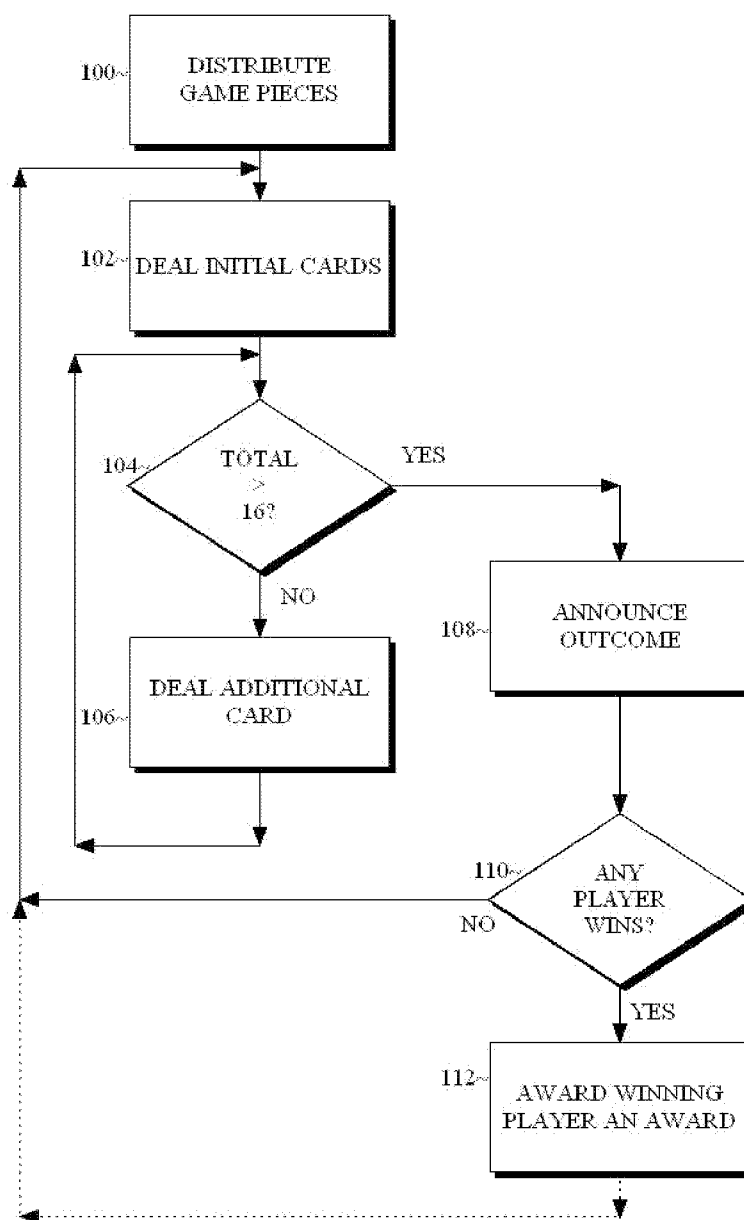




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(19) **United States**(12) **Patent Application Publication**
Hall(10) **Pub. No.: US 2012/0071228 A1**(43) **Pub. Date: Mar. 22, 2012**(54) **BINGO GAME WITH BLACKJACK
COMPONENT****Publication Classification**(51) **Int. Cl.**
A63F 9/24 (2006.01)*A63F 1/00* (2006.01)(52) **U.S. Cl.** **463/22; 273/292**(57) **ABSTRACT**

A method, system, and computer readable storage medium to implement a bingo related game that uses cards to determine individual outcomes. A dealer can deal blackjack hands to determine the individual outcomes which are designated on game pieces. A shoe of multiple decks can be used, with each deck having a different color. Thus, each outcome can have a point total representing a hand value as well as a color representing the last card dealt to make that hand.

