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(54) **METHOD FOR PLAYING CARD GAME**

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CPC ..... **A63F 1/00** (2013.01)

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(57) **ABSTRACT**

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A method for playing a card game is disclosed. The method includes dealing (N-k) cards to at least one player's hand and dealing (N+k) cards to a dealer's hand (k=1, 2, . . . , N-1), selecting k cards from among the (N+k) cards of the dealer's hand according to a predetermined method, and determining a winner and a loser by comparing N cards remaining in the dealer's hand with N cards including the selected k cards and the (N-k) cards dealt to the player's hand.

(30) **Foreign Application Priority Data**

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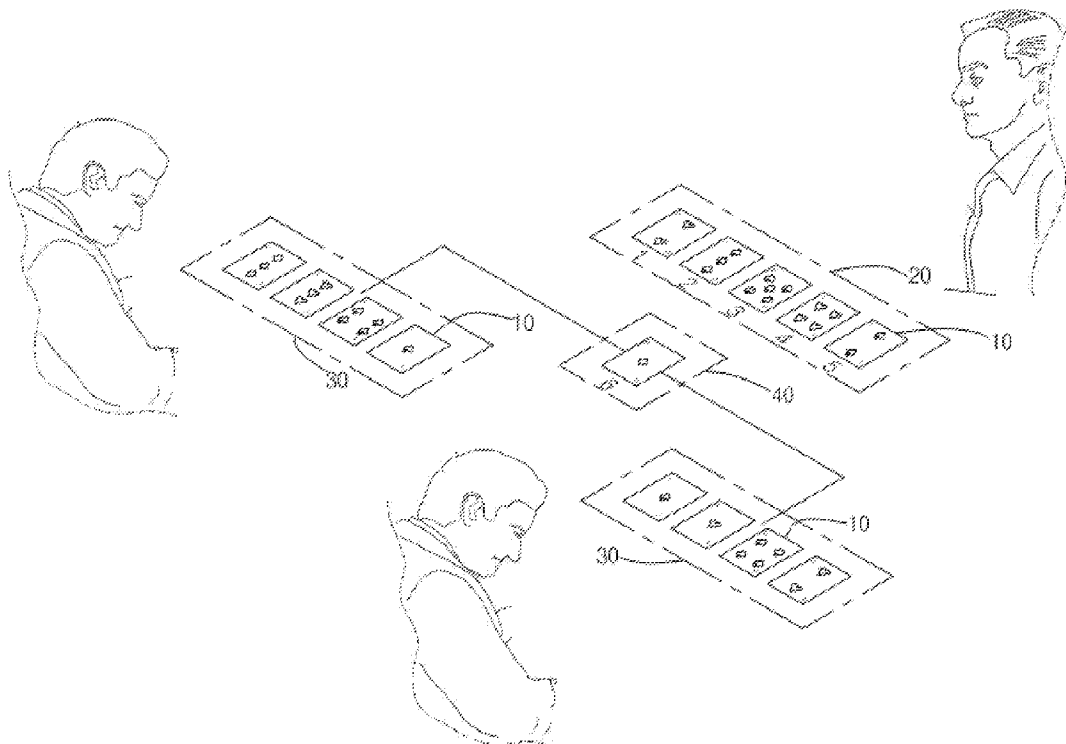


