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(54) **METHOD OF ENTERTAINMENT "RAISE POKER"**

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(57)   **ABSTRACT**

The method of entertainment "Raise Poker" is an invention based on the popular card game that targets gaming establishments. Due to the possibility of purchasing additional cards and raising the bets during play, the game had been made more versatile. The game increases the chances of skilled players at a casino. The use of the method of entertainment in gaming machines that utilize a standard deck of cards makes the game more like real poker. The algorithm and the method of entertainment's computer program also adapt it for use on the internet.
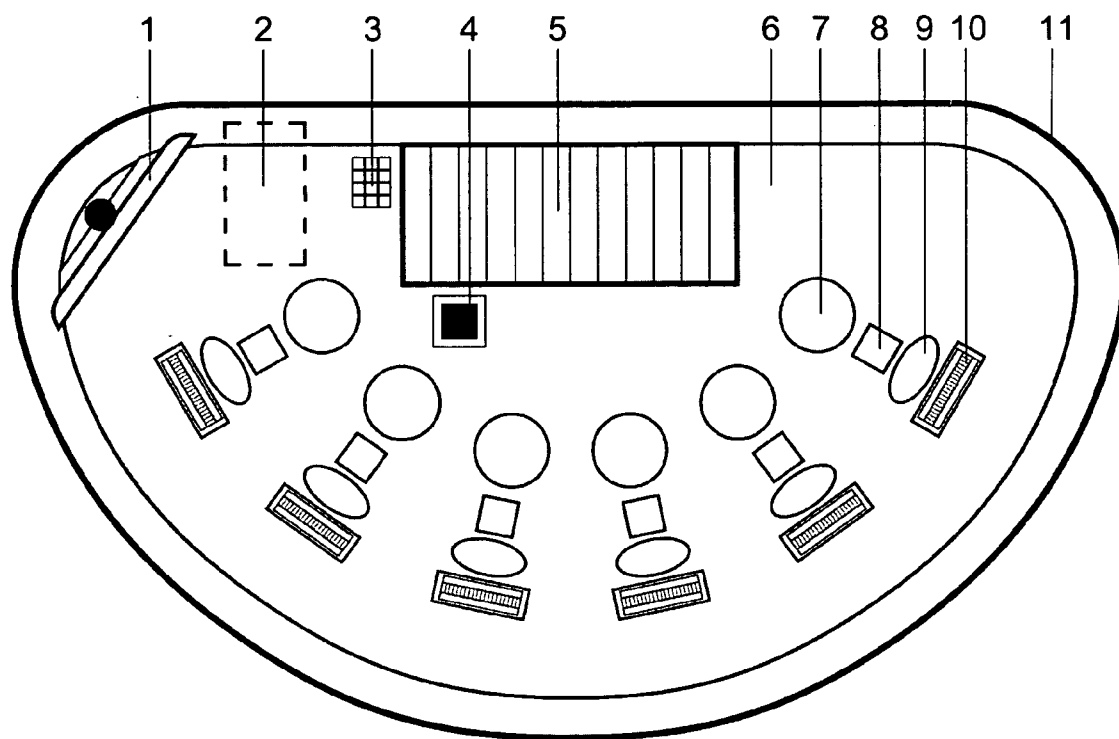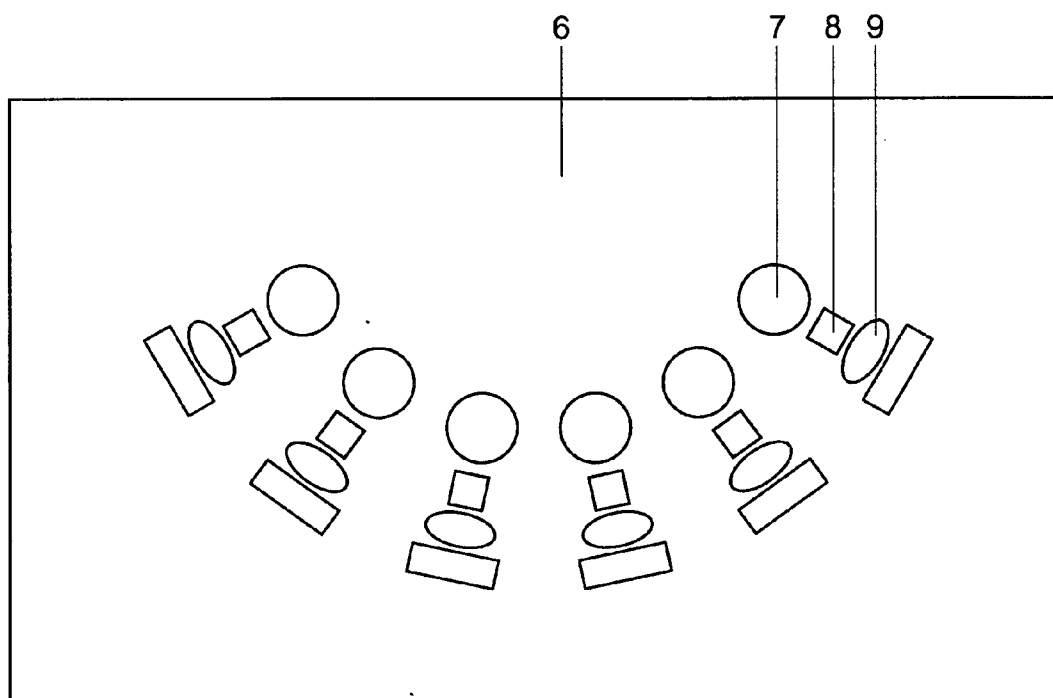
Fig. 1

Fig. 2

12

13

14

15

16

Fig. 3

17   1   2   3   4   18   7   8 9 10

Fig. 4

20 ———

21 ———   RISE POKER

                    Balance ——
22 ———   Bet   ——   ——— 19
                    Credit   ——
                    Round   ——

                                                             ——— 27
23 ———
                                                             ——— 28
24 ———

25 ———

26 ———

                                                             ——— 29
                                                             ——— 30
                                                             ——— 31