(76) **Inventor: Geoff Hall, Solihull (GB)**(21) **Appl. No.: 13/013,334**(22) **Filed: Jan. 25, 2011****Related U.S. Application Data**(60) **Provisional application No. 61/298,530, filed on Jan. 26, 2010.**

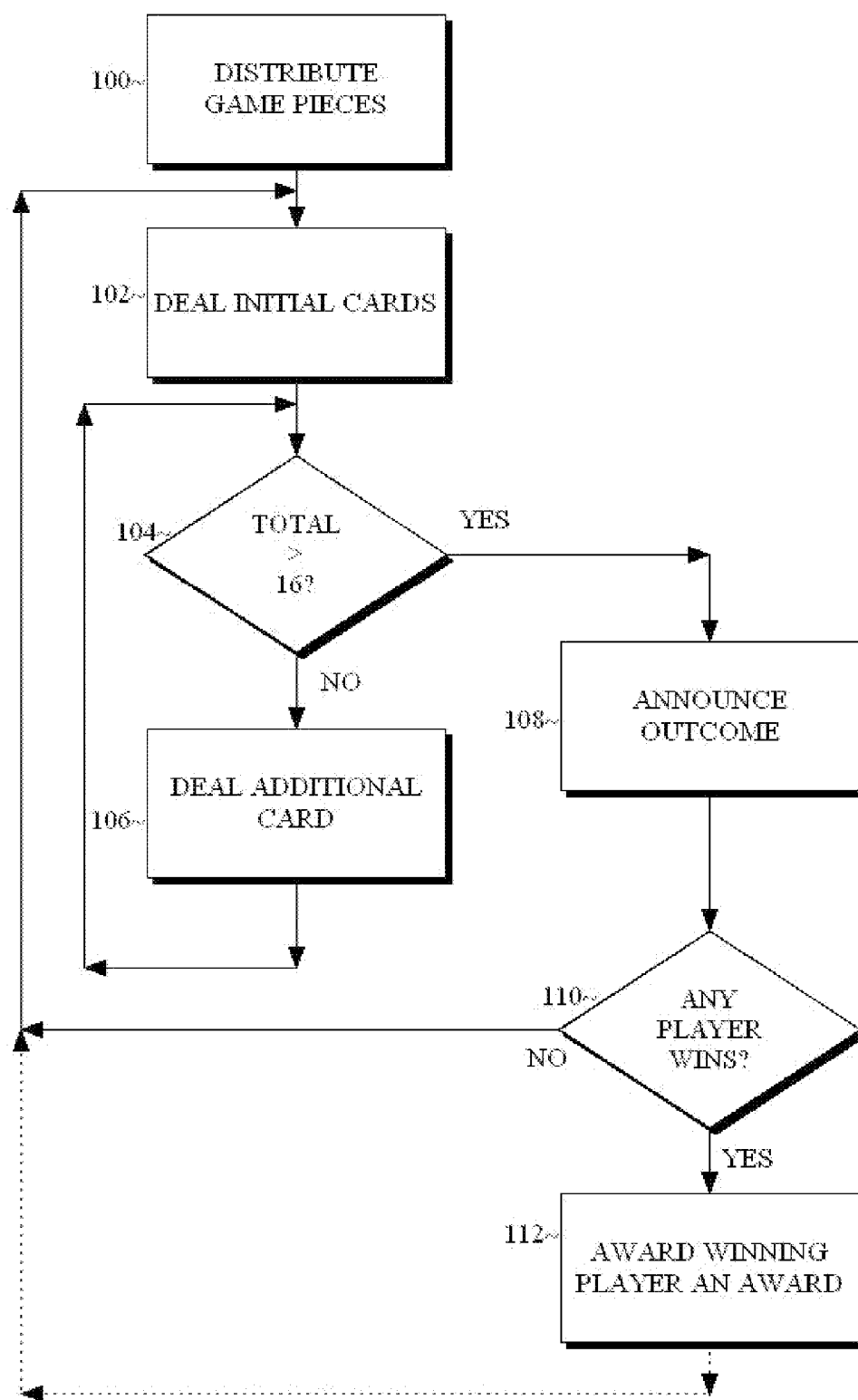


FIGURE 1

BLUE 21	GREEN 18	RED 19	YELLOW BUST
BLUE 18	GREEN 20	RED BUST	BLUE BUST
YELLOW 19	BLUE 17	RED 18	GREEN 17
GREEN BUST	YELLOW 18	YELLOW 17	RED 17

FIGURE 2

GREEN BUST	BLUE 21	GREEN 21	YELLOW 21
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FIGURE 3