FIG. 1

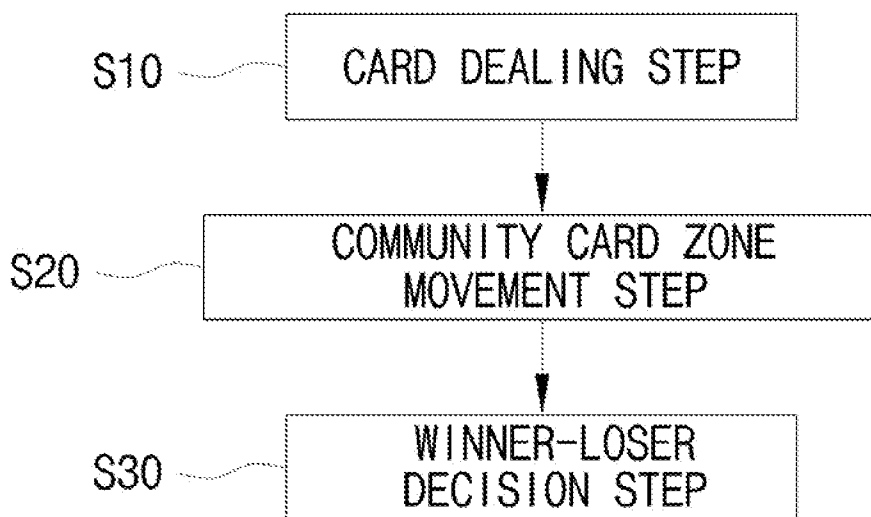


FIG. 2

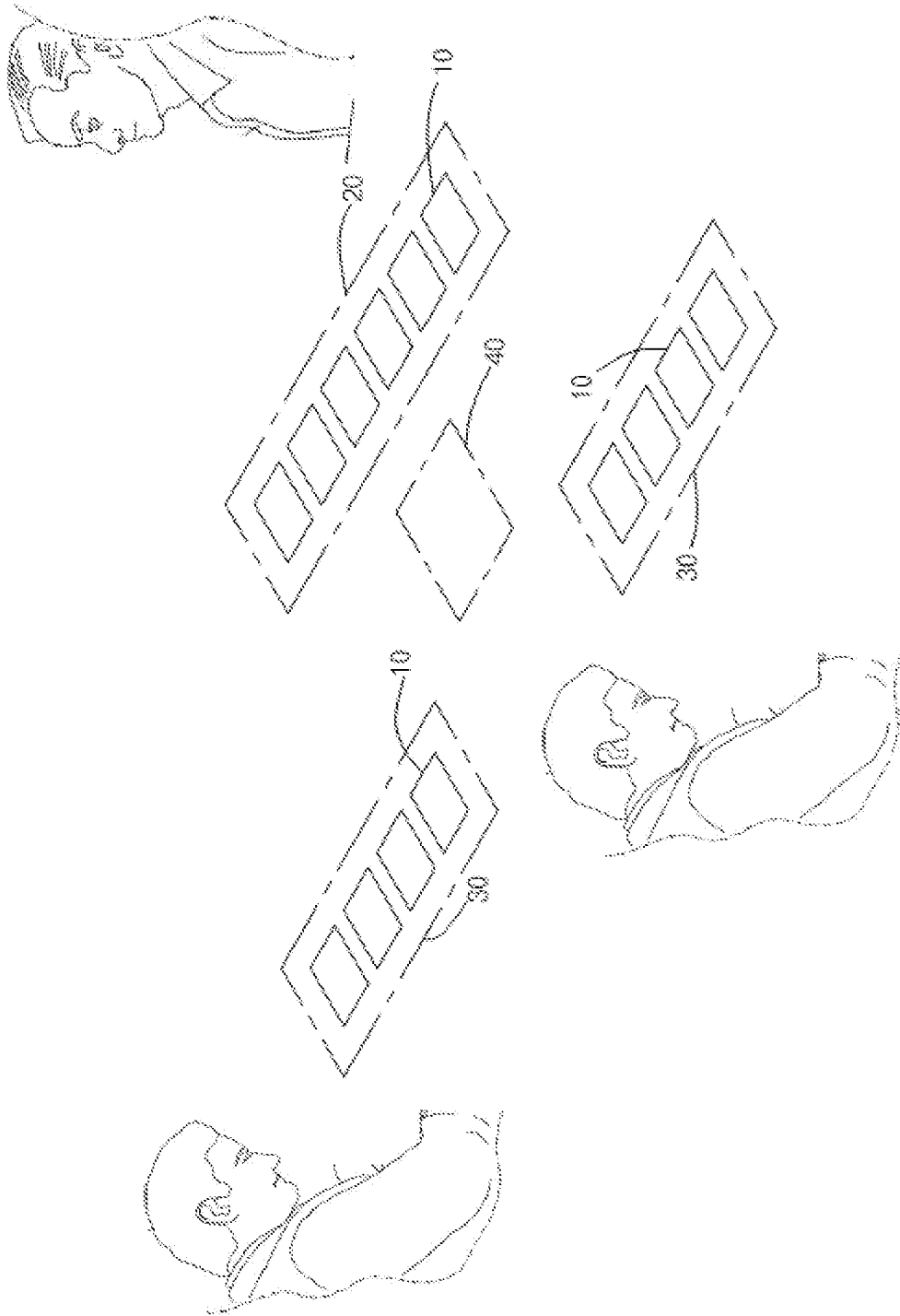


FIG. 3

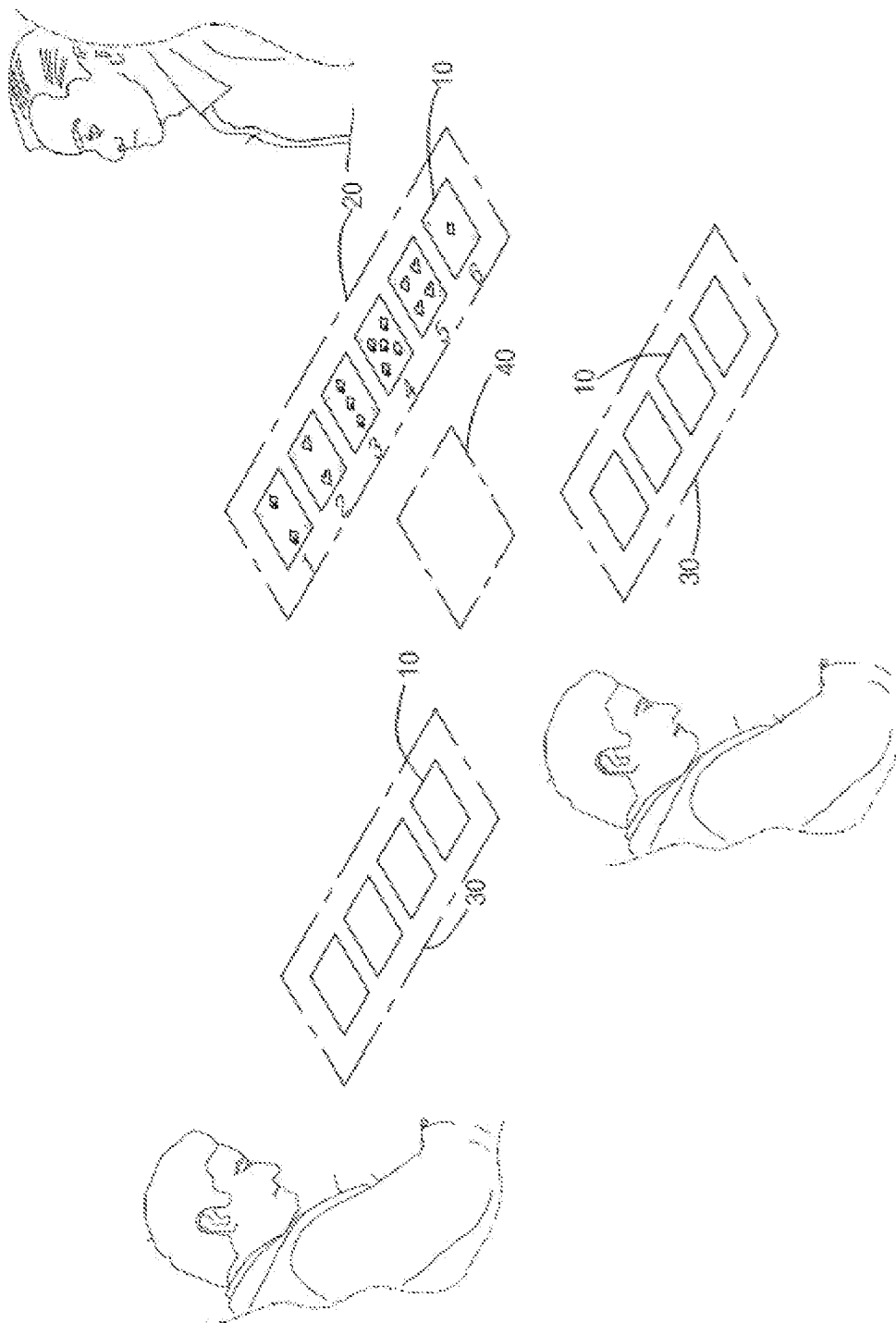


FIG. 4

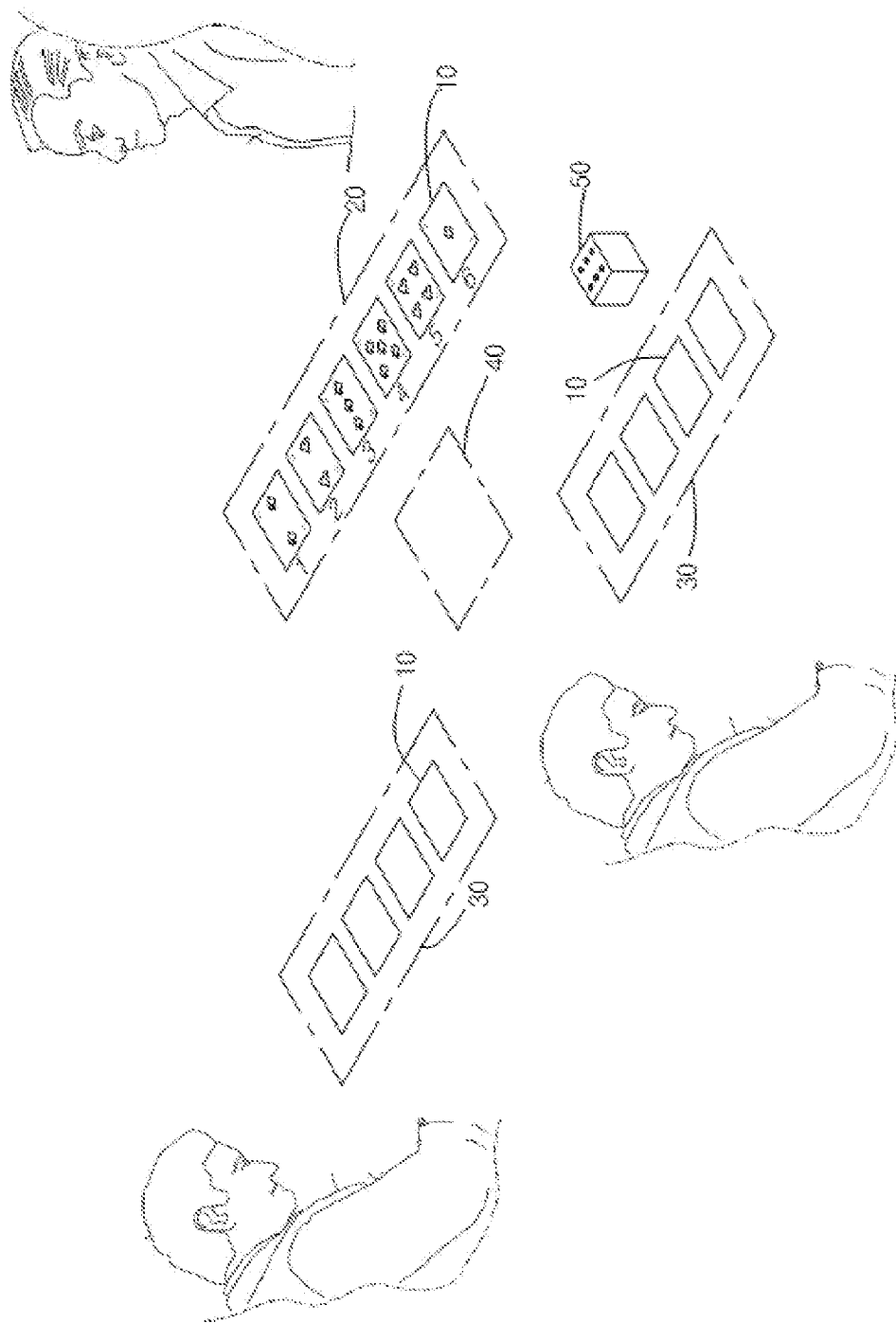


FIG. 5

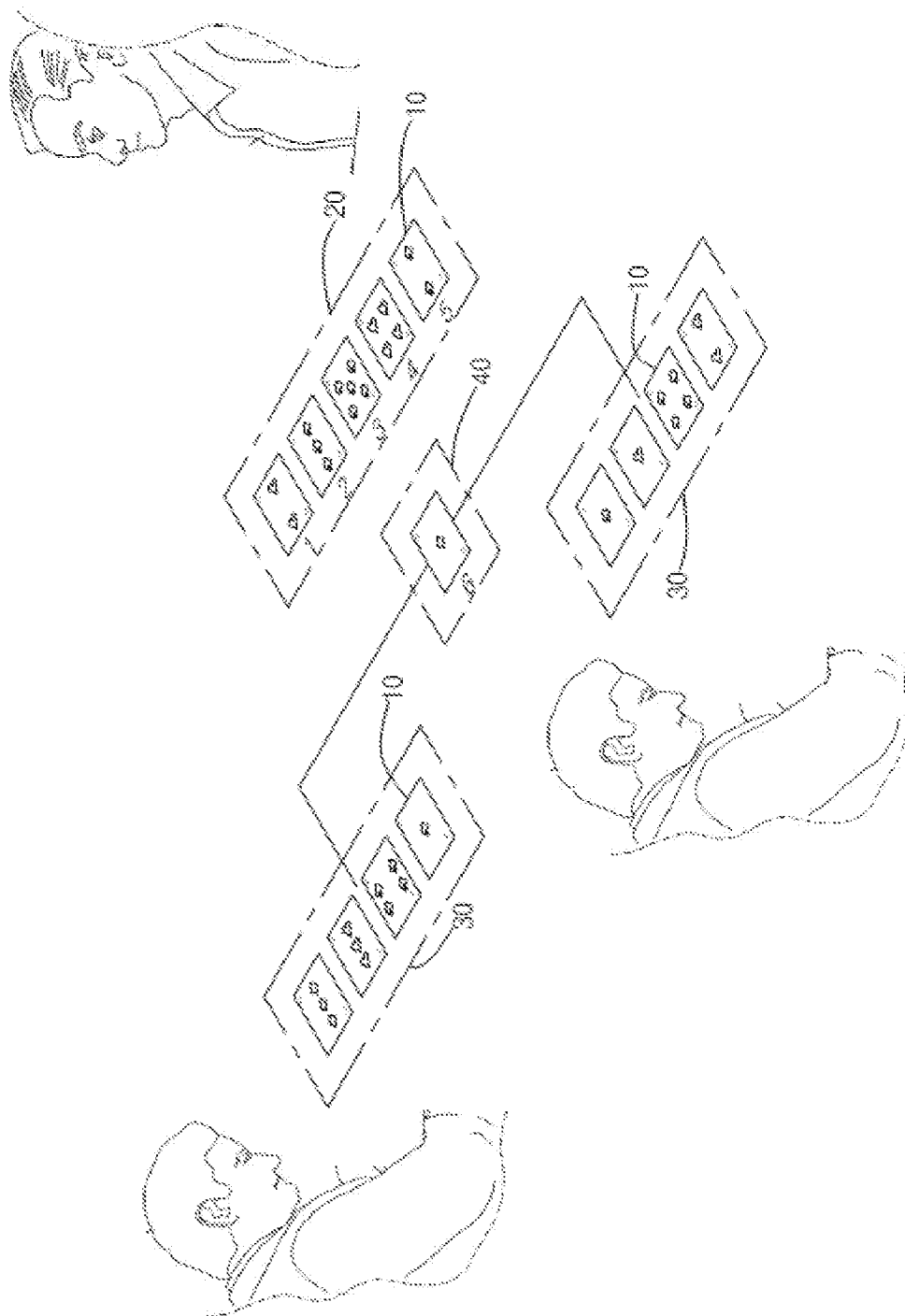


FIG. 6

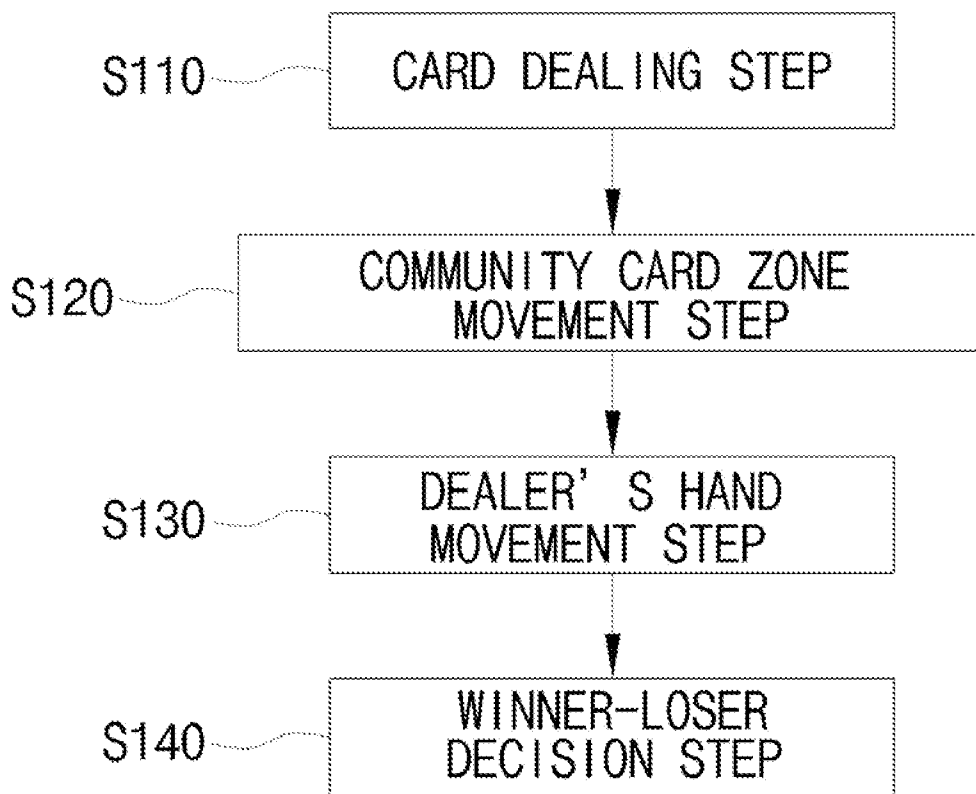


FIG. 7

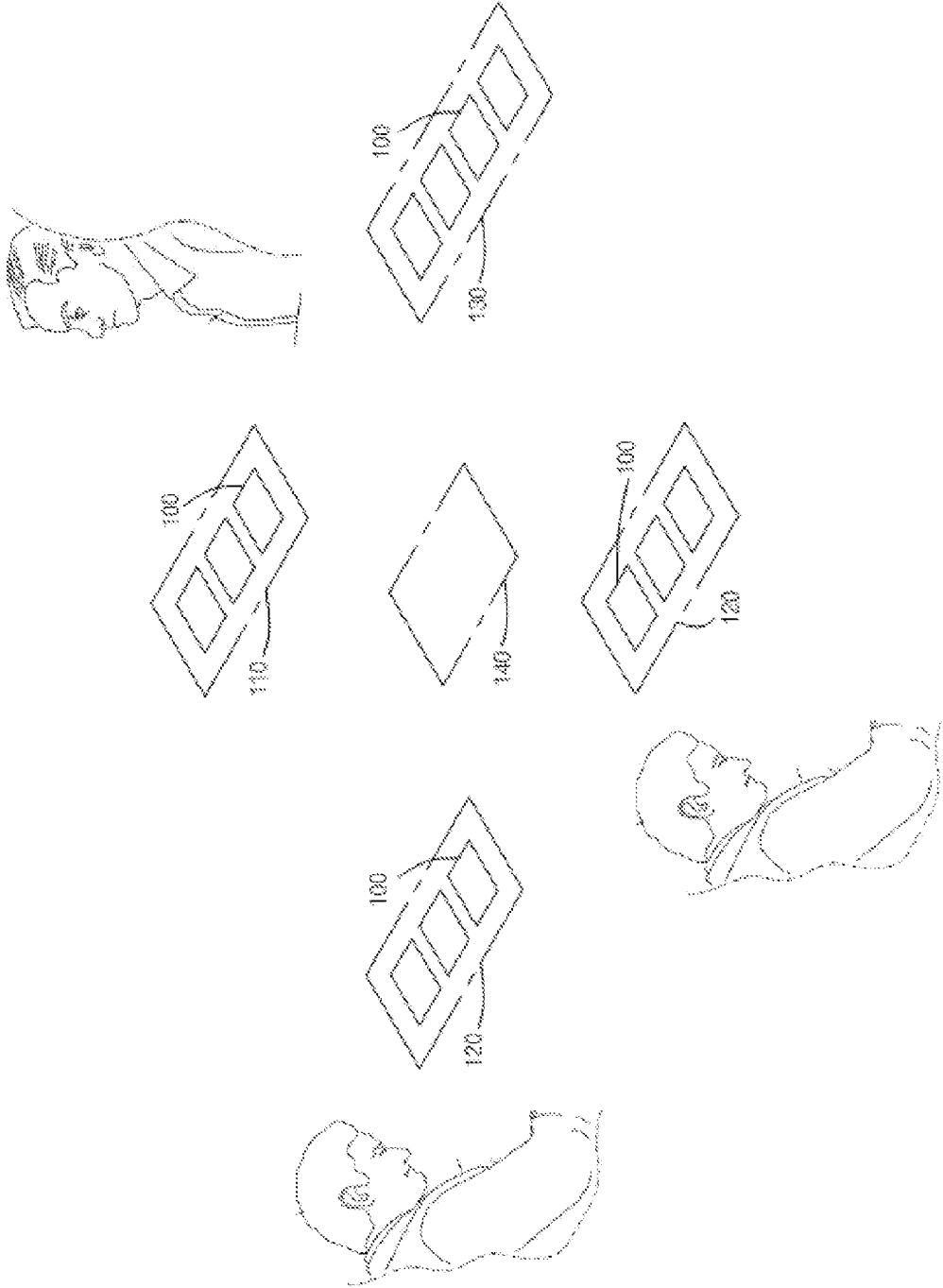




FIG. 8

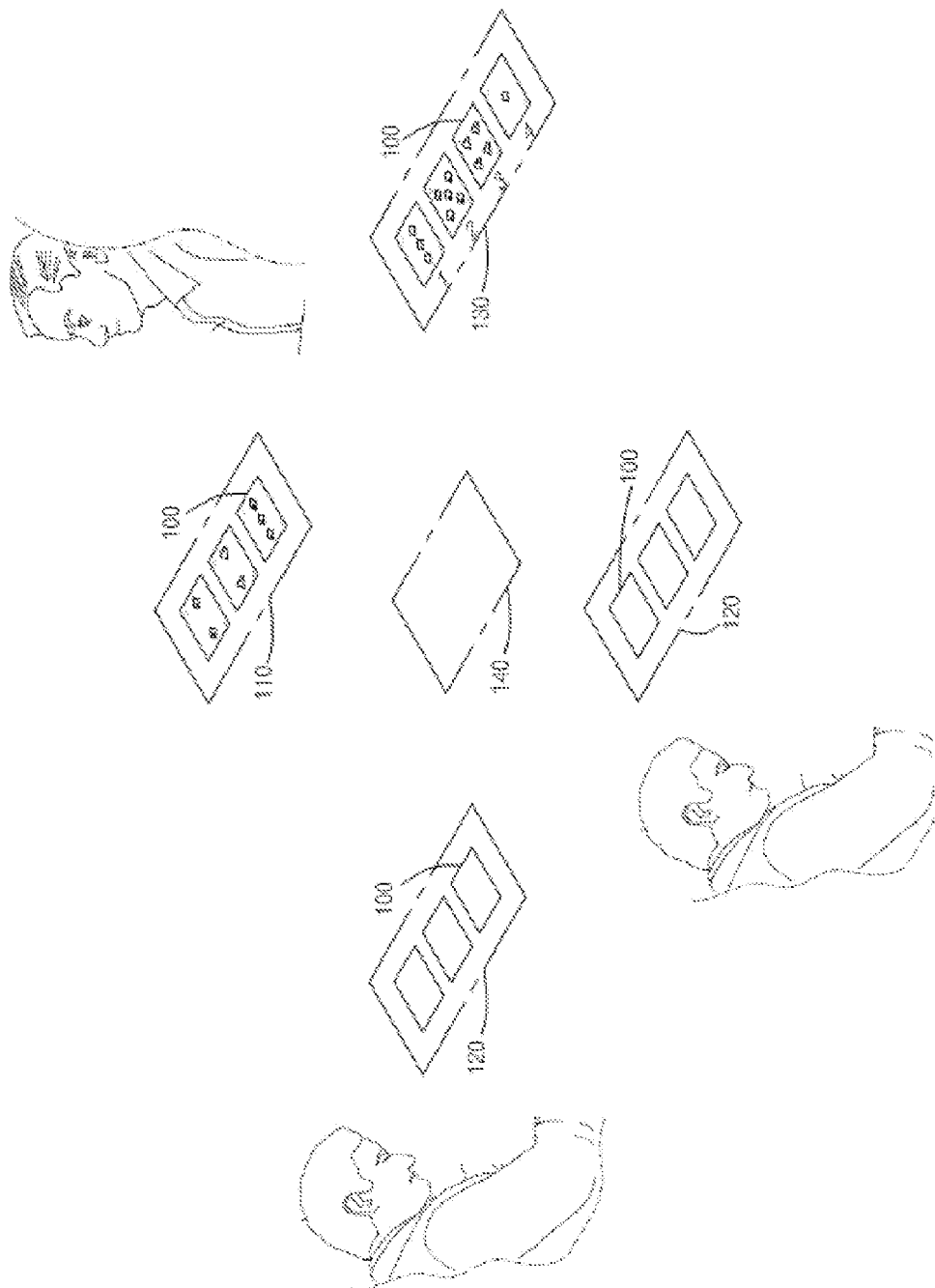


FIG. 9

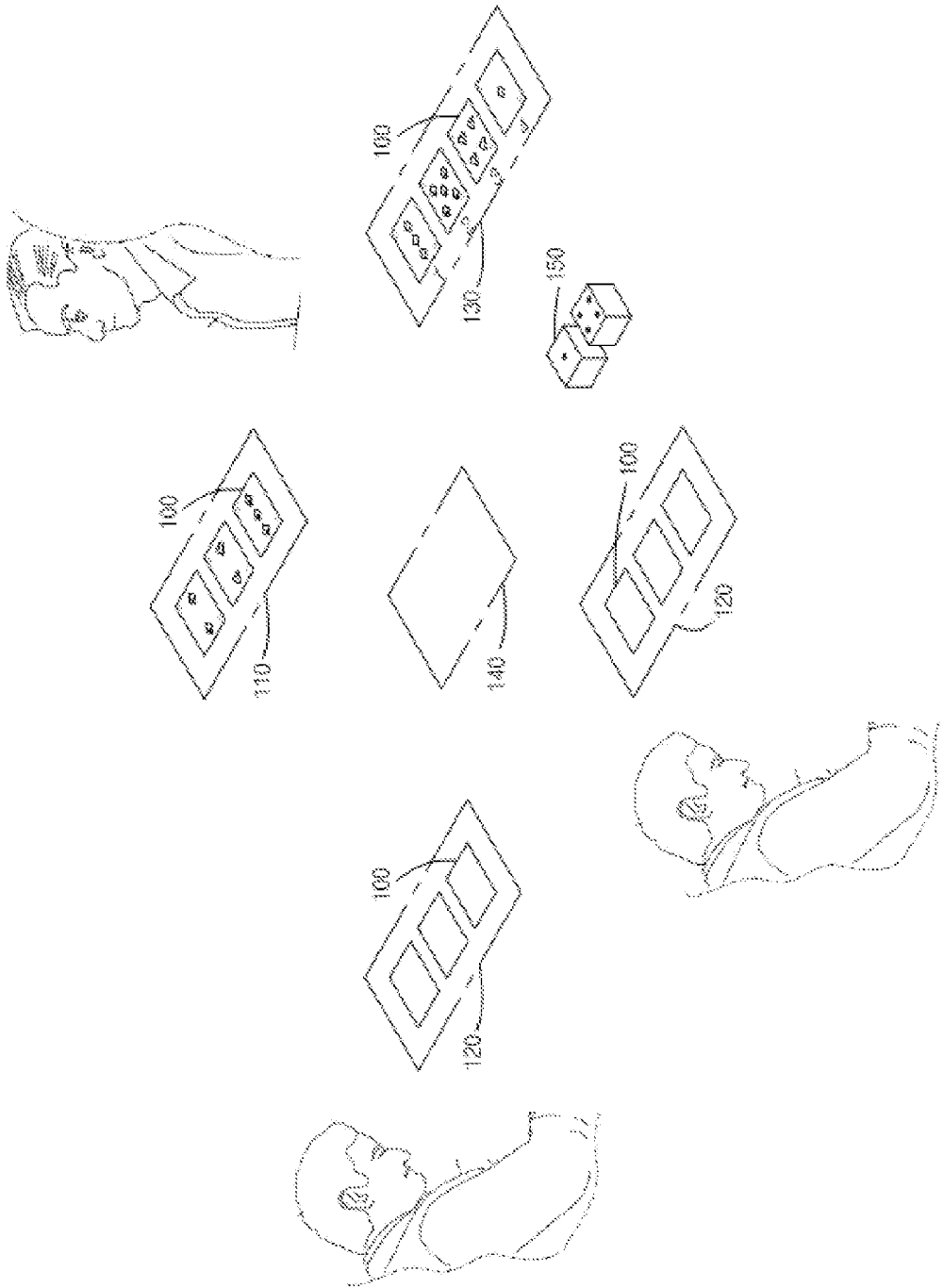


FIG. 10

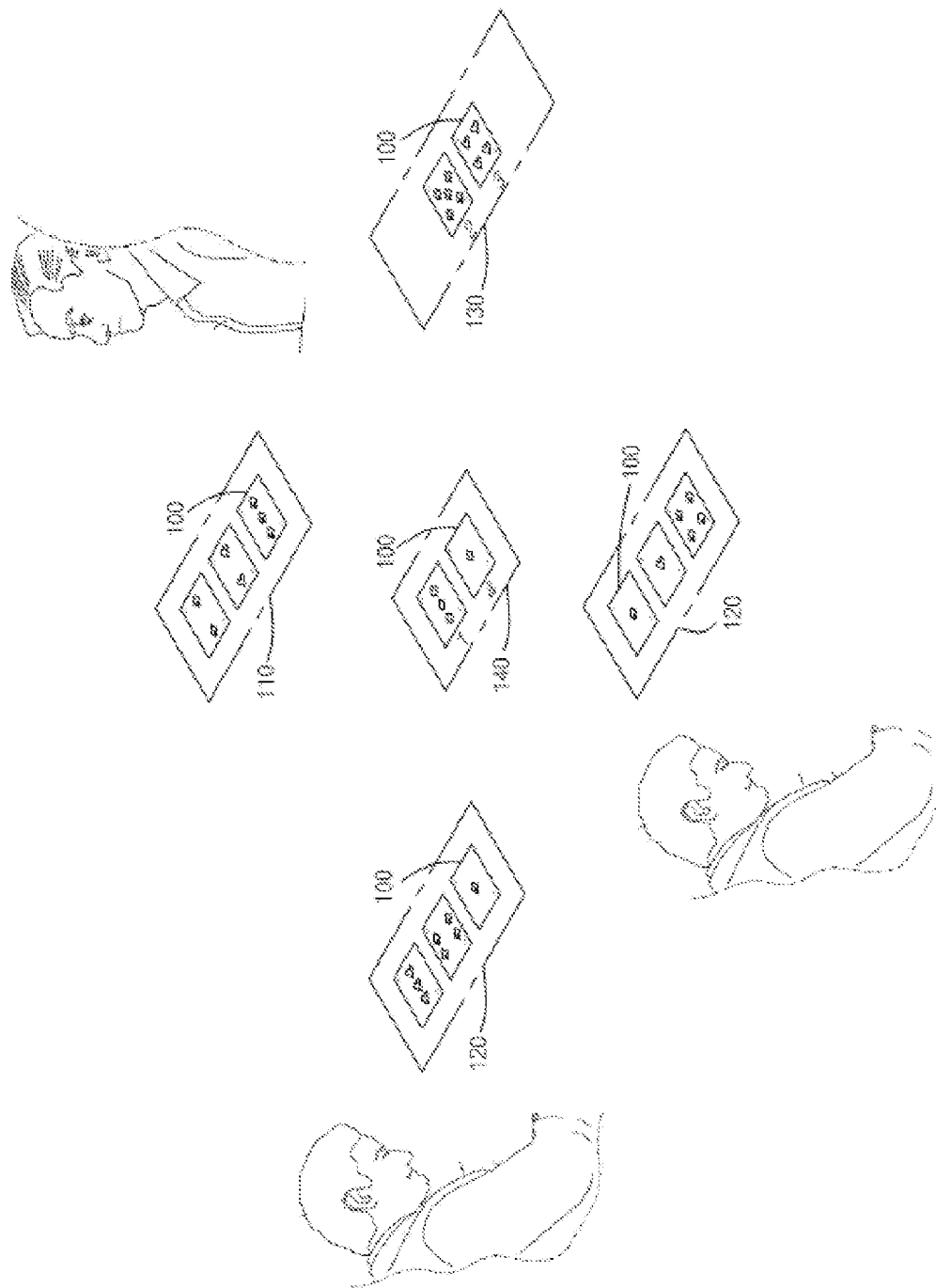


FIG. 11

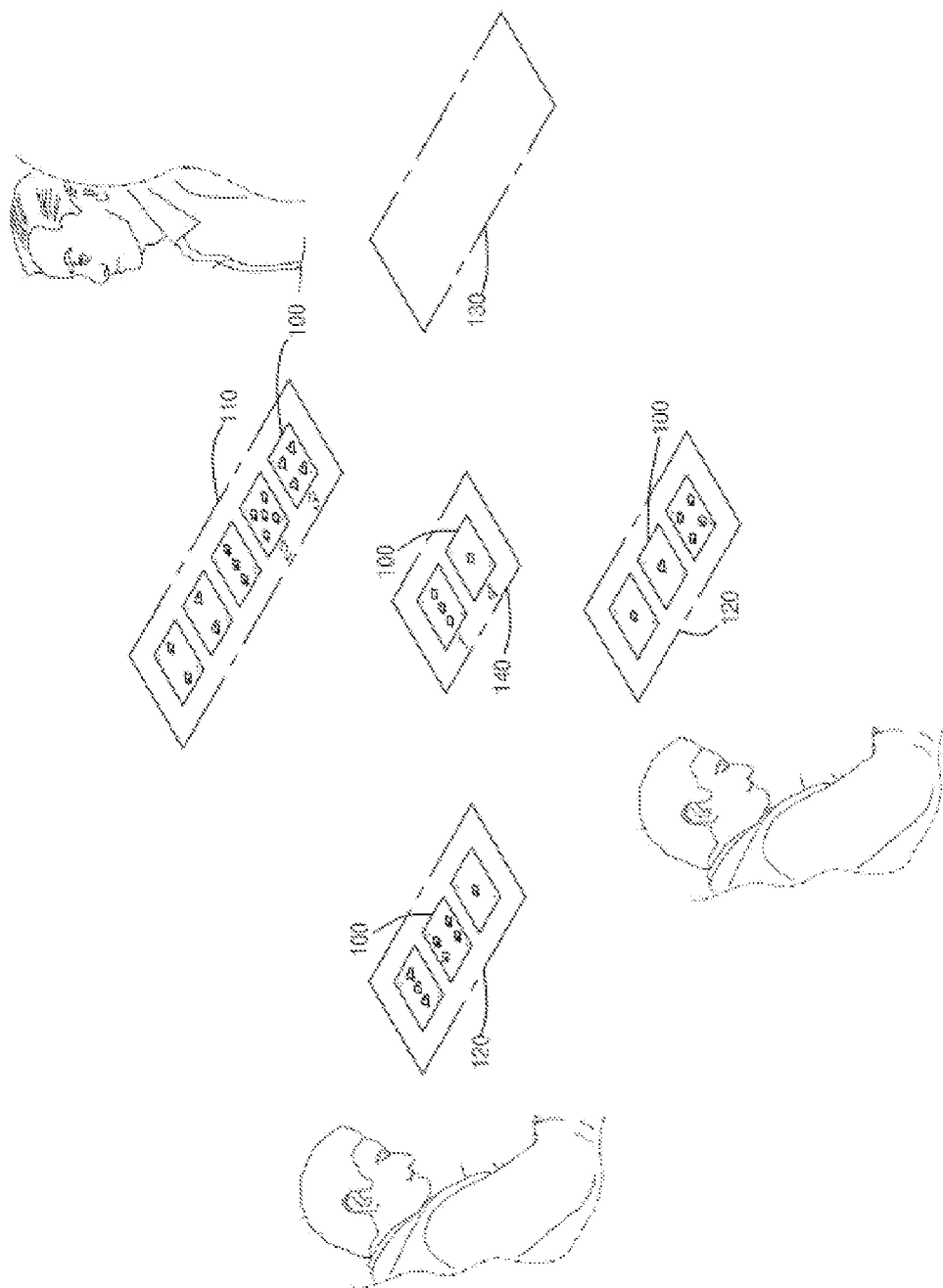


FIG. 12

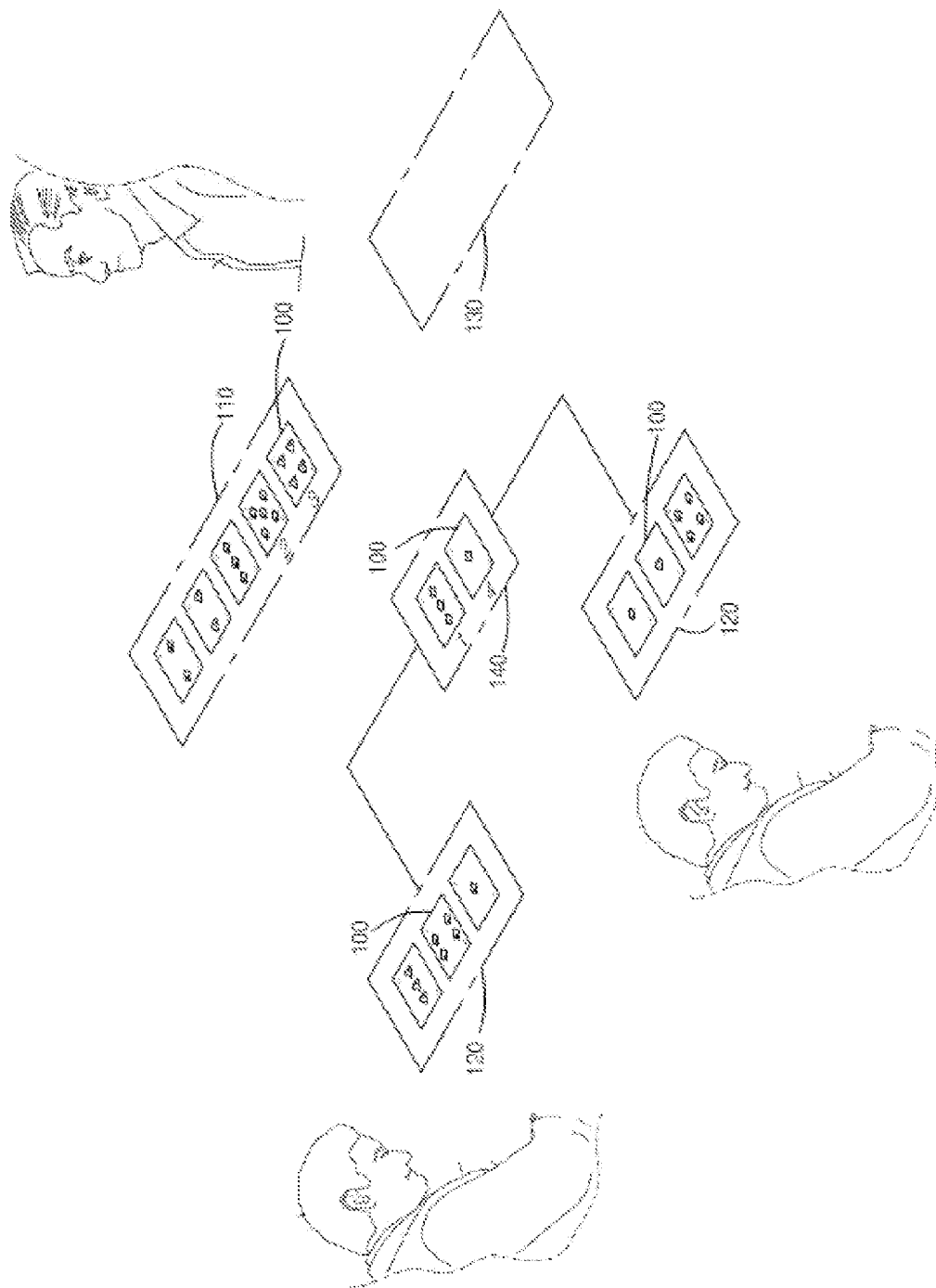


FIG. 13

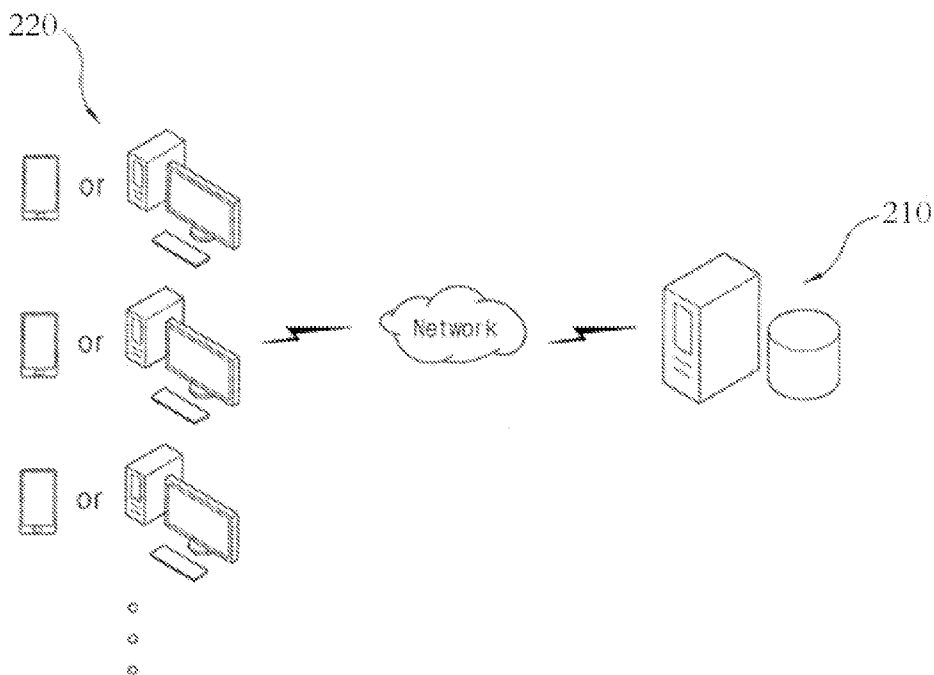


FIG. 14

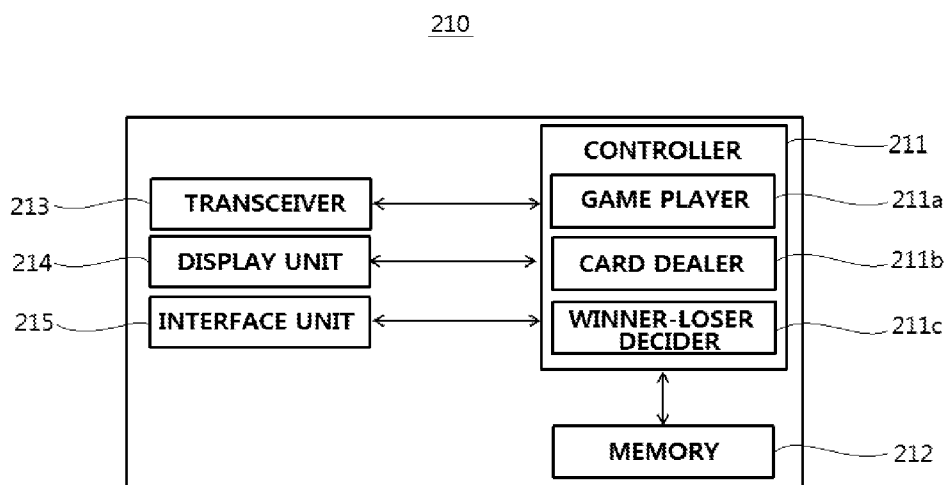


FIG. 15