                                                             ——— 32

                                                             ——— 33

Fig. 5

Fig. 6

42 —

Balance ___   Credit ___
      Bet ___   Game ___
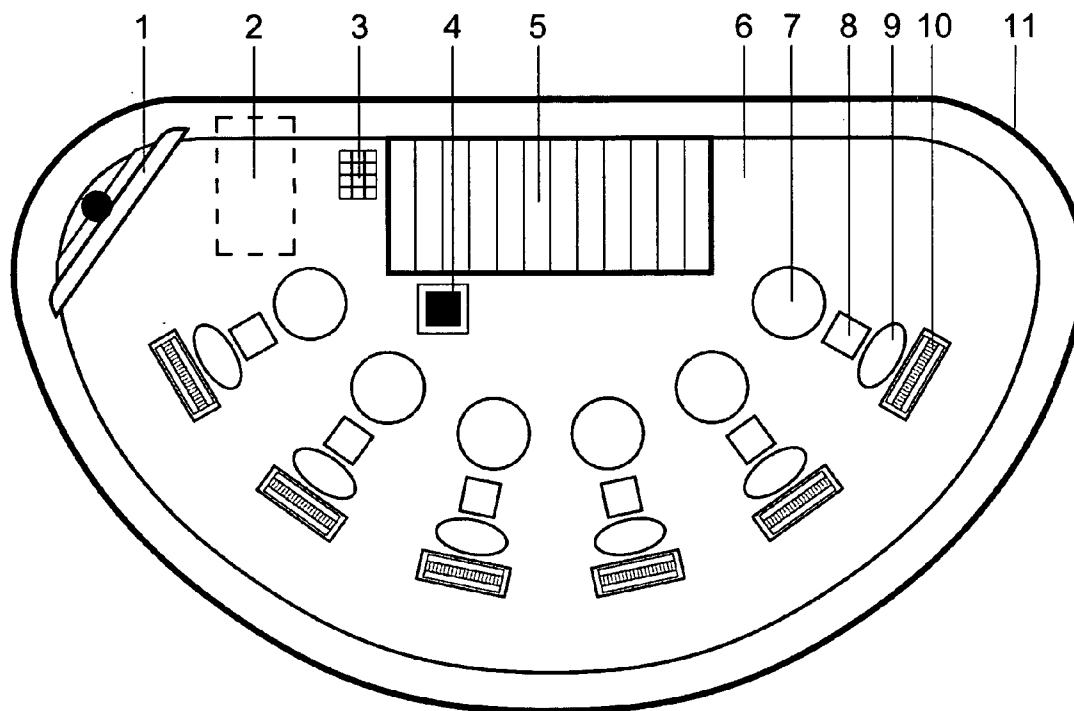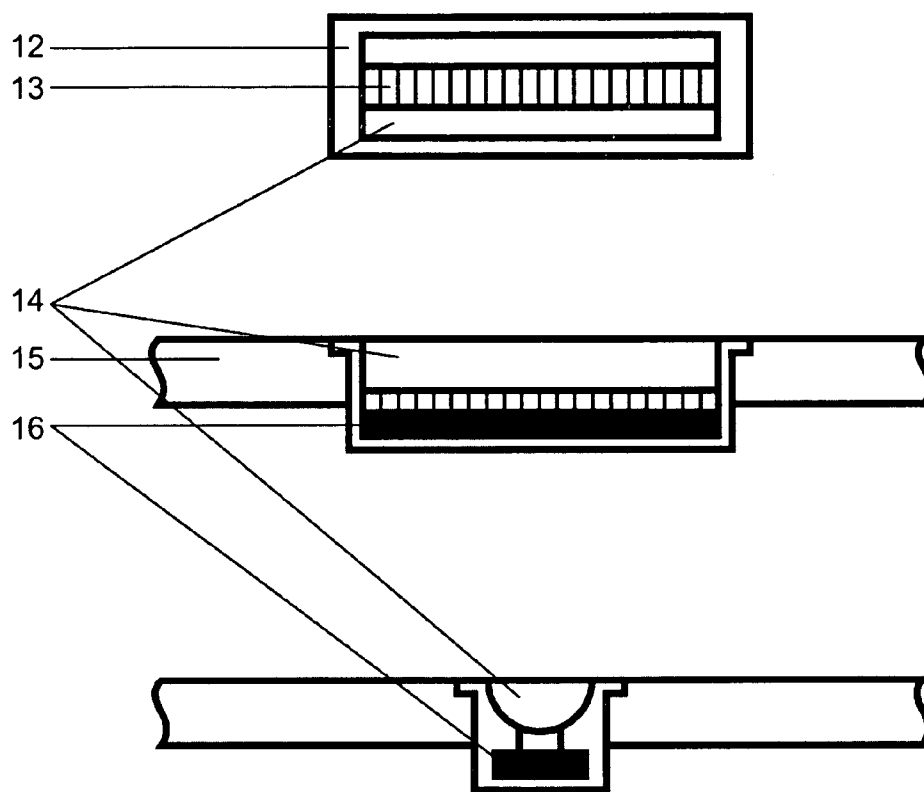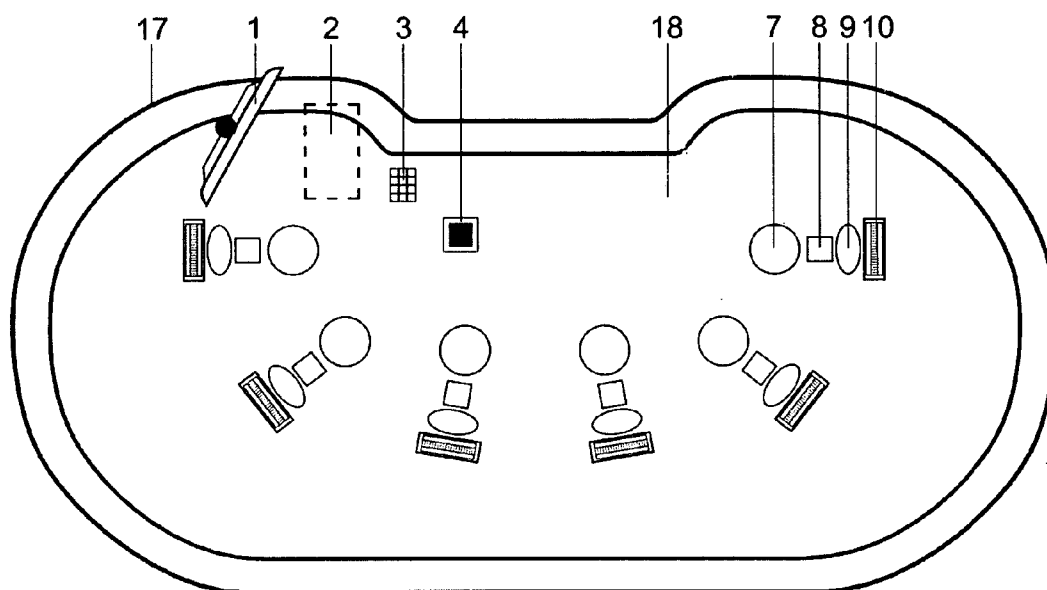
Fig. 7

Fig. 8

METHOD OF ENTERTAINMENT "RAISE POKER"