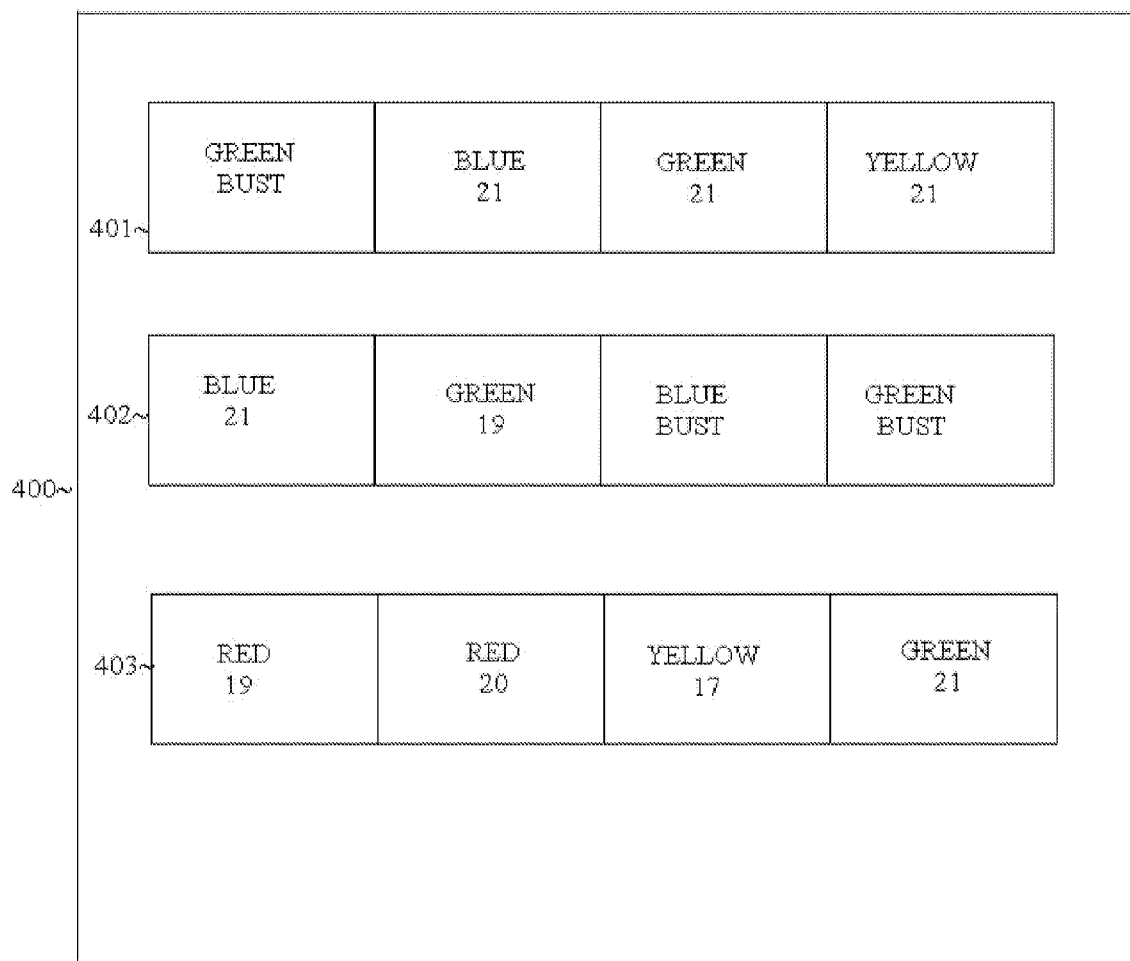


FIGURE 4



FIGURE 5A



FIGURE 5B

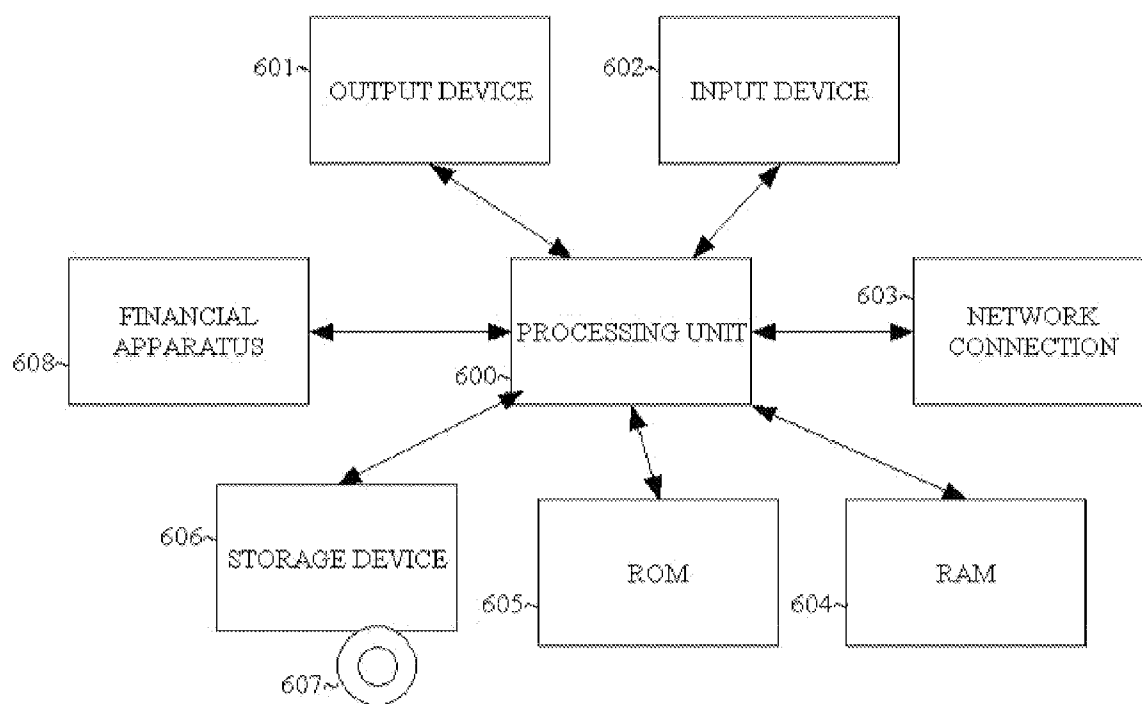


FIGURE 6

BINGO GAME WITH BLACKJACK COMPONENT

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] The present application claims benefit to provisional application 61/298,530, entitled “Bingo Game with Blackjack Component”, filed in the USPTO on Jan. 26, 2010, which is incorporated by reference herein in its entirety.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present inventive concept relates to a system, method, and computer readable storage, for playing a variation of the game of bingo.

[0004] 2. Description of the Related Art

[0005] Blackjack is known in the art. In blackjack, a dealer is dealt two cards, one face up and one face down. Each player is also dealt two cards and can stand or continuously take additional cards (“hit”) until the player decides to stand or the player has exceeded a point total of 21 (busted). When it is the dealer’s turn, the dealer will reveal the face down card, and if the point total of the dealer’s cards is not greater than 16 the dealer will continue to draw cards. If the player is closer to 21 (without busting) than the dealer, then the player has won. If the dealer is closer to 21 (without busting) than the player, then the player loses.

[0006] Bingo games are also known in the art. What is needed is a bingo game that combines aspects of blackjack in order to make for a more exciting bingo game.

SUMMARY OF THE INVENTION

[0007] It is an aspect of the present general inventive concept to provide an exciting improvement of bingo.

[0008] The above aspects can also be obtained by a method that includes (a) providing a shoe comprising a first deck of cards using a first color and a second deck of cards using a second color; (b) providing unique game pieces to at least two players; (c) determining a card hand to determine an outcome, the outcome comprising the card hand and a color of a last card dealt to form the card hand; (d) displaying