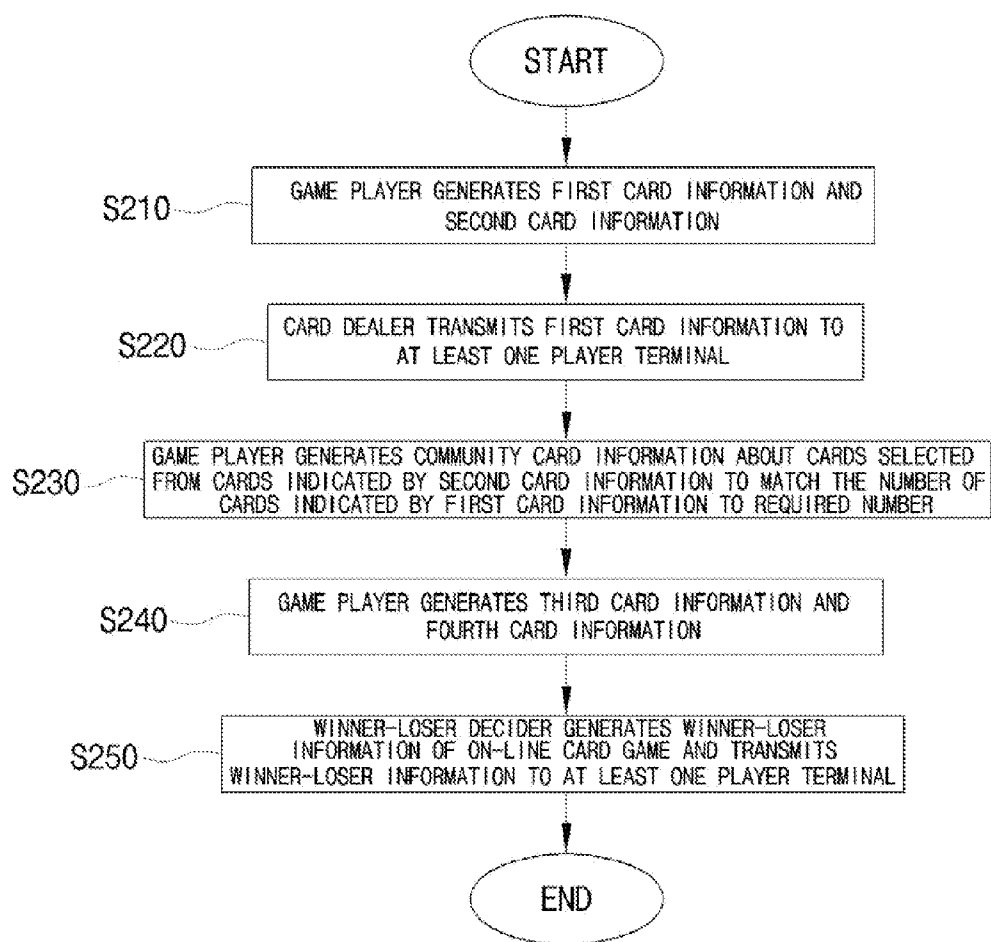
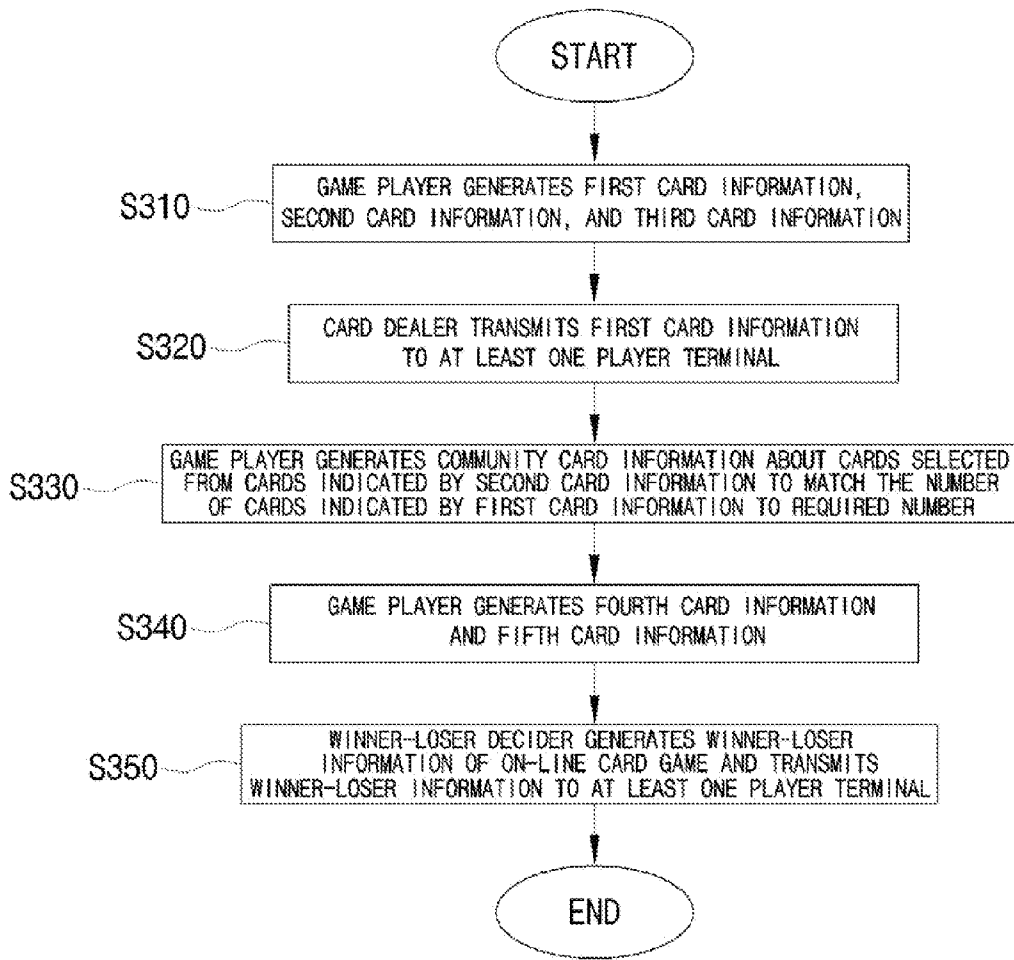


FIG. 16





**METHOD FOR PLAYING CARD GAME**

**CROSS REFERENCE TO RELATED APPLICATIONS**

[0001] This application claims the benefit of Korean Patent Application No. 10-2013-0138556, filed on Nov. 14, 2013 and Korean Patent Application No. 10-2014-0028935, filed on Mar. 12, 2014, which are hereby incorporated by reference as if fully set forth herein.

**BACKGROUND OF THE INVENTION**

[0002] 1. Field of the Invention

[0003] The present invention relates to a method for playing a card game, and more particularly, to a method for playing a card game to determine a winner one to one between a dealer and a player to which equal numbers of cards are dealt, which can increase the fun of the card game by changing a card dealing protocol between the dealer and the player during the card game in progress.

[0004] 2. Discussion of the Related Art

[0005] A card game is played using a standard deck of 52 cards in 13 values and 4 suits. The suits are Spades, Clubs, Diamonds, and Hearts. Each suit has 13 card values, 2 to 10, 3 “face cards” Jack, Queen, King (J, Q, K), and Ace (A). Examples of the card game include poker, black jack, baccarat, etc.

[0006] Typically in card game, players set a game rule, make wagers according to the game rule, determine a winner and a loser by comparing their cards, and make a payout to the winner.

[0007] Among the foregoing card games, poker is played by dealing equal numbers of cards to players and comparing the cards. Poker games include Stud Poker, Texas Holdem, Omaha, etc.

[0008] Various types of poker games are played to determine a winner one to one between a dealer and a player in casinos. If a poker game based on comparison between players is played in a casino table game format, a bet or a race that makes an opponent bow out is not viable. This is because of the structural format of a casino table game in which a dealer deals with a plurality of players and thus cannot bow out for one player. Accordingly, the most powerful fun factor of a poker game, that is, a reversal of winning is not expected from a casino table game.