FIELD OF THE INVENTION

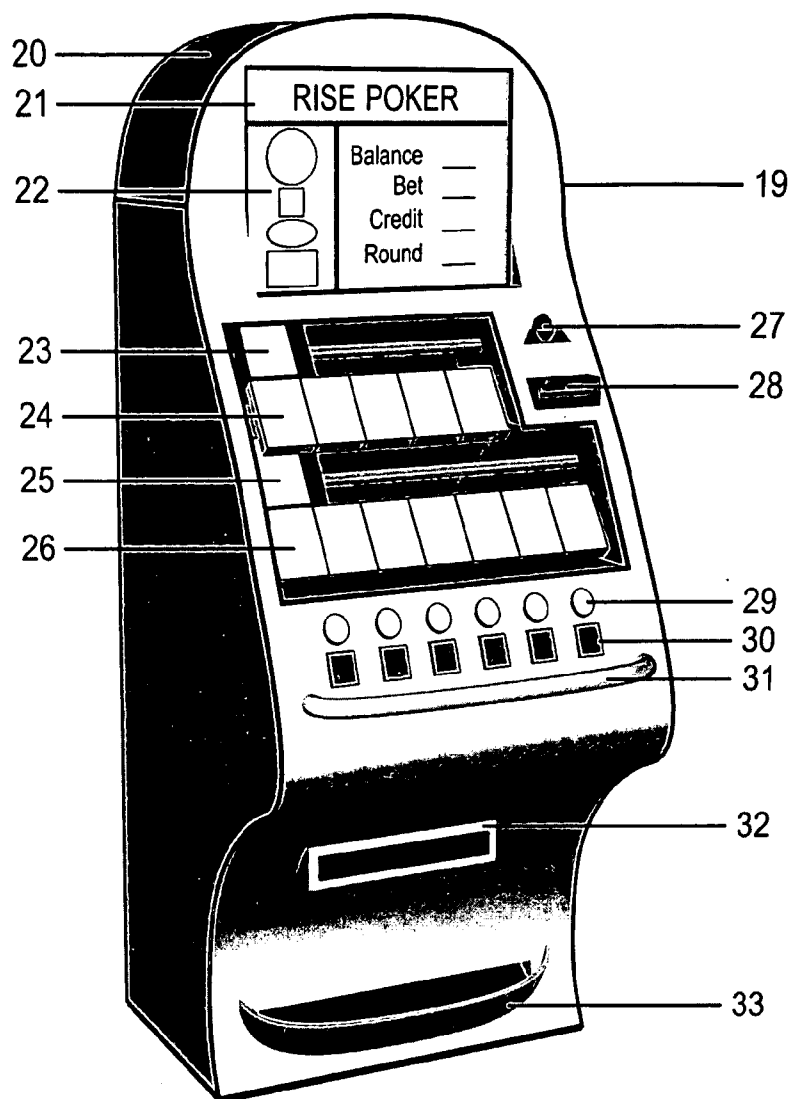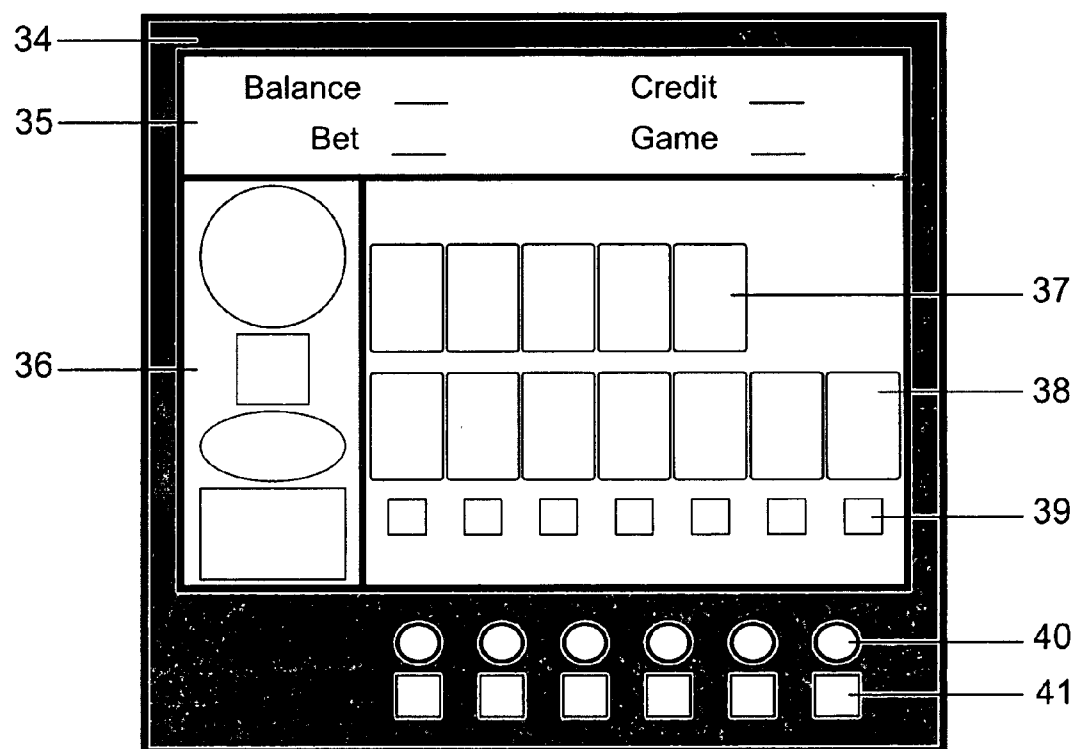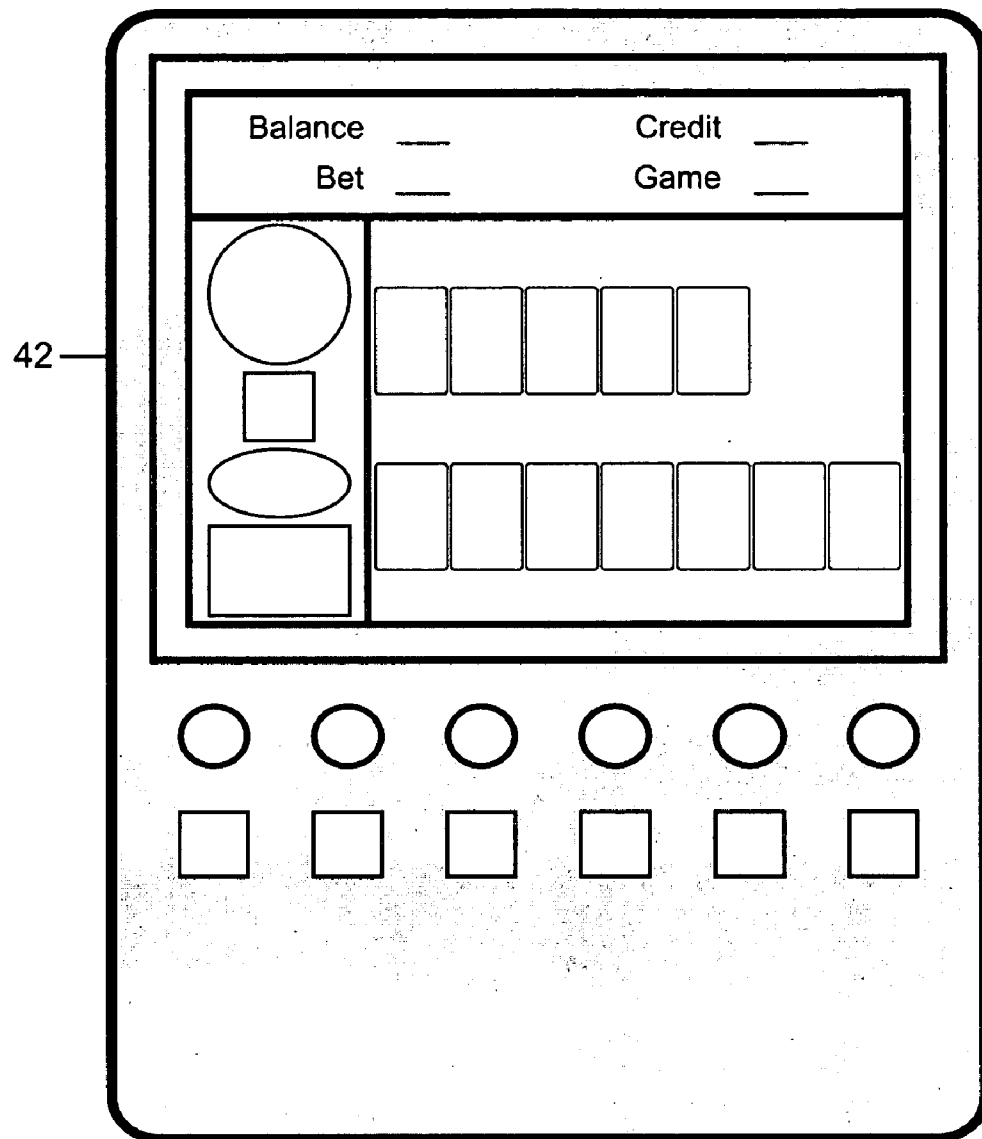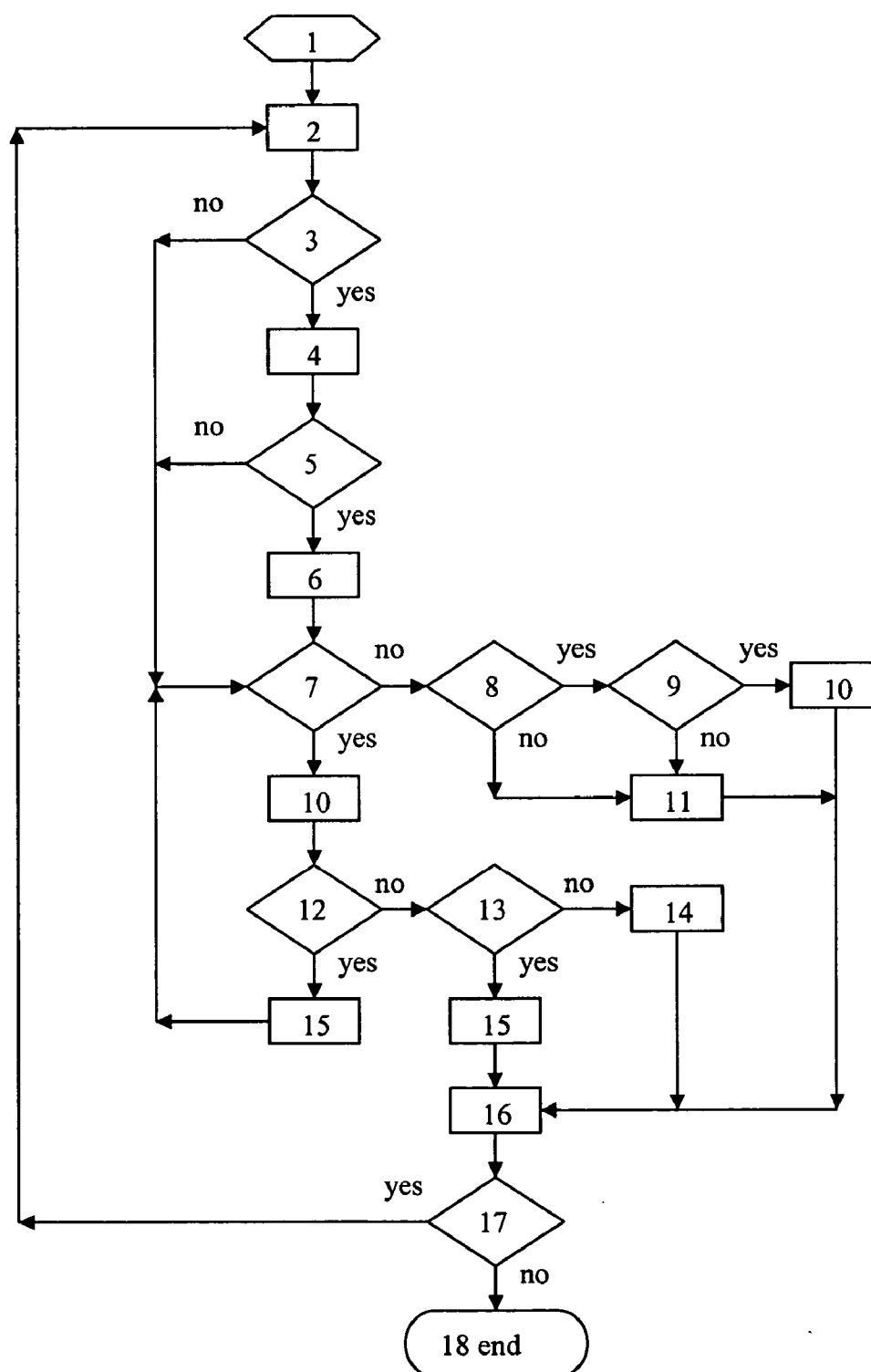[0001] The present application relates to a method of entertainment that includes a card game and the equipment needed for this card game. The invention may be used in gaming establishments, gaming machine halls and on electronic devices that use a monitor.