the outcome; (e) allowing the players to mark their respective game pieces based on the outcome; (f) determining if one of the at least two players has marked a predetermined pattern on the player’s respective game piece, and if so, awarding an award to the player; and (g) repeating the resolving and the displaying until a terminating condition occurs.

[0009] These together with other aspects and advantages which will be subsequently apparent, reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming a part hereof, wherein like numerals refer to like parts throughout.

BRIEF DESCRIPTION OF THE DRAWINGS

[0010] Further features and advantages of the present invention, as well as the structure and operation of various embodiments of the present invention, will become apparent and more readily appreciated from the following description of the preferred embodiments, taken in conjunction with the accompanying drawings of which:

[0011] FIG. 1 is a flowchart illustrating an exemplary method of implementing a bingo game with a blackjack component, according to an embodiment;

[0012] FIG. 2 is a sample game piece, according to an embodiment;

[0013] FIG. 3 illustrates a linear game piece, according to an embodiment;

[0014] FIG. 4 illustrates a game piece comprising individual game pieces, according to an embodiment;

[0015] FIG. 5A is a block diagram illustrating hardware that can be used to implement methods described herein, according to an embodiment;

[0016] FIG. 5B is an example display that can be used to display outcomes, according to an embodiment; and

[0017] FIG. 6 is a block diagram illustrating hardware that can be used to implement an electronic version of the wagering methods described herein, according to an embodiment.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0018] Reference will now be made in detail to the presently preferred embodiments of the invention, examples of which are illustrated in the accompanying drawings, wherein like reference numerals refer to like elements throughout.