[0009] In a casino poker game, all necessary cards are dealt to a dealer and a player at one time and the winner is determined simply by comparing the cards of the dealer with the cards of the player according to a preset rule, using a casino table game format in which the dealer and the player compare their equal numbers of cards one to one. Once cards are distributed, a winner and a loser are already determined in this casino poker game. As a result, a reversal of winning is not expected. Accordingly, there is a need for a game playing method for making a casino poker game more fun and more absorbing.

**SUMMARY OF THE INVENTION**

[0010] Accordingly, the present invention is directed to a method for playing a card game, which can make the card game more fun and more absorbing by adding a game factor that makes the numbers of cards dealt to a dealer and a player equal during the card game in progress after dealing different numbers of cards to the dealer and the player.

[0011] Additional advantages, objects, and features of the invention will be set forth in part in the description which follows and in part will become apparent to those having ordinary skill in the art upon examination of the following or may be learned from practice of the invention. The objectives and other advantages of the invention may be realized and attained by the structure particularly pointed out in the written description and claims hereof as well as the appended drawings.

[0012] To achieve these objects and other advantages and in accordance with the purpose of the invention, as embodied and broadly described herein, a method for playing a card game in which a winner and a loser are determined between a dealer and at least one player using same number of N cards includes dealing (N-k) cards to the at least one player’s hand and dealing (N+k) cards to the dealer’s hand (k=1, 2, . . . , N-1), selecting k cards from among the (N+k) cards of the dealer’s hand according to a predetermined method, and determining a winner and a loser by comparing N cards remaining in the dealer’s hand with N cards including the selected k cards and the (N-k) cards dealt to each player’s hand.

[0013] The method may further include moving the selected k cards to a community card zone and the community card zone is a card zone in which cards commonly used for the at least one player are arranged during a card game.

[0014] The movement of the selected k cards to a community card zone may include assigning one number to each of the (N+k) cards of the dealer’s hand, arranging the (N+k) cards of the dealer’s hand according to the assigned numbers, selecting, if k numbers are determined according to a predetermined rule, cards corresponding to each value of the k numbers from among the (N+k) cards, and moving the selected k cards to the community card zone.

[0015] When the (N+k) cards of the dealer’s hand are numbered and arranged, the (N+k) cards may be exposed.

[0016] The predetermined method may be a number decision game for determining k numbers.

[0017] The player is allowed to make a wager in the number decision game.

[0018] The number decision game may be a dice game.

[0019] In another aspect of the present invention, a method for playing a card game in which a winner and a loser are determined between a dealer and at least one player using N cards includes dealing (N-x) cards to the at least one player’s hand (x=1, 2, . . . , N-1), dealing (N-y) cards to the dealer’s hand (y=1, 2, . . . , N), dealing (x+y) cards to a temporary zone, selecting x cards from among the (x+y) cards dealt to the temporary zone and moving the selected x cards to a community card zone, moving y cards of the temporary zone except for the x cards moved to the community card zone to the dealer’s hand, and determining a winner and a loser by comparing N cards including the (N-x) cards dealt to each player’s hand and the x cards in the community card zone with N cards of the dealer’s hand including the (N-y) cards dealt to the dealer’s hand and the y cards moved from the temporary zone to the dealer’s hand, and the community card zone is a card zone in which cards commonly used for the at least one player are arranged during a card game.

[0020] The movement of the selected x cards to a community card zone may include assigning one number to each of the (x+y) cards of the temporary zone, arranging the (x+y) cards in the temporary zone according to the assigned numbers, selecting, if x numbers are determined according to a

predetermined rule, cards corresponding to each value of the  $x$  numbers from among the  $(x+y)$  cards, and moving the selected  $x$  cards to the community card zone.

**[0021]** When the  $(x+y)$  cards dealt to the temporary zone are numbered and arranged, the  $(x+y)$  cards may be exposed.

**[0022]** The predetermined method may be a number decision game for determining  $x$  numbers.

**[0023]** The player is allowed to make a wager in the number decision game

**[0024]** The number decision game may be a dice game.

**[0025]** In another aspect of the present invention, a method for playing an on-line card game includes generating first card information about  $(N-k)$  cards for at least one player terminal and generating second card information about  $(N+k)$  cards by a game player ( $k=1, 2, \dots, N-1$ ), transmitting the first card information to the at least one player terminal through a transceiver by a card dealer, generating community card information about  $k$  cards selected from among the  $(N+k)$  cards based on the second card information according to a predetermined method by the game player, generating third card information using the first card information and the community card information and generating fourth card information using the second card information and the community card information by the game player, and determining a winner and a loser using the third card information and the fourth card information by a winner-loser decider.

**[0026]** The third card information may include information about  $N$  cards including the  $(N-k)$  cards indicated by the first card information and the  $k$  cards indicated by the community card information.

**[0027]** The fourth card information may include information about  $N$  cards obtained by excluding the  $k$  cards indicated by the community card information from the  $(N+k)$  cards indicated by the second card information.

**[0028]** In another aspect of the present invention, a method for playing an on-line card game includes selecting  $(N-x)$  cards and generating first card information about the selected  $(N-x)$  cards by a game player ( $x=1, 2, \dots, N-1$ ), selecting  $(x+y)$  cards and generating second card information about the selected  $(x+y)$  cards by the game player ( $y=1, 2, \dots, N$ ), selecting  $(N-y)$  cards and generating third card information about the selected  $(N-y)$  cards by the game player, transmitting the first card information to at least one player terminal through a transceiver by a card dealer, generating community card information about  $x$  cards selected from among the  $(x+y)$  cards indicated by the second card information according to a predetermined method by the game player, generating fourth card information using the first card information and the community card information and generating fifth card information using the second card information, the third card information, and the community card information by the game player, and determining a winner and a loser using the fourth card information and the fifth card information by a winner-loser decider.

**[0029]** The fourth card information may include information about  $N$  cards including the  $(N-x)$  cards indicated by the first card information and the  $x$  cards indicated by the community card information, and the fifth card information may include information about  $N$  cards including the  $(N-y)$  cards indicated by the third card information and  $y$  cards obtained by excluding the  $x$  cards indicated by the community card information from the  $(x+y)$  cards indicated by the second card information.

**[0030]** It is to be understood that both the foregoing general description and the following detailed description of the present invention are exemplary and explanatory and are intended to provide further explanation of the invention as claimed.

#### BRIEF DESCRIPTION OF THE DRAWINGS

**[0031]** The accompanying drawings, which are included to provide a further understanding of the invention and are incorporated in and constitute a part of this application, illustrate embodiment(s) of the invention and together with the description serve to explain the principle of the invention. In the drawings:

**[0032]** FIG. 1 is a flowchart illustrating a method for playing a card game according to an embodiment of the present invention;

**[0033]** FIG. 2 illustrates a state in which cards are dealt in a card dealing step of the method for playing a card game illustrated in FIG. 1;

**[0034]** FIG. 3 illustrates a state in which cards are numbered in a dealer's hand in a community card zone movement step of the method for playing a card game illustrated in FIG. 1;

**[0035]** FIG. 4 illustrates a state in which a card of the dealer's hand is selected by playing a number decision game in the community card zone movement step of the method for playing a card game illustrated in FIG. 1;

**[0036]** FIG. 5 illustrates a state in which winning cards are determined between cards in a dealer zone and a set of cards in a community card zone and cards in a player's hand in a winner-loser decision step of the method for playing a card game illustrated in FIG. 1;

**[0037]** FIG. 6 is a flowchart illustrating a method for playing a card game according to another embodiment of the present invention;

**[0038]** FIG. 7 illustrates a state in which cards are dealt in a card dealing step of the method for playing a card game illustrated in FIG. 6;

**[0039]** FIG. 8 illustrates a state in which cards are numbered in a temporary zone in a community card zone movement step of the method for playing a card game illustrated in FIG. 6;

**[0040]** FIG. 9 illustrates a state in which a card is selected from the temporary zone by playing a number decision game in the community card zone movement step of the method for playing a card game illustrated in FIG. 6;

**[0041]** FIG. 10 illustrates a state in which a selected card is moved to a community card zone in the community card zone movement step of the method for playing a card game illustrated in FIG. 6;

**[0042]** FIG. 11 illustrates a state in which a remaining card of the temporary zone is moved to a dealer zone in a dealer zone movement step of the method for playing a card game illustrated in FIG. 6;

**[0043]** FIG. 12 illustrates a state in which winning cards are determined between cards in a dealer zone and a set of cards in a community card zone and cards in a player's hand in a winner-loser decision step of the method for playing a card game illustrated in FIG. 6;

**[0044]** FIG. 13 illustrates a system for performing the card game playing method according to the first embodiment of the present invention as an on-line game;

**[0045]** FIG. 14 is a block diagram of a device applicable to a service server illustrated in FIG. 13;

**[0046]** FIG. 15 is a flowchart illustrating a method for performing the card game playing method according to the first embodiment of the present invention as an on-line game; and

**[0047]** FIG. 16 is a flowchart illustrating a method for performing the card game playing method according to the second embodiment of the present invention as an on-line game.

#### DETAILED DESCRIPTION OF THE INVENTION

**[0048]** The objectives and effects of the present invention and the technical configurations of the present invention to achieve them will be apparent with reference to embodiments of the present invention described in detail with the attached drawings. A detailed description of a generally known function and structure of the present invention will be avoided lest it should obscure the subject matter of the present invention. Although the terms used in the present invention are selected from generally known and used terms, taking into account the structures, roles, and functions of the present invention, they are subject to change depending on the intention of a user or an operator or practices.

**[0049]** It is to be clearly understood that the present invention may be implemented in various manners, not limited to embodiments as set forth herein. The embodiments of the present invention are provided only to render the disclosure of the present invention comprehensive and indicate the scope of the present invention to those skilled in the art. The present invention is defined only by the appended claims. Accordingly, the scope of the invention should be determined by the overall description of the specification.

**[0050]** Through the specification, when it is said that some part “includes” a specific element, this means that the part may further include other elements, not excluding them, unless otherwise mentioned. The terms “unit”, “part” and “module” used herein indicate a unit that executes at least one function or operation and may be implemented in hardware, software, or both.

**[0051]** In embodiments of the present invention, each component, function block, or means may be configured with one or more sub-components. Electrical, electronic, and mechanical functions performed by each component may be implemented into various known devices or mechanical elements such as electronic circuits, integrated circuits, or Application Specific Integrated Circuits (ASICs). Components may be configured separately or two or more components may be incorporated into a single component.

**[0052]** It will be understood that each block of the flowchart illustrations and/or block diagrams, and combinations of blocks in the flowchart illustrations and/or block diagrams, can be implemented by computer program instructions. These computer program instructions may be provided to a processor of a general purpose computer, special purpose computer, or other programmable data processing apparatus, such that the instructions, which execute via the processor of the computer or other programmable data processing apparatus, create means for implementing the functions/acts specified in the flowchart and/or block diagram block or blocks. These computer program instructions may also be stored in a computer usable medium or computer readable medium that can direct a computer, other programmable data processing apparatus, or other devices to function in a particular manner, such that the instructions stored in the computer readable medium produce an article of manufacture

including instructions which implement the function/act specified in the flowchart and/or block diagram block or blocks.

**[0053]** In addition, each block or each step may represent a part of a module, segment, or code that contains one or more executable instructions to execute a specific logical function (s). It is to be noted that functions mentioned in blocks or steps take place in a different order in some alternative embodiments. For example, two consecutive blocks or steps may be performed substantially at the same or in reverse order depending on corresponding functions.