[0002] The method of entertainment "Raise Poker" is an adaptation of poker, one of the most popular games of chance, for modern casinos, gaming machines or computers. The program developed for "Raise Poker" is the basis of the present invention, allowing for the realization of a poker game with multiple bet raises not between the players, but between the player on one side and the casino or gaming machine on the other.

BACKGROUND OF THE INVENTION

[0003] An established method of entertainment that requires the use of a gaming table with spaces on the playing field for the implementation of bets, a deck of cards, and a selection of chips of varying value to represent bets (RU 2151622, Cl. A 63 F 1/00, 27, Jun. 2000).

[0004] An established method of entertainment that requires the use of a gaming table with spaces on the playing field for a deck of cards as well as the availability of a selection of chips of varying value (RU 2137521, Cl. A 63 F 1/00, 20, Sep. 1999).

[0005] An established method of entertainment that uses a gaming table in the form of a half-circle with a depression cut from the middle of the flat-edged side for the placement of a chip rack with valued chips (RU 2139748 Cl. A 63 F 1/06, 1/18, 9/24). This patent also discloses the markings on the cover of the gaming table, with the definition of boxes for placing of bets and cards.

[0006] One of the latest versions of poker intended for casino use is "Russian Poker" (RU2227754, Cl. A 63 F 1/00, 18, Mar. 2003).

[0007] The inadequacies of the given methods of entertainment is their lack of the basic and most interesting action in poker—the bluff, when a player, having received weak cards, can force his opponent to surrender by pretending to have a hand with a high poker combination.

[0008] The prototype for the method of entertainment "Raise Poker" is the "game of poker", based on the popular card game, which uses a standard card table in the form of a half-circle with a depression cut from the middle of the flat-edged side for the placement of a chip rack with valued chips. The "game of poker" uses a cover on a game table with spaces for the game field, a standard deck of cards, and valued chips of varying worth (U.S. Pat. No. 4,836,553, Cl. A63 F 1/00, 06, Jun. 1989).

[0009] The analogy to the "game of poker" is imperfect, however. That this method of entertainment's appeal is reduced because it is impossible in the "game of poker" for the player to change cards or choose playing combinations on his own. In order to win in that game, the player can't count on his mind, only on his luck.

[0010] An established electronic gaming machine that relates to entertainment and card games (RU 2060756, Cl. A 63 F 9/22, 27, May 1996).

[0011] The inadequacy of gaming machines based on receiving winning combinations stems from the use of a random number generator in the machine, which creates a chance for the player to question the reliability of its randomness. Players would prefer to play with a machine in which a traditional deck of cards was used in the place of a random event generator.

[0012] An established strategic computer game comprises a computer with a monitor and with the means to load information from the user of the computer system and the means of displaying an array of elements on the screen (RU 2099782, Cl. G 06 F 19/00, 20, Dec. 1997). The method of displaying the computer game to the player, in which the playing field is projected onto the monitor, is also described in this source.

[0013] An established method of conducting electronic games for cash wagers using an electronic device with a monitor (RU 2162359, Cl. A 63 F 9/24, 27, Jan. 2001).

[0014] The inadequacy of preexisting computer games and similar playing machines stems from their limited degree of compelling qualities. Distribution of these games is insufficient and it is difficult to use them on a local or global set.

SUMMARY OF THE INVENTION

[0015] The technical results of the proposed invention enhance the functional capabilities and absorbing qualities of the game. A casino can to broaden the assortment of games available to its clients by using a standard playing table for the method of entertainment "Raise Poker" and by equipping itself with modern electronic devices. Furthermore, the popularity of poker in many countries of the world increases the prospects of the widespread distribution of the present game in casinos. This marks the first time in a game of poker against the casino that the player and the dealer have the chance to alternately and repeatedly raise the stakes, making it the most thrilling of all variations of poker.

[0016] These results in the method of entertainment are achieved by, according to claim 1 of the invention's formula, using a gaming table 11 (FIG. 1), a chip rack 5 (FIG. 1) a table cover with an outline of the playing field 6 (FIG. 1), a programmed calculating device 2 (FIG. 1), a digital keyboard 3 (FIG. 1), a monitor 1 (FIG. 1), chips and cards with a barcode that can be read with an optical-electrical instrument 4 (FIG. 1) on the table 11.

[0017] One or several players make cash wagers by using chips, and the dealer deals cards, regulates the turn of the game, carries out the calculating device's orders, as shown on the monitor, and settles up with the players.

[0018] The players' places are marked on the game table's cover, and each place consists of a chip counter 10 and three geometrical figures:

[0019] a circle 7 (FIG. 1) for the dealer's wagers

[0020] a square 8 (FIG. 1) for cards and chips for the purchase of additional cards

[0021] an ellipse 9 (FIG. 1) for the ante and for the player to raise his bets

[0022] There is a card counter (FIG. 1-4) on the dealer's side of the table, set aside for the dealer, which provides

information about the cards to the calculating device, which is located in a metal cavity under the table cover.

[0023] There is a digital keyboard 3 (FIG. 1) on one side of the chip rack, and it is used to enter commands into the calculating device.

[0024] A deck of cards consisting of 52 cards, four suits of 13 cards each, is used in the game.

[0025] The dealer deals five cards face down to the players and himself. Each card intended for the dealer is passed over the card counter, which, having determined the card, issues a signal confirming this. The player's goal is to collect a poker combination stronger than the dealer's. Before every round the player may purchase additional cards by paying a sum equal to the initial ante for each new card. When the player has finished his purchases, which are used to strengthen his playing combination in his hand of cards, he either folds or increases his bet by placing his chips in the chip counter positioned in front of each player.

[0026] The counter transfers the data to the calculating device and the program computes the information about the dealer's cards and the player's wager. A decision appears on the monitor which the dealer is obligated to carry out. There are three possible decisions: folding, seeing, or raising the wager.

[0027] Raising the wager is a bet that consists of two sums: the first sum is equal to the last wager made by the opponent and the second sum is an immediate increase of the wager, or a raise. Seeing is making a wager equal to the size of the opponent's last raise.

[0028] If the calculating device determines that the dealer should get out of the game, or fold, then the dealer pays the player only the initial ante. If the calculating device decides to see or raise the bet, then the dealer places the necessary number of chips from the rack into the circle. The calculating device makes this decision with every player remaining at the table individually. Those players whose raise the calculating device decides to see wait for the end of the game with the other players. Only the players whom the calculating device has raised continue to play. Each of them can fold, see the dealer or raise him. If the player or the dealer folds, the chips bet by party that folded are lost.

[0029] The game continues until someone folds or for as long as all of the raised bets are not equal. After that happens, the dealer compares the hands of the remaining players, one at a time, and himself and determines the winning and losing bets.

[0030] If the dealer's hand of cards has a weaker combination then the player's hand, then he pays out the winning bets, allowing the player to take the chips from the circle. If the dealer's combination is stronger than the player's, then the dealer returns all his wagers to the rack and takes the losing chips from the player's chip counter and ellipse.

[0031] The maximum initial ante and the maximum size of a raise by the player or dealer can be limited by the administration of the playing establishment.

[0032] The table for the method of entertainment "Raise Poker" can be used in a more simple fashion, without including chip counters. On such a table, there is a card reader for the dealer 4 (FIG. 1) and a digital keyboard 3

(FIG. 1) on the dealer's end of the table, and it is used by the dealer to enter the relationship between the initial ante of the player and his raises.

[0033] If the casino isn't a part of the game, and the dealer only shuffles and deals the cards, enforces the rules and collects a commission, then the table may be prepared in the shape of an oval 17 (FIG. 4). On such a table, the players' places have chip counters and three geometric figures for bets positioned on the cloth table cover in a semicircle. If the casino is not taking part in the game, "Raise Poker" is played without a card counter. One of the players can act in place of the dealer, and can look at his own cards and make the decision on how to play on his own.