[0019] The general inventive concept relates to a game involving the known game of bingo. However, instead of drawing balls at random to determine numbers that can be marked on the players’ bingo cards, blackjack hands can be randomly dealt. The game can be dealt with a shoe of cards which can comprise four (or six, eight, or any other number) of standard physical decks of cards, while each deck of cards can be marked (on the face up side of the card) with a different color, while the backsides (face down side) of the cards can all look identical. Using suits on the decks of cards can be optional. Thus, each card will have a face value (e.g., king, ten, five) and a color (e.g., blue, red, yellow, or green). Thus, such a shoe of four decks can comprise 208 cards. Cards can be shuffled ahead of time using an electrical card shuffler.

[0020] FIG. 1 is a flowchart illustrating an exemplary method of implementing a bingo game with a blackjack component, according to an embodiment.

[0021] The method can begin with operation 100, which distributes game pieces to each player. Typically, each player would purchase one or more game pieces. Typically, no two players would receive an identical game piece. When a new game is started players may also use game pieces they previously have already purchased (depending on house rules). Upon start of a new game, the player would typically uncover (unmark) the entire game piece so that no outcomes have yet occurred.

[0022] From operation 100, the method proceeds to operation 102, which first removes any previously dealt cards to the dealer and then deals two initial cards to the dealer from a shoe. The shoe can combine four (or any other number of decks) as described herein, each deck with a separate color. The cards are dealt to a dealer (or “caller”) in the game, but not to the individual players. The cards are used to determine an outcome that is used by the players to mark their game pieces.

[0023] From operation 102, the method proceeds to operation 104, which determines whether the point total of the dealer’s cards is greater than 16. If the point total of all of the dealer’s cards is not greater than 16, then the method proceeds to operation 106, which deals an additional card to the dealer and then returns to operation 104. Cards can be given their

standard point values (e.g., 2-10 count as the same number of points, ace counts as either one or eleven, and jack, queen, king count as ten).

[0024] If in operation 104, the dealer's point total (hard or soft) is greater than 16, the method proceeds to operation 108, wherein the dealer announces the outcome. The outcome would comprise of the point total of the dealer's hand (all of the dealer's current cards) and the color of the last card dealt to the dealer. For example, if the dealer's cards are two-blue/10-green/6-red, the outcome is 18-red (the point total is 18 and red is the color of the last card dealt). If the dealer's point total is over 21, then the dealer's point total is considered a "bust." For example, if the dealer's cards are three-green/10-blue/10-yellow, the outcome would be "bust—yellow." Each time an outcome is announced, the players would mark (or "cover") that respective square on their game piece if their game piece includes that particular outcome.

[0025] From operation 110, the method proceeds to operation 110, which determines if any of the players have won. A player can win by satisfying predetermined conditions on their game piece. For example, on a game piece (such as the one illustrated in FIG. 2), if the player gets a straight line of four squares (horizontally, vertically, or diagonally) the player wins. Alternatively, a player could fill in all squares on a single game piece (such as the one illustrated in FIG. 3).

[0026] If no player has won, then the method continues to operation 102, which can determine a new outcome.

[0027] If in operation 110, it is determined that a player has on, then the method can proceed to operation 112, which awards the winning player a predetermined award. At this point, the game can end and a brand new game can begin where all game pieces will be reset back to the starting position (no outcomes have occurred). If more than one player has one at this point, then both winning players can share the prize, or both players will win their own prize, or only one player will be chosen to win the prize based on some other criteria. Alternatively, if the house rules allow for more than one prize to be awarded, the game can continue (back to operation 102 represented by the broken line), to continue to select additional winning player(s) until all prizes designated for the game have been awarded.

[0028] It is further noted that, other criteria (besides whether one or more players have won the game) can be used to determine when to end the game. In one embodiment, the game can be played for a predetermined number of determined outcomes (e.g., 10). Thus, after 10 outcomes are determined, the game ends, regardless of how many winners there are. In another embodiment, the game ends when a predetermined outcome has been generated (e.g., "bust green" or "any color bust"). Until this outcome is generated, the game can continue and additional outcomes are generated indefinitely, allowing all participating players to continue to try to complete their game piece and win a prize. Alternatively, a combination of both of the latter methods can be employed, for example, the game will end when either occurs: a particular outcome is generated, or a predetermined number of outcomes have been generated.

