



(19) **United States**

(12) **Patent Application Publication**
OLIVA

(10) **Pub. No.: US 2009/0184470 A1**

(43) **Pub. Date: Jul. 23, 2009**

(54) **GAME AND A LAYOUT FOR A GAME INCLUDING A WHEEL AND DICE**

(52) **U.S. Cl. 273/274**

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(57) **ABSTRACT**

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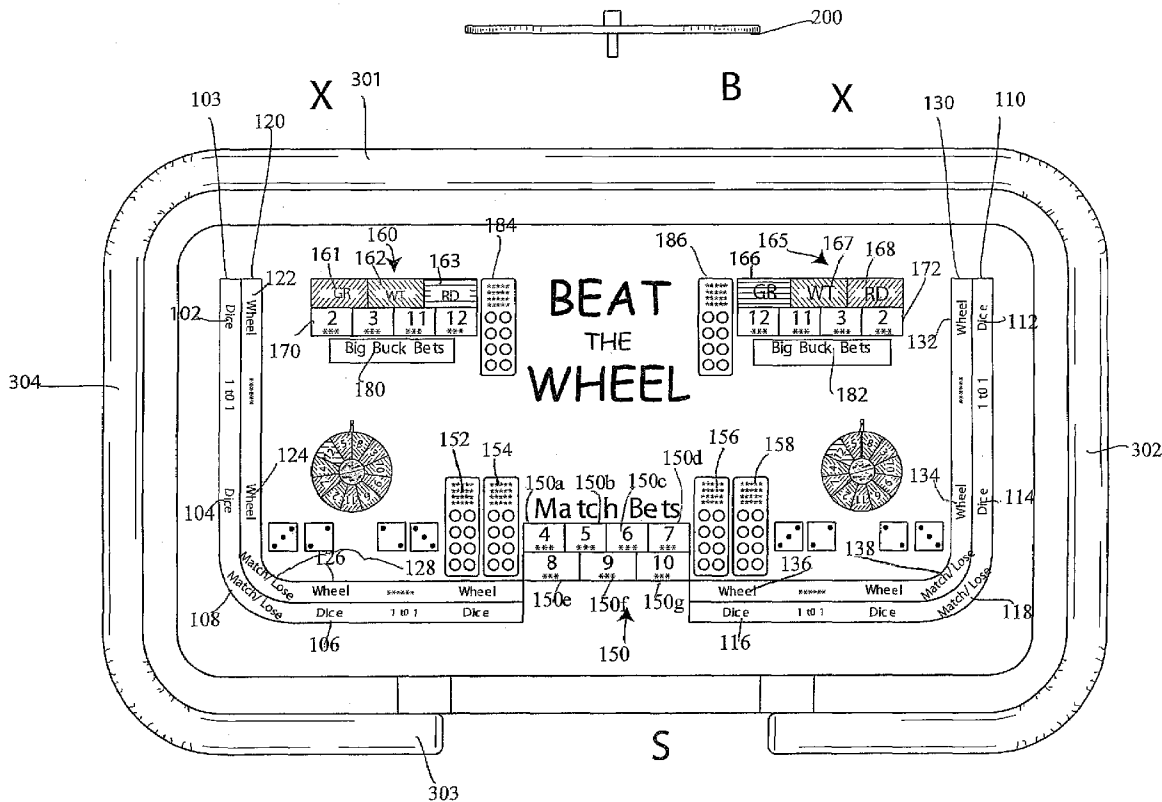
The disclosure relates to a game comprising the following steps placing a wager, spinning a wheel, rolling a set of dice and betting on a particular color during a spin of a wheel or a roll of dice. The game can be played on a gaming surface comprising at least one wheel. At least one surface for rolling dice, wherein the surface, comprises a plurality of number areas for placing bets. There is also at least one area for placing bets, at least one rim for allowing dice to remain on the surface for rolling dice, and at least one area for placing bets that a roll of dice tie a number on a spin of a wheel. There is also at least one area for placing bets that a roll of dice beats a number on a spin of a wheel. In addition there is at least one area for placing bets that a number on a spin of a wheel beats a roll of dice.