[0034] One essential innovation of "Raise Poker" is that it can be used in a gaming machine with standard paper or plastic cards. This means the method of entertainment can exist with the help of a playing machine 19 (FIG. 5) that comprises a frame 20, electronic equipment, a calculating device that directs the sequence of the machine actions and corresponding winning and losing wagers, a monitor 21 (FIG. 5) for showing the balance and the turn of the game, a playing panel with command keys, as well as a slot for tokens 27 and currency 28 that can calculate their size, value and number, adapting for the subsequent payout of tokens 34 as well as cash 33 (FIG. 5). The machine uses decks of paper or plastic cards, consisting of 52 cards with four suits of 13 cards each, for the game.

[0035] There is a control panel with functional keys 29, 30 (FIG. 5) that transmits the corresponding commands into the calculating device. There is a status line 22 (FIG. 5) on the monitor, on which the amount of credits, the player's balance from the beginning of the game, and the results of both the last and current rounds of the game are displayed. After every turn, the size of the wagers and the name of the player's best playing combination are displayed on the monitor for the player's information. A card-shuffling mechanism is used in order to insure the random placement of the cards in the machine.

[0036] Inside the machine, behind a transparent screen, there are two rows of bins, and each bin is the size of a card. There are five bins for the machine hand 24 (FIG. 5) and below that are seven bins for the player's hand 26. There also is a card-distributing mechanism that consists of two trays for the cards 23, 25 (FIG. 5) and moves with the help of an engine and a belt. The lower tray 25 distributes cards in five of the seven bins for the player's hand. In the upper tray 23, five cards remain face down and are not yet distributed into the bins.

[0037] Before any move by the player, the machine can add additional cards to the five cards for a predetermined sum. The distributing mechanism places new cards from the shuffling mechanism into the lower tray and then into the bins.

[0038] From there the game continues just as it would at a casino table.

[0039] After the player has made his decision or the calculating device has closed bidding, the machine's distributing mechanism places its cards face up in the five bins of the top row, representing the machine's hand. An optical-logical system is used to determine the cards' suit and face value and to compare the two hands, in the top and bottom

rows. With the help of a calculating device, the machine determines the winning hand. If it is the player's hand, the machine pays out his winnings, changing the data on the status line of the machine's monitor. The machine accompanies the game with musical melodies, sounds and video effects.

[0040] The machine may be produced so that several players can play at once, in which case every player has his own monitor and command keys, while the playing combinations in the players' hands are compared with the playing combination in the machine hand alone.

[0041] The use of "Raise Poker" in a gaming machine with electronic representations of the cards is explained in greater detail below.

[0042] The method of entertainment "Raise Poker" that uses the help of an electronic device with a monitor renders the possibility for the user to play in a comfortable place. For that, the electronic device uses a program that formulates a hand of cards based on a random number generator. It can be used in games with multiple players by programming the method of entertainment for use on a local set or on the internet.

[0043] These goals for the method of entertainment are articulated in claim **34** of the invention's formula. They rely on an electronic device with a monitor **34** (FIG. **6**) to conduct the game, based on data analysis and the entered commands, via a computer program that is founded on the algorithm of the game (FIG. **8**). An image of the playing field **36**, chips and electronic playing cards **37** (FIG. **6**) are formulated on the monitor. A keyboard **40**, **41** is used to enter the corresponding commands into the electronic device. The monitor displays the wagers placed by the player. A random number generator is used to ensure the random order of the electronic cards used by the device.

[0044] During every round of the game, the electronic device reformulates the status line on the monitor **35** (FIG. **6**). The status line shows the game's current balance, the total sum won or lost since the beginning of the game and the results of the current and last rounds of the game. The electronic device, using a random number generator, formulates the image of two hands of cards on the monitor **37**, **38**. One represents the player's hand and one represents the dealer's hand.

[0045] The game is conducted according to the same rules as at a casino's table, except that the electronic device fulfills the role of the dealer. It conducts the game, makes the necessary moves, uncovers the winning or losing wagers by comparing the player's and the electronic dealer's card combinations, and is responsible for settling up with the player after every round of play.

[0046] It is possible to produce an electronic device for "Raise Poker" upon which several players can play at the same time. Each player must have his own monitor and a device to enter commands. Significantly more players can play simultaneously on a local set or on the internet. When playing on sets, it is possible for the participants to function in the capacity of a dealer.

[0047] When using a monitor that responds to touch, the electronic device has the following functional buttons on the

screen to enter the corresponding command into the computer: "Play", "Raise", "Cancel", "Repeat", "Buy", "Bet", "Payout""Fold" and others.

BRIEF DESCRIPTION OF THE DRAWINGS

[0048] The features and the benefits of the invention are described with links to the corresponding drawings, which use the preferred variations of the embodiments, in agreement with the invention:

[0049] FIG. **1**—A casino gaming table for the proposed method of entertainment "Raise Poker" with a chip rack, chip counter, the dealer's card reader and a monitor.

[0050] FIG. **2**—A casino table cover for "Raise Poker" with the frames of the playing field and places for the players.

[0051] FIG. **3**—A chip counter, mounted on every playing space at the table, immediately in front of the player.

[0052] FIG. **4**—A gaming table for "Raise Poker" for games in which the players play amongst themselves, when the casino is not party to the game.

[0053] FIG. **5**—A gaming machine "Raise Poker" which uses standard paper or plastic cards and accepts money.

[0054] FIG. **6**—An electronic device with a monitor that allows for the activation of the buttons by touching the screen.

[0055] FIG. **7**—A portable electronic device with a monitor for the realization of the method of entertainment "Raise Poker".

[0056] FIG. **8**—A scheme that shows the basic algorithm of the electronic method of entertainment "Raise Poker".

[0057] FIG. **1** is an example of a table **11** set up for the method of entertainment "Raise Poker" used in a casino. The game is conducted on the same type of table as in Blackjack or "Caribbean Poker", prepared as either a half-circle or half a polygon. The game table can be placed at an ordinary height for typical chairs or raised higher to accommodate the stools sometimes used in a casino when the dealer works at a table standing.

[0058] FIG. **2** represents the casino table cover **6** with the frames for one of the variations of the playing field used to conduct the game. This variation is prepared for a half-circle card table. The marked cover of the game table is stretched on specifically for that table, fortified with metal clamps and placed on a semicircular table. The cover may be made from cloth, wool, cotton, synthetic fabric, natural or synthetic leather, or other light industrial products. The coloring on the marked cover for the game table may produced by a variety of production methods.

[0059] FIG. **3** represents the chip counter **12**, mounted on the table top **15** at every playing station in front of the player. When the player raises his wager, he places his chips in the semicircular depression of the counter **14** with a glass lens **13**. The length of the depression corresponds to the total thickness of 20 chips placed in a stack, and the diameter is equal to the diameter of the chips. The counter's optical electrical instrument **16** transfers the data to the calculating device **2** (FIG. **1**), and a program interprets the given information about the player's wager in conjunction with the

dealer's cards. A decision appears on the monitor **1** (FIG. **1**), and the dealer is required to carry it out.

[0060] FIG. **4** represents the gaming table **17** for "Raise Poker" for games in which the players play amongst themselves, when the casino doesn't participate in the game. Up to six people can play at such a table. It is used if the gaming establishment is not a participant, but rather an organizer of the game. The representative of the gaming establishment is not a part of the game. He enforces the rules of the game, collects a commission and may shuffle and deal the cards. This form of "Raise Poker" can be played without the use of a card reader. One of the players can serve as a dealer, and he can look at his own cards and make the playing decisions on his own.

[0061] FIG. **5** represents a "Raise Poker" gaming machine **19** which uses standard paper or plastic cards and accepts money.

[0062] FIG. **6** represents an electronic device **34** with the image of the playing field of the method of entertainment "Raise Poker" as well as the status bar that the player sees during the game. The monitor may be produced using Tough Screen technology, which uses switches activated not through keys but by pressing a finger against the screen on the image of the buttons.

[0063] FIG. **7** represents a portable electronic device **42** with a monitor, with the programming necessary for "Raise Poker" written into its computer chip. This device allows the player to use the game in any place the player finds comfortable.

[0064] FIG. **8** represents the scheme of the basic algorithm of the programming used in the electronic devices for the realization of the method of entertainment "Raise Poker". Steps for processing the data represented in FIG. **8**:

1. Initial position of the status bar.

2. Acceptance of the initial bet, dealing five cards each.

3. Purchase of a sixth card in the player's hand.

4. Having deducted payment for the purchase, the player is dealt a sixth card.

5. Purchase of a seventh card in the player's hand.

6. Having deducted payment for the purchase, the player is dealt a seventh card.

7. The player raises the stakes.

8. The electronic dealer raised the stakes earlier.

9. The player sees the bet.

10. The player's bet is raised.

11. The player folds.

12. The electronic dealer raises the stakes.

13. The electronic dealer sees the bet.

14. The electronic dealer folds.

15. The electronic dealer raises the stakes.

16. The electronic dealer's cards are turned face-up, the current round is settled, and the status bar is modified accordingly.

