wherein the second game play area comprises a mechanical display.

22. The gaming device of claim 20, wherein the second game play area comprises a table.

23. A gaming method comprising:

allowing a player to play at least one game round of a game, each game round comprising:

- (A) allowing the player to place a wager on a first game of chance having a first game of chance outcome;
- (B) presenting the first game of chance to the player;
- (C) determining a first game of chance outcome;
- (D) if the game of chance outcome comprises a winning outcome, awarding the player a first prize;
- (E) allowing the player to place a wager on a second game of chance having a second game of chance outcome;
- (F) presenting the second game of chance to the player;
- (G) determining a second game of chance outcome; and
- (H) if the second game of chance outcome comprises a winning outcome; awarding the player a second prize.

24. The gaming method of claim 23, the step of presenting the first game of chance to the player further comprising dealing at least one card to the player.

25. The gaming method of claim 23, the step of presenting the second game of chance to the player further comprising rotating a wheel.

26. The gaming method of claim 23, wherein the first game outcome and the second game outcome are independent.

27. The gaming method of claim 23, wherein the player is allowed to place a wager on the second game of chance only if the player placed a wager on the first game of chance.

28. The gaming method of claim 23, wherein the player is allowed to place a wager on the second game of chance regardless of whether the player placed a wager on the first game of chance.

29. The gaming method of claim 23, the step of allowing the player to place a wager on a first game of chance having

a first game of chance outcome comprising allowing the player to place a wager on a discrete card game layout.

30. The gaming method of claim 23, the step of allowing the player to place a wager on a second game of chance having a second game of chance outcome comprising allowing the player to place a wager on a discrete wheel game betting layout.

31. The gaming method of claim 30, wherein the wheel game betting layout at least resembles a roulette-like betting layout.

32. The gaming method of claim 23, the step of allowing the player to place a wager on a first game of chance having a first game of chance outcome comprising allowing the player to place a wager on a first wagering scheme and the step of allowing the player to place a wager on a second game of chance having a second game of chance outcome comprising allowing the player to place a wager on a second wagering scheme, the second wagering scheme being distinct from the first wagering scheme.

33. The gaming method of claim 32 wherein the first wagering scheme is a blackjack betting layout.

34. The gaming method of claim 32 wherein the first wagering scheme is a poker card betting layout.

35. The gaming method of claim 23, wherein the first game of chance is blackjack.

36. The gaming method of claim 35, wherein the second game of chance is roulette-like.

37. The gaming method of claim 23, wherein the first game of chance is poker.

38. The gaming method of claim 23, wherein the second game is roulette-like.

39. The gaming method of claim 23, further comprising:

- (A) displaying an image of a roulette-like wheel on a video display;
- (B) spinning the roulette-like wheel; and
- (C) stopping the roulette-like wheel.

\* \* \* \* \*