[0029] It is noted that in one embodiment, game pieces will not have duplicate outcomes on the same game piece and thus if a duplicate outcome happens to occur and is announced in operation 108, it would typically be ignored. In another embodiment, game pieces can have duplicate outcomes on the same game piece, in which each time that particular outcome occurs a respective square on the game piece can be

marked. The player can choose which of the duplicate outcomes on the game piece to mark. So for example, if a game piece has two squares marked "blue 21" then when an outcome of "blue 21" occurs the first time, the player marks one of these squares and if the same outcome occurs again (not necessary in sequential order), the player can mark the second of these squares on his or her game piece.

[0030] FIG. 2 is a sample game piece, according to an embodiment.

[0031] The game piece is 4 rows by 4 columns, although other dimensions of game pieces can be used as well. Each player in the game would typically receive a unique (different from all of the other players' game pieces) game piece. Each time an outcome would occur, the player would mark that outcome on their game piece in the hopes of getting a straight line (e.g., column, row, or diagonal) of squares, similar to the game of Bingo. Other patterns can award prizes as well, such as four corners, etc.

[0032] Of course, instead of printing the name of the respective color on each square as in FIG. 2, each square can be colored in the respective color.

[0033] FIG. 3 illustrates a linear game piece, according to an embodiment.

[0034] Using the game piece illustrated in FIG. 3, in order to win, the player must cover every outcome on the game piece. Thus, at least four outcomes must be generated in order for the player to have a chance at winning, although it may take many more than four outcomes before a player wins.

[0035] As another condition for winning using either of the game pieces illustrated in FIG. 2 or 3, the player need to cover a predetermined number of squares to win. For example, in the game piece illustrated in FIG. 2, the player would win if the player covered at least 10 of the squares. In the game piece illustrated in FIG. 3, the player would win if the player covered at least 3 out of the 4 squares.

[0036] Suits on the cards can be optional. In one embodiment, suits (if they are even present on the cards) can be ignored. In another embodiment, suits can be used in place of the colors. For example, a game piece can have "19—spades" instead of "19—blue" and if the last card dealt was a diamond then the outcome would be a diamond (and the respective point total). Using colors would typically make the game pieces and outcomes easier for players to recognize.

[0037] Additionally, instead of using the last card dealt to determine the color of the outcome, other cards can be used as well, such as the first card dealt, or a separate random number generator.

[0038] In a further embodiment, the game can be played "keno style" in which a player is awarded an award based on a number of squares the player has covered when the game ends. A table such as that in Table I can be used in order to determine a player's award.

TABLE I

number of squares covered	award
3	\$ 5
4	\$ 25
5	\$150
6	\$Jackpot

[0039] In this embodiment, the game can continue for a predetermined number of hands (e.g., 20 outcomes are generated, and then the game ends). Alternatively, the game can

continue and outcomes can be generated until a predetermined outcome has occurred (e.g., any dealer bust).

[0040] FIG. 4 illustrates a game piece comprising individual game pieces, according to an embodiment.

[0041] A player can buy an individual game piece. In order for a player to have multiple tries at winning a prize, the player can also buy a multi-game piece(s) comprising individual game pieces, wherein each individual game piece can be played as its own game piece.

[0042] A multi-game piece 400 comprises three individual game pieces 401, 402, 403. Each of the individual game pieces can be played individually, however, the multi-game piece gives the player the convenience of combining multiple (three or any other number) of game pieces on a single card. The house may offer a special price for purchasing a multi-game piece.

[0043] FIG. 5A is a block diagram illustrating hardware that can be used to implement methods described herein, according to an embodiment.

[0044] When an outcome occurs, it should be displays to the players and optionally recorded on a computer readable storage medium for verification purposes. When an outcome occurs, the dealer can input the outcome on an input device 501 (such as keyboard, etc.) which is controlled by a processing unit 500. The processing unit 500 controls a display 503 which can output the occurrences to the players.

[0045] FIG. 5B is an example display that can be used to display outcomes, according to an embodiment.

[0046] Display 505 can be a CRT, LCD, projection TV, LED display, etc., which can display the outcomes to the players and can serve as the display 503 from FIG. 5A.

[0047] It is noted that the methods described herein can be used in a bingo hall as well. A large room can include tens, hundreds, or even thousands of players that can all play the game simultaneously (use the same outcomes generated in operation 108) and compete against each other or just play against a payable. If the players are playing against each other, all of the money collected from players for game pieces can be pooled, the house can take a respective percentage out to cover their overhead (e.g., 10% or any other percentage), then the rest of the money can be pooled and distributed to the winners (e.g., 75% goes to the first person who gets bingo (completes a sequence on their game piece), 25% goes to the second person who gets bingo (completes a sequence on their game piece), etc.