17. The player continues to play.

18. Payout of the money remaining in the player's account and the end of the game.

THE PREFERRED EMBODIMENT OF THE CURRENT INVENTION

[0065] According to claim **1** of the invention's formula, the method of entertainment should use a gaming table **11** (FIG. **1**), a chip rack **5** (FIG. **1**), a table cover with the dimensions of the playing field **6** (FIG. **2**), a programmed calculating device **2** (FIG. **1**), a digital keyboard **3** (FIG. **1**), a monitor **1** (FIG. **1**), cards with a barcode that can be read with an optical-electrical instrument **4** (FIG. **1**) playing chips and a chip counter **10** (FIG. **1**), embedded into the table (FIG. **3**).

[0066] All players at the table play against the casino, as represented by the dealer. One or more players make cash wagers using chips. The dealer shuffles and deals the cards, controls the moves in the game, carries out the instructions on the monitor as indicated by the calculating device, placing bets calculated with the assistance of a program, and settles up with the players. On the cover of the playing table there are spaces defined for players, each of which consists of an electronic chip counter **10** (FIG. **1**) embedded in the table and three geometric figures:

[0067] a circle for the dealer's wagers **7** (FIG. **1**)

[0068] a square for cards and the chips used for purchasing additional cards **8** (FIG. **1**)

[0069] an ellipse for the ante and for raising the player's bet **9** (FIG. **1**)

[0070] There is a card counter **4** attached under the table cover that transfers information about the cards held by the dealer to the calculating device **2**. To enter commands into the calculating device, there is a digital keyboard **3** next to the chip rack.

[0071] The game uses a deck of cards consisting of 52 cards of four suits of 13 cards each. The dealer deals five face-down cards to each of the players and himself. The dealer places each card dealt to himself over the card counting device **4** that, after determining the card, confirms it with a sound.

[0072] The player's goal is to gather a poker combination stronger than the dealer's and, by using optimal wagers, play the game in such a way that, upon receiving such a hand, it is possible to win more and lose less. Each player can receive two hands of cards. In order to do so, he must occupy two playing stations and play two antes, placing them on the ellipses. As long as the player has not made a decision about the purchase of cards in the first hand, he is not allowed to look at the cards in his second hand.

[0073] Before the first round, the player may purchase one and then a second additional card. He must pay a sum equal to the ante for each card. When the player makes a decision about strengthening the playing combination in his hand, he either folds or raises the stakes by placing his chips on the depressed chip counter positioned at each playing station.

[0074] The player must use chips of equal value for the ante and for raising the stakes by placing chips in the chip counter. Raises may not be any larger than ten times the ante.

The chip counter transfers the data to the calculating device, and its program interprets the received information about the dealer's cards and the player's wager, and its decision about what the dealer should do appears on the monitor. This decision can lead to three possible actions for the dealer: folding, seeing, or raising the bet made by the player. If the bet is raised, in effect two sums need to be placed: the first one is equal to the last raise by the opponent (meaning to see that bet), and the second sum is the raise. The sum of the raise can not be less than the sum necessary for seeing the bet.

[0075] If the calculating device tells the dealer to exit the game, or fold, then the dealer pays the player only the ante. If the calculating device tells the dealer to see the bet, then the dealer places chips from the rack in a sum equal to the player's bet in the circle. The dealer's bet is equal to the player's bet, and this signifies the end of bidding with the given player. If the calculating device tells the dealer to raise the bet, the dealer places the stated amount of chips in the circle and it becomes the player's turn to make a decision. If the player doesn't fold, he moves his chips located in the counter onto the ellipse, freeing a place for his new bet.

[0076] The calculating device makes the same such decisions with each of the players remaining in the game. Any players that the calculating device saw but did not raise wait for the end of the game with the other players. Only those players with whom the calculating device countered with a raise continue to play. Each of them can fold, see the bet or raise it. The following raise can not be less than the last raise that the opponent made.

[0077] If either the dealer or the player folds, the chips bet by him are lost. The game continues until someone folds or until all the raises have not been seen and called. After that, the dealer compares his hand with the hands of the players in order, and uncovers the winning or losing bets. The generally accepted playing combinations, from weakest to strongest, are: a pair, two pair, three of a kind, a straight, a flush, a full house, four of a kind, a straight flush and a royal flush.

[0078] The superiority of combinations that are equal to each other is determined by the combination with the highest card in it.

[0079] The cards, in ascending order, are 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.

[0080] When the cards in a combination are equal, superiority is determined by the hand with the highest card not included in the combination. If all the cards are equal, the game is a draw, and the chips are returned to the player and the dealer.

[0081] If the combination in the dealer's hand is weaker than the player's, he pays out the winning bet, moving the chips from the circle to the player. If the dealer's combination is stronger than the player's, then the dealer returns all his chips representing his bet to the rack and collects the player's losing chips in the chip counter and on the ellipse.

[0082] The maximum size of bets may be limited by the administration of the gaming establishment by altering the programming of the calculating device.

[0083] The player puts his ante on the ellipse again in order to participate in the next round.

[0084] The monitor on the table can have more than just information pertaining to the turn of the game.

[0085] It can also contain any other information useful to the play, for example announcements from the casino about various lotteries, drawings, tournaments, etc.

[0086] There are tables using a simpler version, which exclude the monitor and the players' chip counters. On such tables, there is a counter on the dealer's side for reading his cards 4 (FIG. 1) and a digital keyboard 3 (FIG. 1). The dealer only types in information about the relationship between the players' ante and the amount he raises the bet.

[0087] If the casino isn't a part of the game, the method of entertainment "Raise Poker" can be played on an oval table 17 (FIG. 4) without a card counter. One of the players serves as the dealer, and can look at his own cards and make playing decisions on his own.

[0088] In claim 21 of the invention's formula, the method of entertainment "Raise Poker" is described as existing with the assistance of a gaming machine. The machine, which uses either paper or plastic cards, provides a higher level of trust for the player.

[0089] A gaming machine for playing "Raise Poker" 19 (FIG. 5) consists of the following components:

1. A metal frame 20 (FIG. 5).

2. An electronic machine inside the frame.

3. A calculating device that directs the consistent actions of the machine and its corresponding bets, both winning and losing.

4. A monitor for displaying the balance and turn of the game 21 (FIG. 5).

5. A playing panel with a command keyboard 29, 30 (FIG. 5).

6. An adjustable armrest for the players' arms 31.

7. A token collector, for paying for the game 27 (FIG. 5).

8. A currency collector 28 (FIG. 5).

9. A card-shuffling mechanism built inside the frame.

10. A card-distributing mechanism 23, 25 (FIG. 5).

11. An optical-electrical system for reading the cards.

12. A device for currency payouts 32 (FIG. 5).

13. A device for token payouts 33 (FIG. 5).

[0090] All the blocks, mechanisms and devices are located in the body of the machine that is the size of a standard gaming machine. The majority of the parts are already used in card games and machines, but their combination forming the machine is novel. Only the card-reading mechanism is not already in use.

[0091] For directing the corresponding command into the electronic device from the command panel, there are two rows of functional keys 19-21.

[0092] In the bottom row 30 (FIG. 5):

[0093] "Play"—for beginning the game and for pausing the game by pressing it again.

[0094] "Fold"—to end the hand.

[0095] "See"—to see the bet (the sum of the last raise).

[0096] "Raise"—to raise the size of the bet.

[0097] "Cancel"—to cancel the last bet.

[0098] "Payout"—to receive the remainder of the balance.

[0099] In the top row **29** (FIG. **5**):

[0100] "Repeat"—to repeat the ante of the last round of play.

[0101] "New Card"—to purchase a sixth or seventh card.

[0102] "Pass"—to pass and let the dealer play.

[0103] "Bet"—to place an ante.

[0104] "Options"—to make allowed changes within the game's parameters.

[0105] There is an arm rest **31** (FIG. **5**) on the machine panel, below the keys, to be used during the game as an arm support. It may be adjusted by several centimeters according to the player's preferences.