**[0054]** With reference to the attached drawings, a method for playing a card game according to an embodiment of the present invention will be described below in detail. The following description is given with the appreciation that a community card zone is a card zone in which cards commonly used for players are arranged during a card game.

**[0055]** The method for playing a card game according to the embodiment of the present invention is based on a game rule that an equal number of (N) cards are dealt to each of a dealer's hand 20 and a plurality of players' hands 30 and a winner is determined by comparing the cards of the dealer's hand 20 with the cards of the players' hands 30 one to one. The method for playing a card game according to the embodiment of the present invention is characterized by an additional game factor that deals different numbers of cards to the dealer's hand 20 and each of the plurality of players' hands 30 and makes the numbers of cards dealt to the dealer's hand 20 and each player's hand 30 equal during the card game in progress. This game factor can increase the probability of changing a winner and maximize the fun of the card game.

**[0056]** Referring to FIG. 1, the method for playing a card game according to the embodiment of the present invention includes a card dealing step (S10), a community card zone movement step (S20), and a winner-loser decision step (S30).

**[0057]** In the card dealing step S10, a dealer deals (N-k) cards 10 to each player's hand 30 and (N+k) cards to the dealer's hand 20. Herein,  $k=1, 2, \dots, N-1$

**[0058]** Referring to FIG. 2, if N is 5 and k is 1 according to a predetermined rule, four (=5-1) cards 10 are dealt to each player's hand 30 and six (=5+1) cards 10 are dealt to the dealer's hand 20.

**[0059]** In the community card zone movement step S20, k cards 10 are selected from the (N+k) cards 10 of the dealer's hand 20 and moved to a community card zone 40.

**[0060]** That is, since the dealer's hand 20 has k more cards, the k cards are selected from the dealer's hand 20 and moved to the community card zone 40.

**[0061]** A player or the dealer may select or a third device may automatically select the k cards 10 from among the (N+k) cards 10 dealt to the dealer's hand 20. However, the card game playing method described below is not limited to any of the specific selection schemes.

**[0062]** The (N+k) cards 10 dealt to the dealer's hand 20 are numbered and arranged accordingly. Then, the k cards may be selected from the arranged cards 10 in a predetermined method.

**[0063]** Referring to FIG. 3, for example, six cards 10 dealt to the dealer's hand 20 may be arranged at positions marked with predetermined numbers, a number may be selected from the predetermined numbers according to a predetermined method, and a card corresponding to the selected number may be selected. The six cards 10 of the dealer's hand 20 arranged at the positions of numbers 1 to 6 may be exposed so that a

plurality of players may see them. A player may assume a card of the dealer's hand **20** required to win the card game by comparing the  $(N-k)$  cards **10** dealt to the player's hand **30** with the exposed  $(N+k)$  cards **10** of the dealer's hand **20**. When all cards needed for a poker game are distributed to each player and the dealer at a time during an existing casino poker game, a winner and a loser are already determined. As a result, a reversal of winning cannot be expected. However, the card game according to the embodiment of the present invention makes a casino poker game more fun and more absorbing since the card game has a rule where some of the cards dealt to the dealer can be moved to the player. The dealer or a player may be preset according to a game rule or set by a game as one who selects  $k$  cards **10** from among the arranged  $(N+k)$  cards **10** and moves the  $k$  cards **10** to the community card zone **40**. How cards are to be selected may be determined in various manners.

**[0064]** Referring to FIG. 4,  $k$  cards may be selected from among the cards **10** arranged in the dealer's hand **20** by a number decision game **50**. Herein,  $k$  numbers may be determined by the number decision game **50** and cards corresponding to the each value of  $k$  numbers may be selected and moved to the community card zone **40**. To play the number decision game **50**, a dice may be used. This is purely exemplary and thus any game such as drawing a numbered card, drawing a numbered ball, etc. is available as far as a number can be determined by the game. The number decision game may be configured so that a player may make a wager.

**[0065]** Referring to FIG. 5, with six cards arranged at the positions of numbers 1 to 6, the dice game **50** is played. A card **10** at the position of number 6 is selected from among the arranged cards and moved to the community card zone **40**. This case is for  $k=1$ . If  $k$  is 2 or larger,  $k$  cards may be selected by playing a number decision game in such a manner that  $k$  different numbers may be selected.

**[0066]** In the winner-loser decision step **S30**, a winner is determined by comparing  $N$  cards **10** including the  $k$  cards **10** in the community card zone **40** and the  $(N-k)$  cards **10** dealt to each of the player's hand **30** with the  $N$  cards **10** remaining in the dealer's hand **20**.

**[0067]** Referring to FIG. 5, if there are two players, five cards **10** are allocated to each player by combining a card **10** labeled with number 6 moved to the community card zone **40** with four cards **10** dealt to each of the players. Five cards **10** except for the card **10** labeled with number 6 remain in the dealer's hand **20**. Finally, a winner is determined by comparing five cards allocated to each player with five cards allocated to the dealer.

**[0068]** Now, a detailed description will be given of a method for playing a card game according to another embodiment of the present invention with reference to the attached drawings.

**[0069]** The method for playing a card game according to the second embodiment of the present invention includes a card dealing step (**S110**), a community card zone movement step (**S220**), a dealer's hand movement step (**S130**), and a winner-loser decision step (**S30**).

**[0070]** Referring to FIG. 7, the card dealing step **S110** includes dealing  $(N-x)$  cards **100** to each of at least one player's hand **120** ( $x=1, 2, \dots, N-1$ ), dealing  $(N-y)$  cards to a dealer's hand **110** ( $y=1, 2, \dots, N$ ), and dealing  $(x+y)$  cards to a temporary zone **130**.

**[0071]** If at least one player joins a card game, a dealer deals  $(N-x)$  cards **100** to each player's hand **120**. Herein,  $N$  is the

number of cards required to determine a winner and  $x$  is equal to or larger than 1 and smaller than  $N$ , determined according to a game rule.

**[0072]** The dealer deals  $(N-y)$  cards **100** to the dealer's hand **110**. Herein,  $y$  is equal to or larger than 1 and not larger than  $N$ , determined according to a game rule.

**[0073]** Further, the dealer deals  $(x+y)$  cards **100** to the temporary zone **130**.

**[0074]** As illustrated in FIG. 7, it is assumed that  $N=5$ ,  $x=2$ , and  $y=2$  to determine the numbers of cards **100** dealt to a player and a dealer. The dealer deals three  $(N-x=5-2=3)$  cards **100** to each player's hand **120** and three  $(N-y=5-2=3)$  cards **100** to the dealer's hand **130**.

**[0075]** The dealer further deals four  $(x+y=2+2=4)$  cards **100** to the temporary zone **130**.

**[0076]** In the community card zone movement step **S120**,  $x$  cards **100** are selected from the  $(x+y)$  cards **100** dealt to the temporary zone **130** and moved to a community card zone **140**.

**[0077]** A player or the dealer may select or a third device may automatically select the  $x$  cards **100** from among the  $(x+y)$  cards **100** dealt to the temporary zone **130**. However, the method described below is not limited to any of the specific selection schemes.

**[0078]** The  $(x+y)$  cards **100** dealt to the temporary zone **130** are numbered and arranged accordingly. Then, the  $x$  cards **100** may be selected from the arranged cards **100** in a predetermined method and moved to the community card zone **140**. Referring to FIG. 8, for example, four cards **100** dealt to the temporary zone **130** may be arranged at positions marked with numbers 1 to 4. Herein,  $y$  cards **100** dealt to the temporary zone **130** may be exposed so that a plurality of players may see them.

**[0079]** A player may assume a card combination having a high winning probability by comparing the  $(N-x)$  cards **100** dealt to the player's hand **120** with the cards **100** exposed in the temporary zone **130**. Since a card selected from the temporary zone **130** plays a significant role in winning the card game, the player concentrates on the selection procedure of a card from the temporary zone **130**. As a consequence, the card game is made more fun and more absorbing.

**[0080]** Referring to FIG. 9,  $(x+k)$  cards **100** may be numbered and arranged sequentially in the temporary zone **130** and  $x$  numbers may be determined by a number decision game **150**.  $x$  numbers may be determined from among the numbers labeled to the  $(x+y)$  cards by the number decision game **150** and cards corresponding to each value of the  $(x+y)$  numbers may be selected and moved to the community card zone **140**. To play the number decision game **150**, a dice may be used. This is purely exemplary and thus any game such as drawing a numbered card, drawing a numbered ball, etc. is available as far as a number can be determined by the game. The number decision game may be configured so that a player may make a wager.

**[0081]** Referring to FIG. 10, with four cards dealt to the temporary zone **130**, two numbers may be determined by playing a dice game. If the two numbers are 1 and 4, cards **100** corresponding to numbers 1 and 4 are selected from among the arranged cards **100** and moved to the community card zone **140**. If the same numbers occur, the game may be repeated until two different numbers occur.

**[0082]** Since the two cards **100** moved to the community card zone **140** are common to all players and three cards was

already dealt to each player, five cards required to determine a winner are eventually dealt to each player.

[0083] In the dealer's hand movement step S130, the y cards remaining in the temporary zone 130 except for the x cards moved to the community card zone 140 are moved to the dealer's hand 110. The (N-y) cards 100 are already dealt to the dealer's hand 110 and N cards 100 are needed for the dealer's hand 110, for winner-loser decision. As the y cards remaining in the temporary zone 130 are moved to the dealer's hand 110, a total of N (N-y+y=N) cards are eventually dealt to the dealer's hand 110.

[0084] As illustrated in FIG. 10, when two cards 100 except for x (=2) cards 100 among four cards 100 in the temporary zone 130 are moved to the dealer's hand 110, the dealer's hand 110 has five cards 100 in total, thus matching the number of cards required for determining a winner (N=5).

[0085] In the winner-loser decision step S140, a winner is determined by comparing the N cards 100 including the (N-x) cards 100 dealt to the player's hand 120 and the x cards 100 in the community card zone 140 with the N cards 100 including the (N-y) cards dealt to the dealer's hand 110 and the y cards 100 moved from the temporary zone 130 to the dealer's hand 110.

[0086] Referring to FIG. 12, the player's hand 120 has five cards 100 including two cards 100 labeled with numbers 1 and 4 moved to the community card zone 140 and three cards 100 dealt to the player's hand 120. If two remaining cards 100 labeled with numbers 2 and 3 except for the cards 100 labeled with numbers 1 and 4 in the temporary zone 130 are moved to the dealer's hand 110, the dealer's hand 110 has five cards 100.

[0087] As a winner is determined using cards 100 of each player including cards moved to the community card zone 140 and cards dealt to the player's hand 120, and cards 100 including cards remaining in the temporary zone 130 and cards 100 dealt to the dealer's hand 110, the players concentrate on the card selection procedure. The resulting increase in mutual participation extends the card game from an individual game to a group game, increasing fun and entertainment.

[0088] The afore-described method for playing a card game according to the first embodiment of the present invention may be performed on-line. The following description is given of performing the method for playing a card game according to the first embodiment of the present invention on-line.

[0089] FIG. 13 illustrates a system for performing the card game playing method according to the first embodiment of the present invention as an on-line game, FIG. 14 is a block diagram of a device applicable to a service server illustrated in FIG. 13, and FIG. 15 is a flowchart illustrating a method for performing the card game playing method according to the first embodiment of the present invention as an on-line game.

[0090] In a service server 210, a game player 211a generates first card information and second card information (S210). The game player 211a may act as a dealer in the afore-described method for playing a card game according to the first embodiment of the present invention.