[0048] Furthermore, game pieces can be stamped with a bar code and unique identifier, and a database can store each bar code and the contents of the bar code's respective game piece. For example, while not pictured, FIG. 4 can show a bar code, serial number, or other unique identifier in a corner of the game piece itself. In this manner, any alleged winner can present their game piece, which can be scanned, and the computer (such as that illustrated in FIG. 6) connected to the database can check the makeup of the respective game piece against the outcomes that have occurred for the current game and determine if the card is indeed a winner.

[0049] FIG. 6 is a block diagram illustrating hardware that can be used to implement an electronic version of the wagering methods described herein, according to an embodiment. The hardware can be, for example, an electronic gaming machine (EGM) used in casinos. The hardware can also be a personal computer, playing the game using the Internet at an Internet casino for real money.

[0050] A processing unit 600 (such as a microprocessor and any associated components) is connected to an output device 601 (such as an LCD monitor, touch screen, CRT, etc.) and an input device 602 (e.g., buttons, a touch screen, a keyboard, mouse, etc.) The output device, can for example, display results of the processing unit, such as the outputs illustrated in FIGS. 5A-7B. The processing unit 600 can also be connected to a network connection 603, which can connect the electronic gaming device to a computer communications network such as the Internet, a LAN, WAN, etc. The processing unit 600 is also connected to a RAM 604 and a ROM 605. The processing unit 600 is also connected to a storage device 606 which can be a DVD-drive, CD-ROM, flash memory, etc. A computer readable storage medium 607 can store a program which can control the electronic device to perform any of the methods described herein. The processing unit 600 can also be connected to a financial apparatus 608 which can receive cash and convert the received cash into playable credits for use by the player when playing the electronic device. When the player decides to cash out any remaining credits, the financial apparatus 608 can issue coins or a cashless ticket (voucher) for the remaining credits which is redeemable by the player.

[0051] Initial cash deposits can be made into the electronic gaming machine which converts cash into electronic credits. Wagers can be placed in the form of electronic credits, which can be cashed out for real coins or a ticket (e.g., ticket-in-ticket-out) which can be redeemed at a casino cashier or kiosk for real cash and/or coins.

[0052] An example of a game will now be presented. Of course it is appreciated that this is just one example of a large number of possible game sequences. In this example, three players are competing for one prize of \$100 which is awarded to the first player that completes all four outcomes on their respective game piece. Each player pays \$40 for one game piece which has four outcomes on it (such as the game piece illustrated in FIG. 3). Jack has a game piece marked as in FIG. 3, that is, "green bust/blue 21/green 21/yellow 21." Jill has a game piece marked as follows, "blue 21/green 19/blue bust/green bust." Joe has a game piece marked as follows, "red 19/red 20/yellow 17/green 21." The dealer uses four standard decks, each deck also having a color: green/blue/yellow/red.

[0053] The dealer then deals the cards: blue jack diamonds/red 5 hearts. Since the point total (15) is less than 17, the dealer takes another card: blue 6 diamonds, for a point total of 21. The announced outcome is thus: "blue 21." The outcome is blue because the last card dealt is blue. In another embodiments, outcomes (both announced and on the game pieces) can also use the suit as well, e.g., "blue 21 diamonds" since the last card dealt was a blue diamond. Thus, Jack and Jill both mark off spots on their respective game pieces.

[0054] The dealer then deals the cards: blue ten hearts/green nine spades, for a point total of 19. Since 19 is greater than 16, the dealer does not draw and the outcome that is announced is "green 19." Jill marks off a spot on her game piece.

[0055] The dealer then deals the cards: yellow 10 clubs/yellow six diamonds. Since 16 is less than 17, the dealer draws and pulls a green 8 hearts for a point total of 24. Since 24 is greater than 21, the dealer has busted and the announced outcome is "green bust." Jack and Jill both mark off spots on their game pieces.

[0056] The dealer then deals the cards: green six hearts/green 7 diamonds, for a point total of 13. Since 13 is less than

17, the dealer draws and pulls a blue queen hearts, for a point total of 23. Since 23 is greater than 21, the dealer has busted and the announced outcome is “blue bust.” Jill marks off the respective spot “blue bust” on her game piece. Jill is the first player to cover all four spots on her game piece, and thus she is declared the winner and wins the first prize. The other two players are losers.