[0106] A status bar is located on the machine monitor **21** (FIG. **5**), upon which the game's current balance is displayed, as well as the amount won or lost from the start of play and the number of rounds played. The bets placed by the player and the dealer are represented on the images of the four FIG. **22** (FIG. **5**)—a circle, a square an ellipse and a rectangle. The monitor illuminates the player's best playing combination at every move in the game. When the dealer's cards are uncovered, it also highlights the dealer's combination.

[0107] The game is conducted according to the rules used in "Raise Poker" for casinos. The machine is controlled by a program based on the basic algorithm of the game (FIG. **8**).

[0108] There are two rows of bins, one for the player's hand (seven bins **26**, FIG. **5**) and one for the machine **14** (five bins **24**, FIG. **5**), behind the glass screen of the machine, located in the most convenient place for the player to observe the game moves. Inside the frame, a mechanism shuffles the cards and places five cards in the lower tray **25** (FIG. **5**), representing the player's cards. The tray is built slightly larger than the size of a card and moves with the help of a directional belt, similar to the way a printer moves an ink cartridge. The tray distributes face-up cards to the player's five bins. The machine's hand is placed in the upper tray **23** (FIG. **5**), but the cards are not turned face-up in the bins. If the player buys a sixth card, he presses the corresponding key on the machine's panel, and the new card is dealt from the distributing mechanism, placed in the player's tray and from there lowered into the sixth bin. The same happens if the player purchases a seventh card.

[0109] When the player has made all the decisions in this turn of the game, the machine card-reading mechanism places the cards in the bins for the machine hand with the help of the top tray **23** (FIG. **5**). An optical system that can determine the suit and face value of the cards compares the two hands, the computer determines the winner and, if it is the player, pays out his winnings. The player's information is updated on the monitor's status bar.

[0110] If the player wants to finish the game, in order to receive his remaining money and winnings, he presses the "Payout" button. The player receives tokens or money, depending on which he has been playing with.

[0111] The game is accompanied by musical and video effects.

[0112] A possible construction of the "Raise Poker" machine includes a playing field that consists of several places for players. In this type of multi-place machine several players can play at once. Each player has his own monitor and control keys. The playing combinations in the hands of the players are compared only with the combination in the machine hand.

[0113] In Claim **34** of the invention's formula, the method of entertainment uses an electronic device with a monitor **34** (FIG. **6**), in which:

[0114] the management, data analysis and the fulfillment of user commands take place with the help of a computer program written on a readable disk,

[0115] the introduction of information into the electronic device is realized by, at a minimum, one means of transfer,

[0116] a random number generator is used,

[0117] an electronic deck of playing cards is used,

[0118] an image of an electronic playing field is formulated on the monitor,

[0119] chips or collected points are reflected on the game field,

[0120] the game is guided by the basic algorithm (FIG. **8**).

[0121] The game's objective is to raise the stakes high enough to require the electronic dealer to fold, or to have a stronger combination of cards than that of the dealer's. The player makes bets and moves using buttons, and the electronic device projects two hands of cards. Depending on which cards were received, the device shows the best combination in the player's hand **38** (FIG. **6**) and in the electronic dealer's hand **37** (FIG. **6**) and illuminates the winning or losing bets.

[0122] One effective realization of "Raise Poker" is connected to the construction of the electronic playing machine with a liquid crystal monitor.

[0123] The game uses video and sound effects. During every round of the game, the monitor shows the bets, located on four geometric FIG. **36** (FIG. **6**), the player's cards **38** and the dealer's cards **37**. Under the player's cards on the monitor, there are two rows of command keys **40**, **41** with the name of every function on each one. Any keys that are usable at a given moment are brighter, thereby helping the player make his decision. If the machine's monitor uses Tough Screen technology, the buttons can be activated by touching their image on the screen **39**.

[0124] There is a status bar **35** (FIG. **6**) on the monitor of the electronic device in which the main parameters of the game are posted:

[0125] the current financial status of the player (his credit)

[0126] the sum won or lost from the beginning of the game

[0127] the number of the game's current round

[0128] the amount bet on the current round

[0129] the results of the current round

[0130] The player makes his decisions by pressing the relevant button located under the monitor. Each button has a label.

[0131] Betting in the current round of play includes two fields: the initial bet on the ellipse and raised bet on the rectangle. The result of the current round is at first equal to zero, and during the process of the round may become negative when the payment for the purchase of additional cards is taken from the player. The final value of this parameter is formulated when the dealer's cards are reckoned, at the every end of the round.

[0132] The scenario that plays out in a single round looks like the following example. At the beginning of the round, the player makes his initial bet and presses the button "Play". The player's five face-up cards appear on the monitor and the dealer's five cards appear face down. The face-up cards of the player are ordered: they are placed left to right in order of their value. If, for example, the player has a pair, then those cards making up the pair are placed on the left (as the most valuable). If the player has a Full House, those cards that make up the three-of-a-kind are placed on the left and the cards that make up the pair are placed on the right. The name of the corresponding playing combination is illuminated next to the player's cards. Three buttons are activated on the screen at this moment: "Fold", "Bet" and "New Card". By using these buttons, the player can choose one of the decisions: stop playing the game and lose the ante, raise the wager, or buy a sixth, and then a seventh, card.

[0133] The development of the game after raising the bet is dealt with below. If the player folds, then the dealer's cards are not turned over and the round is quickly concluded. If the player purchases additional cards, then the corresponding exchange takes place on the monitor and the cards are subsequently placed in order again, and next to the cards the name of the new combination appears. In addition to that, the payment for the additional card is taken from the player, and it is quickly displayed on the status bar. The simple payout for purchasing each card is equal to the ante. After the purchase of cards, two buttons remain activated on the screen: "Fold" and "Bet". The player again indicates his choice. If he folds, as stated before, it is considered the end of the round of play.

[0134] If the player sees a prospect for winning, then he may raise the wagers. Now it becomes the electronic dealer's turn to make a decision. It can fold, in which case the player wins a sum equal to the ante. It can see the player, making a bet equal to the player's raise, in which case the monitor shows all five of the dealer's cards, determines their value and displays the name of the dealer's combination. After that, the player's combination is compared with the

dealer's combination. All the bet money is won by the one who had a higher poker combination. If the combinations and values of the cards are equal, then the game is a draw and all of the player's wagers are returned to him.

[0135] The electronic dealer can raise the player's bet, meaning that it sees the bet and then raises it. In this case, it again becomes the player's turn to make a bet. After that the player has three possible decisions: fold, see, or raise the bet. The game continues as long as the player and electronic dealer continue to raise the stakes.

[0136] The ante and the sum of raises for both the player and the dealer should be limited by the administration of the gaming establishment. For example, the sum of the raise can be limited to ten times the size of the ante. At the end of the game the machine computes the results, changes the status bar and the round is over.

[0137] If the player wishes to continue to play, he should ante up another bet, and begin a new round. If the player wants to end the game, he presses "Payout" and receives the remainder of his money and winnings.

[0138] One possible construction of the gaming machine "Raise Poker" allows for several players to play at once. Each player has a monitor and his own control keys. The playing combinations in the electronic hand of cards are compared with the machine hand of cards alone.

[0139] If the method of entertainment "Raise Poker" is realized using a mobile electronic device **42** (FIG. **7**), the program may be written with SBIS micro schemes, installed in the device or on a PC card readable by the device. When using a mobile electronic device with a program written with SBIS micro schemes or on a flash card, the game can be played anywhere, including on a transportation system. It is possible to may payouts when the player wins, by having the organizer of the game pay the player's winnings, equal to the sum displayed on status bar, saved onto the microchip's memory.

[0140] To enter information into a mobile electronic device, there is a panel with functional keys similar to the keyboard on the gaming machine described above.

[0141] The electronic device displays the image of four shapes—a circle, a square, an ellipse and a rectangle—on the monitor. The bets made by the player and by the electronic dealer appear on these figures.

[0142] The electronic dealer begins to deal cards, one at a time, to the player's hand and its own. The player's cards are all dealt face up, and the electronic dealer's cards are all face down.

[0143] The game is conducted according to the same rules that regulate "Raise Poker" in a casino. The computer game "Raise Poker" exists with the help of a computer system that computes the data, a monitor, and a means of entering information from the user into the system. Any computer system or another secure apparatus that includes a monitor can be used for the computer game "Raise Poker". The algorithm of the game is based on the terms of the method of entertainment "Raise Poker", and it contains a program, written in a programming language. The program is saved on a compact disc or different type of data holder.

[0144] The preferred variant of this embodiment of the game is a computer program, saved on a compact disc, and

compatible with a home computer. For example, an optimal computer for "Raise Poker" includes a motherboard with a Pentium processor, at least 1 megabit of RAM, a hard drive with several gigabits of memory, a sound card and color monitor.