[0091] The game player 211a may select (N-k) cards from among N cards and generate first card information about the selected (N-k) cards, satisfying  $k=1, 2, \dots, N-1$ . Herein, k cards may be randomly selected from among the N cards. For example, if N is 5 and k is 1, four (=5-1) cards may be selected and first card information corresponding to the selected four cards may be generated.

[0092] Meanwhile, the game player 211a may select (N+k) cards except for the cards indicated by the first card information from among the total cards and generate second card information about the selected (N+k) cards. For example, if the number N of cards required for playing an on-line card game is 5 and k is 1, the game player 211a may generate information about six (=5+1) cards as the second card information.

[0093] Subsequently, a card dealer 211b transmits the first card information to at least one player terminal 220 through a transceiver 213 of the service server 210 (S220). Upon receipt of the first card information, the at least one player terminal 220 may display the first card information on a display unit of the player terminal 220.

[0094] The game player 211a generates, as community card information, information about k cards selected from among cards indicated by the second card information in a predetermined method (S230). The game player 211a may automatically select the k cards. Or the game player 211a may number the (N+k) cards based on the second card information and transmit information about the assigned numbers to at least one player terminal 220. If the player terminal 220 selects k numbers, the game player 122a may receive information about the k selected numbers and generate community card information based on cards indicated by the received information.

[0095] To determine the k numbers, the player terminal 220 may use a dice game, which is purely exemplary. Thus, various games including drawing a numbered card, drawing a numbered ball, etc. may be provided to the player terminal 220 to determine k cards.

[0096] The game player 211a generates third card information using the first card information and the community card information and generates fourth card information using the second card information and the community card information (S240). The third card information is information about the total N cards including the cards indicated by the first card information and the cards indicated by the community card information. The fourth card information is information about the total N cards obtained by excluding the cards indicated by the community card information from the cards indicated by the second card information.

[0097] A winner-loser decider 211c generates winner-loser information of the on-line card game using the third card information and the fourth card information and transmits the winner-loser information to the at least one player terminal 220 (S250).

[0098] Now, a description will be given of on-line implementation of the method for playing a card game according to the second embodiment of the present invention. For the convenience of description, a redundant description of the on-line implementation of the method for playing a card game according to the first embodiment of the present invention will be avoided herein.

[0099] Referring to FIG. 16, the game player 211a of the service server 210 generates first card information, second card information, and third card information (S310). The game player 211a may act as a dealer in the method for playing a card game according to the second embodiment of the present invention.

[0100] The game player 211a may select (N-x) cards from among total cards used in an on-line card game and generate first card information about the selected (N-x) cards ( $x=1, 2, \dots, N-1$ ). The game player 211a may select (x+y) cards and

generate second card information about the select  $(x+y)$  cards ( $y=1, 2, \dots, N$ ). Then, the game player **211a** may select  $(N-y)$  cards and generate third card information about the selected  $(N-y)$  cards.

**[0101]** Subsequently, the card dealer **211b** transmits the first card information to at least one player terminal **220** through the transceiver **213** of the service server **210** (**S320**). Upon receipt of the first card information, the at least one player terminal **220** may display the first card information on a display unit of the player terminal **220**.

**[0102]** The game player **211a** generates, as community card information, information about  $x$  cards selected from among the  $(x+y)$  cards indicated by the second card information in a predetermined method (**S330**). The game player **211a** may automatically select the  $x$  cards from among the  $(x+y)$  cards according to a predetermined rule and may generate the community card information.

**[0103]** Meanwhile, the game player **211a** may transmit the second card information to the player terminal **220** and the service server **210** may receive selected card information about  $x$  cards selected from among the cards indicated by the second card information according to a predetermined method by the player terminal **220** and generate the community card information based on the selected card information. To determine  $x$  numbers, the player terminal **220** may use a dice game, which is purely exemplary. Thus, various games including drawing a numbered card, drawing a numbered ball, etc. may be provided to the player terminal **220** to determine  $x$  cards.

**[0104]** Then, the game player **211a** generates fourth card information using the first card information and the community card information and generates fifth card information using the second card information, the third card information, and the community card information. The fourth card information is information about the total  $N$  cards including the cards indicated by the first card information and the cards indicated by the community card information. The fifth card information is information about the total  $N$  cards including the cards indicated by the third card information and cards obtained by excluding the cards indicated by the community card information from the cards indicated by the second card information (**S340**). Therefore, each of the fourth card information and the fifth card information are information about the  $N$  cards.

**[0105]** The winner-loser decider **211c** generates winner-loser information of the on-line card game using the fourth card information and the fifth card information and transmits the winner-loser information to the at least one player terminal **220** (**S350**). The game player **211a** may transmit the winner-loser information generated by the winner decider **211c** to the player terminal **220** so that the player may recognize a winner and a loser through the player terminal **220**.

**[0106]** As is apparent from the above description, according to a method for playing a card game according to an embodiment of the present invention, a game factor that makes the numbers of cards dealt to a dealer and a player equal during a card game is added after different numbers of cards are dealt to the dealer and the player. Therefore, a reversal of winning may occur in the card game, which makes the card game more fun and more absorbing.

**[0107]** As a card selection game is played in the course of matching different numbers of cards dealt to a dealer and a player to an equal number, the fun of the card game is increased.

**[0108]** The proposed methods for playing a card game according to the afore-described first and second embodiments of the present invention may be implemented as computer-readable or smartphone-readable code in a computer-readable or smartphone-readable recording medium. The computer-readable or smartphone-readable recording medium may include any kind of recording device storing computer-readable or smartphone-readable data. Examples of the recording medium may include Read Only Memory (ROM), Random Access Memory (RAM), Compact Disk (CD), Digital Versatile Disk (DVD), Blu-ray disk, magnetic tape, floppy disk, optical data storing device, flash memory, and the like. In addition, the computer-readable or smartphone-readable recording medium may be distributed over computer systems connected over the network, and computer-readable or smartphone-readable codes may be stored and executed in a distributed manner.

**[0109]** As described before, as the methods for implementing the methods for playing a card game on-line are implemented in a recording medium, the methods can be stored and performed in a game-only device such as a slot machine using the recording medium or in a personal game device by replacing an existing recording medium with the recording medium.

**[0110]** Those skilled in the art will appreciate that the present invention may be carried out in other specific ways than those set forth herein without departing from the spirit and essential characteristics of the present invention. The above embodiments are therefore to be construed in all aspects as illustrative and not restrictive. The scope of the invention should be determined by the appended claims and their legal equivalents, not by the above description, and all changes coming within the meaning and equivalency range of the appended claims are intended to be embraced therein.

What is claimed is:

1. A method for playing a card game in which a winner and a loser are determined between a dealer and at least one player using  $N$  cards each, the method comprising:

dealing  $(N-k)$  cards to the at least one player's hand and dealing  $(N+k)$  cards to the dealer's hand ( $k=1, 2, \dots, N-1$ );

selecting  $k$  cards from among the  $(N+k)$  cards of the dealer's hand according to a predetermined method; and

determining a winner and a loser by comparing  $N$  cards remaining in the dealer's hand with  $N$  cards including the selected  $k$  cards and the  $(N-k)$  cards dealt to each player's hand.

2. The method according to claim 1, further comprising moving the selected  $k$  cards to a community card zone, wherein the community card zone is a card zone in which cards commonly used for the at least one player are arranged during a card game.

3. The method according to claim 2, wherein the movement of the selected  $k$  cards to a community card zone comprises assigning one number to each of the  $(N+k)$  cards of the dealer's hand, arranging the  $(N+k)$  cards of the dealer's hand according to the assigned numbers, selecting, if  $k$  numbers are determined according to a predetermined rule, cards corresponding to each value of the  $k$  numbers from among the  $(N+k)$  cards, and moving the selected  $k$  cards to the community card zone.

4. The method according to claim 2, wherein when the  $(N+k)$  cards of the dealer's hand are numbered and arranged, the  $(N+k)$  cards are exposed.

5. The method according to claim 2, wherein the predetermined method is a number decision game for determining k numbers.

6. The method according to claim 5, wherein the player is allowed to make a wager in the number decision game.

7. The method according to claim 5, wherein the number decision game is a dice game.

8. A method for playing a card game in which a winner and a loser are determined between a dealer and at least one player using N cards each, the method comprising:

dealing (N-x) cards to the at least one player's hand (x=1, 2, . . . , N-1);

dealing (N-y) cards to the dealer's hand (y=1, 2, . . . , N);

dealing (x+y) cards to a temporary zone; selecting x cards from among the (x+y) cards dealt to the temporary zone and moving the selected x cards to a community card zone;

moving y cards of the temporary zone except for the x cards moved to the community card zone to the dealer's hand; and

determining a winner and a loser by comparing N cards including the (N-x) cards dealt to each player's hand and the x cards in the community card zone with N cards of the dealer's hand including the (N-y) cards dealt to the dealer's hand and the y cards moved from the temporary zone to the dealer's hand,

wherein the community card zone is a card zone in which cards commonly used for the at least one player are arranged during a card game.

9. The method according to claim 8, wherein the movement of the selected x cards to a community card zone comprises assigning one number to each of the (x+y) cards of the temporary zone, arranging the (x+y) cards in the temporary zone according to the assigned numbers, selecting, if x numbers are determined according to a predetermined rule, cards corresponding to each value of the x numbers from among the (x+y) cards, and moving the selected x cards to the community card zone.

10. The method according to claim 8, wherein when the (x+y) cards dealt to the temporary zone are numbered and arranged, the (x+y) cards are exposed.

11. The method according to claim 8, wherein the predetermined method is a number decision game for determining x numbers.

12. The method according to claim 11, wherein the player is allowed to make a wager in the number decision game.

13. The method according to claim 11, wherein the number decision game is a dice game.

14. A method for playing an on-line card game, the method comprising:

generating first card information about (N-k) cards for at least one player terminal and generating second card information about (N+k) cards by a game player (k=1, 2, . . . , N-1);

transmitting the first card information to the at least one player terminal through a transceiver by a card dealer;

generating community card information about k cards selected from among the (N+k) cards based on the second card information according to a predetermined method by the game player;

generating third card information using the first card information and the community card information and generating fourth card information using the second card information and the community card information by the game player; and

determining a winner and a loser using the third card information and the fourth card information by a winner-loser decider.

15. The method according to claim 14, wherein the third card information includes information about N cards including the (N-k) cards indicated by the first card information and the k cards indicated by the community card information, and the fourth card information includes information about N cards obtained by excluding the k cards indicated by the community card information from the (N+k) cards indicated by the second card information.

16. A method for playing an on-line card game, the method comprising:

selecting (N-x) cards and generating first card information about the selected (N-x) cards by a game player (x=1, 2, . . . , N-1);

selecting (x+y) cards and generating second card information about the selected (x+y) cards by the game player (y=1, 2, . . . , N);

selecting (N-y) cards and generating third card information about the selected (N-y) cards by the game player; transmitting the first card information to at least one player terminal through a transceiver by a card dealer;

generating community card information about x cards selected from among the (x+y) cards indicated by the second card information according to a predetermined method by the game player;

generating fourth card information using the first card information and the community card information and generating fifth card information using the second card information, the third card information, and the community card information by the game player; and

determining a winner and a loser using the fourth card information and the fifth card information by a winner-loser decider.

17. The method according to claim 16, wherein the fourth card information includes information about N cards including the (N-x) cards indicated by the first card information and the x cards indicated by the community card information, and the fifth card information includes information about N cards including the (N-y) cards indicated by the third card information and y cards obtained by excluding the x cards indicated by the community card information from the (x+y) cards indicated by the second card information.

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