[0057] The game is now over, and a new set of outcomes can begin to be generated. Players can either purchase new game pieces or in an embodiment, can use their old game pieces (e.g., a game piece can be good for up to 5 games) but of course the player must clear off all marked spots on their game piece since a new game is beginning. Players are also allowed to play more than one game piece at a time if they so wish to purchase multiple game pieces.

[0058] As another example, a game can be offered which determines a predetermined number of outcomes (regardless of whether players win or not), such as four. A payable such as Table II below can be offered.

TABLE II

Number of spots covered	payout
4	\$100
3	\$ 20
2	\$ 10
0-1	\$ 0

[0059] Using the same outcomes generated above and that Jack, Jill and Joe all purchased the same game pieces as above, the results would be as follows. Since Jill covered all four spots, Jill wins \$100. Since Jack covered two spots, Jack wins \$10. Since Joe covered 0 spots, Joe wins nothing.

[0060] The descriptions provided herein also include any hardware and/or software known in the art and needed to implement the operations described herein. Further, all methods described herein can be programmed on a digital computer (such as that illustrated in FIG. 6) and stored on any type of computer readable storage medium.

[0061] The many features and advantages of the invention are apparent from the detailed specification and, thus, it is intended by the appended claims to cover all such features and advantages of the invention that fall within the true spirit and scope of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation illustrated and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

What is claimed is:

1. A method to play a wagering game, the method comprising:

providing a shoe comprising a first deck of cards using a first color and a second deck of cards using a second color;

providing unique game pieces to at least two players;

determining a card hand to determine an outcome, the outcome comprising the card hand and a characteristic; displaying the outcome;

allowing the players to mark their respective game pieces based on the outcome;

determining if one of the at least two players has marked a predetermined pattern on the player's respective game piece, and if so, awarding an award to the player; and

repeating the resolving and the displaying until a terminating condition occurs.

2. The method as recited in claim 1, wherein the terminating condition is when a player has marked a predetermined pattern on the player's respective game piece.

3. The method as recited in claim 1, wherein the terminating condition is when a predetermined number of card hands have been resolved.

4. The method as recited in claim 1, wherein the terminating condition is when the outcome is a predetermined outcome.

5. The method as recited in claim 1, wherein the card hand is point total of cards dealt.

6. The method as recited in claim 5, wherein during the determining, the cards are dealt until a point total of the cards is greater than 16.

7. The method as recited in claim 1, wherein the card hand is a poker hand.

8. The method as recited in claim 1, wherein the game pieces comprise a two dimensional grid of potential outcomes.

9. The method as recited in claim 1, wherein the game pieces comprise a one dimensional list of potential outcomes.

10. The method as recited in claim 1, wherein the characteristic is a color.

11. The method as recited in claim 1, wherein the characteristic is a color of a card dealt in the card hand.

12. The method as recited in claim 1, wherein the characteristic is a color of a last card dealt in the card hand.

13. The method as recited in claim 1, further comprising displaying each outcome on an electronic display.

14. A method to play a wagering game, the method comprising:

providing a shoe comprising a first deck of cards using a first color and a second deck of cards using a second color;

providing unique game pieces to at least two players;

determining a card hand to determine an outcome, the outcome comprising the card hand and a characteristic;

displaying the outcome;

allowing the players to mark their respective game pieces based on the outcome; and

repeating the resolving and the displaying until a terminating condition occurs,

wherein, upon occurrence of the terminating condition, awarding each player any earned award based on a number of outcomes that have occurred that exist on each player's respective game piece.

15. The method as recited in claim 14, wherein the card hand is point total of cards dealt.

16. The method as recited in claim 15, wherein during the determining, the cards are dealt until a point total of the cards is greater than 16.

17. The method as recited in claim 14, wherein the card hand is a poker hand.

18. The method as recited in claim 14, wherein the game pieces comprise a two dimensional grid of potential outcomes.

19. The method as recited in claim 14, wherein the game pieces comprise a one dimensional list of potential outcomes.

20. The method as recited in claim 14, wherein the characteristic is a color.

21. The method as recited in claim **14**, wherein the characteristic is a color of a card dealt in the card hand.

22. The method as recited in claim **14**, wherein the characteristic is a color of a last card dealt in the card hand.

23. The method as recited in claim **14**, further comprising displaying each outcome an on electronic display.

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