[0145] An image of the playing field, the functional buttons and the chips for placing bets are projected onto the monitor. An electronic deck of 52 cards is used for the game. The rules and sequence of action in the method of entertainment "Raise Poker" for the computer is analogous to those used in a casino.

[0146] The player can determine the size of the ante, as well as buy additional cards, raise the stakes, or fold by using the keys on a standard keyboard. Players can use commands that are activated from the image of buttons on the monitor. A status bar is located on the monitor that shows the current balance of the game, as well as the sum won or lost from the beginning of the game and the results of both the previous round and current round of play. The game is accompanied by sound and video effects.

[0147] The method of entertainment "Raise Poker" which can be played at an internet casino or at a local set is the same as on a computer, with the one difference that at the internet casino and the local set several players can play together at the same time. The game can be for free, or for real or virtual money. In this case, a directing program for a casino server or a client program for remote computers is used. The playing field is formulated on the player's computer monitor with the client program and, at an internet casino, the player's balance is formulated on the status bar, in accordance to the size of the player's account.

INDUSTRIAL APPLICATION

[0148] The invention can be used in casinos, gaming machine halls, computers, on the internet and on local sets.

[0149] The present description consists of concrete examples for the realization of the invention with the help of a playing table, a gaming machine and an electronic device with a monitor; however, they do not include all the possible variations of realizing the method of entertainment "Raise Poker" that fall under coverage of the protection for the definite scope of the invention's claims.

1-41. (canceled)

42. An arrangement for a card game between at least one player and a dealer, where the player and the dealer may in turn raise wagers multiple times, the arrangement comprising:

a game table;

a chip rack;

a table cover with an outline of a game field;

an electronic card reader to determine dealer's cards;

special playing cards readable by the electronic card reader;

a chip counter on the table in front of every player to determine size of player's wager;

a calculating device to analyze incoming data and to make playing decisions using a game algorithm and a computer program designed for the game; and

a monitor to display playing decisions received from the calculating device for the dealer to carry out.

43. The arrangement of claim 42, comprising a digital keyboard on the dealer's side for conducting data and commands into the calculating device.

44. The arrangement of claim 42, comprising specific chips, wherein quantity of the chips is determined by the chip counter and data is transferred to the calculating device.

45. The arrangement of claim 42, wherein the monitor is placed on top of the table.

46. The arrangement of claim 42, wherein the calculating device is fastened in a special cavity under the table cover.

47. The arrangement of claim 42, wherein the card reader is built into the table.

48. The arrangement of claim 42, wherein the card reader is an optoelectronic reader, which transfers data to the calculating device when the dealer moves the cards dealt to himself across the card reader.

49. The method of entertainment including a card game between at least one player and dealer, wherein the player and the dealer take turns in raising wagers, the method comprising:

at least one player making bets by means of placing chips on a chip counter, with the chip counter transferring data including the size of player's wager to a calculating device;

the dealer dealing cards and moving the cards dealt to himself across an optoelectronic card reader to transfer card data to the calculating device; and

the calculating device analyzing incoming data and making playing decisions using a game algorithm and a computer program designed for the game.

50. The method of claim 49, wherein the dealer conducts the game according to the game algorithm and the playing decisions made by the calculating device.

51. The method of claim 49, wherein the player may purchase an additional card for a predetermined price before his next move.

52. The method of claim 49, wherein each player chooses one of three options for continuing the game, the options being fold, see the bet, and raise the bet.

53. The method of claim 52, wherein the calculating device makes one of three decisions, which the dealer is required to follow, the decision being: fold, see the bet, or raise the bet.

54. The method of claim 53, wherein when the dealer or the player chooses fold, he looses the bet.

55. The method of claim 49, comprising the player raising his bet by placing his chips in a depressed chip counter.

56. The method of claim 49, wherein the calculating device projects its decision for the dealer onto a monitor in regards to every player in the game.

57. The method of claim 49, wherein the calculating device makes a decision to either see or raise the bet, and the dealer places a number of chips from a rack onto a game table, the number of chips being determined by the calculating device.

58. The method of claim 49, wherein only the players that the calculating device saw and raised continue to play.

59. The method of claim 49, wherein the players to whom the calculating device responded by seeing their bet wait for the end of the game with players who remain in the game.

60. The method of claim 49, wherein a round of the game continues until the final raise is made.

61. The method of claim 49, wherein, when the bets are equal, the dealer determines the winning and losing bets by comparing his hand with the hands of the players.

62. The method of claim 49, wherein the value of maximum bet and maximum size of a raise made in the game are limited.

63. The method of claim 49, wherein the dealer enters ratio between player's ante and player's raise into the calculating device using a digital keyboard.

64. The method of claim 49, wherein the players take turns serving as the dealer against all other players, and the dealer makes his own decisions in the game not relying on the calculating device.

65. A gaming machine for a card game between at least one player and a dealer wherein the player and the dealer take turns in raising wagers, the gaming machine comprising:

an electronic device containing a game algorithm;

a calculating device to receive data and control the game;

a monitor to display balance and turns;

a gaming panel with functional buttons;

a token and currency collector, and

an algorithm for paying out tokens or currency.

66. The gaming machine according to claim 65, comprising paper or plastic playing cards.

67. The gaming machine of claim 65, comprising a card-shuffling mechanism to ensure random ordering of the cards.

68. The gaming machine of claim 65, comprising two rows of bins, including player's bins for a player's hand and machine bins for a machine's hand, the bins located beneath a transparent screen in the machine, wherein each bin is the size of a card.

69. The gaming machine of claim 65, comprising a mechanism for distributing the cards, including two trays for cards that are moved with a motor and a belt; one of the trays distributing cards face-up into the player's bins and the other tray holding cards intended for the machine hand face down without distributing them into the bins.

70. The gaming machine of claim 65, comprising an optical and logical system for determining suit and value of the cards in order to compare the player's hand with the machine's hand.

71. The gaming machine of claim 65, comprising a calculating device and a computer program, to determine winning hand and, if the player wins, to pay winnings by changing data on the status bar on the machine's monitor.

72. The gaming machine of claim 65, comprising a device for providing music, sounds and video effects during the game.

73. The gaming machine of claim 65, comprising several input devices with functional buttons and separate monitors for simultaneous playing by several players, wherein a playing combination in each of player's hand is compared only with a playing combination of the machine's hand.

74. The method of playing the gaming machine of claim 65, wherein the player and the machine take turns making bets, and during each turn the player and the machine have three options to continue the game: folding, seeing, or raising the bet.

75. The method of claim 74, wherein before the player's turn, the distributing mechanism may add cards for a predetermined price to the player's hand by placing cards from the shuffling mechanism into the player's tray, and from the player's tray into the player's bins.

76. The method of claim 74, wherein, when choosing the seeing option, the player or the machine makes a bet equal to the last raise of the opponent, thereby leading to the end of betting on current round of play and to comparison of the player's hand and the machine hand.

77. The method of claim 76, wherein after the end of betting, the distributing mechanism places the cards in the machine hand bins face up.

78. The arrangement of claim 42, comprising an electronic device with a computer program based on the game algorithm, a random number generator for projecting random hands of electronic cards onto the monitor, and a keyboard for entering commands into the electronic device.

79. The arrangement of claim 78, wherein the electronic device projects on the monitor a status bar containing information about a current balance of the game, the amount won or lost by the player since the beginning of the game and the results of the current and last rounds of the game, which information is updated with every move in the game.

80. The arrangement of claim 78, wherein the dealer is an electronic dealer provided by the electronic device, the electronic device conducting the game, making moves, uncovering winning or losing bets, comparing strength of the player's and the electronic dealer's hands, and settling up with the player after each round of play.

81. The arrangement of claim 78, wherein the electronic device, using the random number generator, projects the image of both the player's hand of cards and electronic dealer's hand of cards on the monitor.

82. The method of playing game with arrangement of claim 78, wherein the player and the electronic dealer make bets in turns, and during each move both the player and the device have three options to continue the game: folding, seeing or raising the bet.

83. The method of claim 82, wherein the option raising the bet is prohibited after the player or the electronic dealer has already bet the maximum wager.

84. The method of claim 78, wherein several players can play at once, each of them having a separate monitor and a device for entering commands.

85. The arrangement of claim 78, comprising a monitor responding to touch having functional buttons reflected on the screen and corresponding to commands such as: "Play", "Raise", "Cancel", "Repeat", "Buy", "Bet", "Payout", "Fold" and others.

86. The method of claim 78, wherein players may participate in the game on a local set taking a role of the electronic dealer.

87. The method of claim 78, wherein players can participate in the game on the Internet.

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