(21) **Appl. No.: 12/018,173**

(22) **Filed: Jan. 22, 2008**

Publication Classification

(51) **Int. Cl. A63F 3/08 (2006.01)**



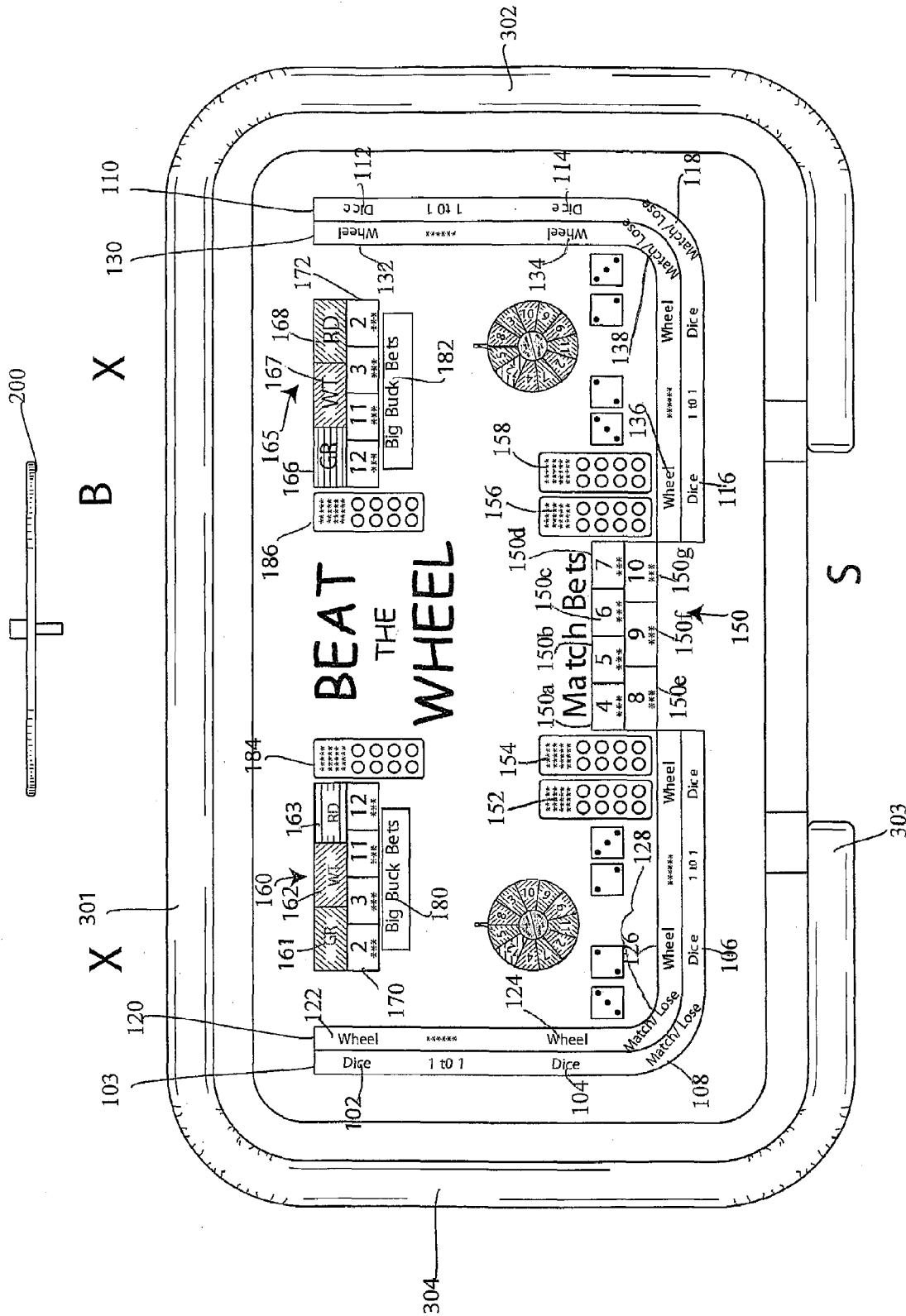


FIG. 1

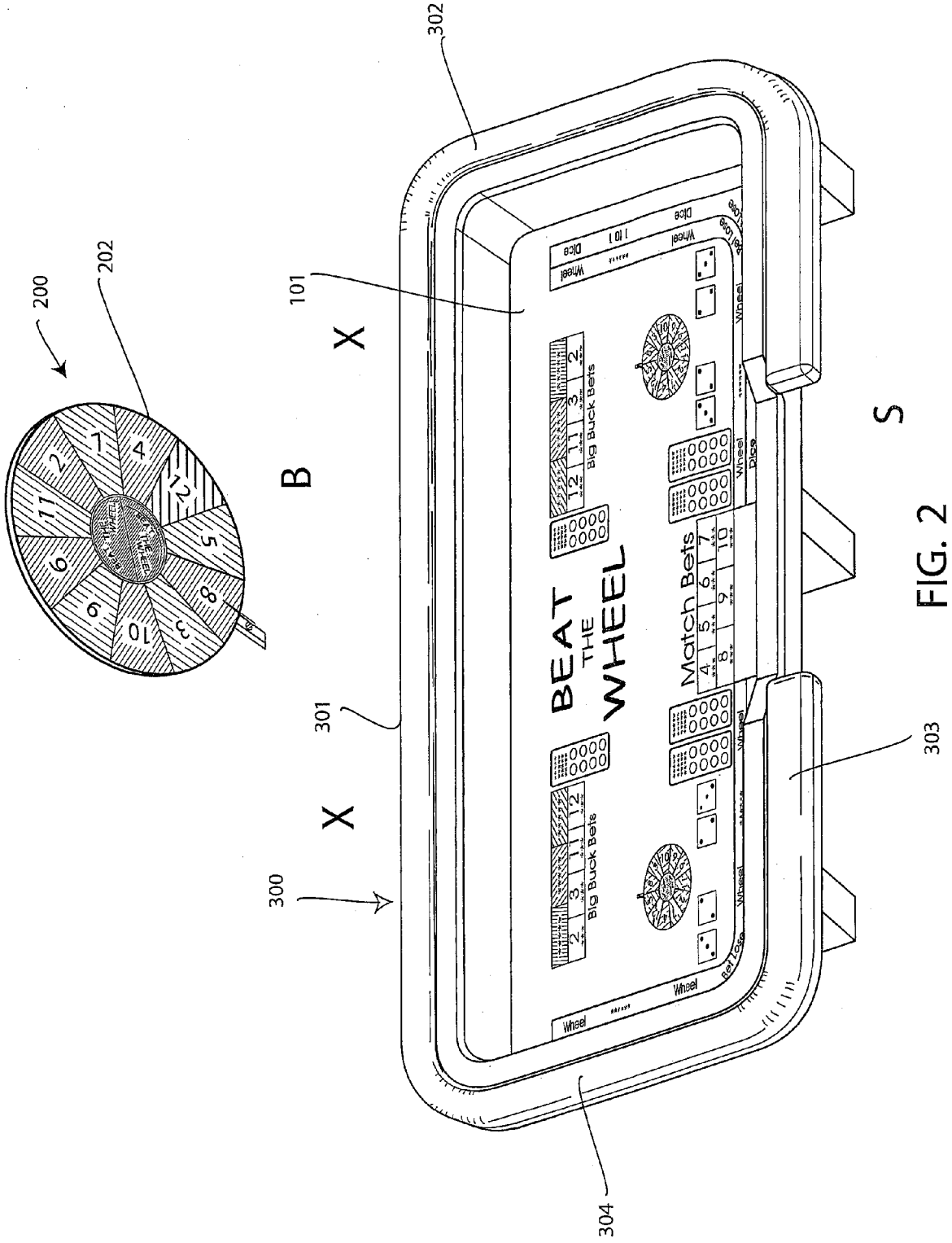


FIG. 2

GAME AND A LAYOUT FOR A GAME INCLUDING A WHEEL AND DICE

BACKGROUND OF THE INVENTION

[0001] The invention relates to a game which allows a user to place wagers between a roll of dice and a wheel. More particularly, the invention relates to a game which allows a user to place a plurality of different wagers between a roll of dice and the wheel.

SUMMARY OF THE INVENTION

[0002] The invention relates to a gaming system which allows a user to place bets on either a roll of dice or a spin of a wheel or to bet against either a roll of dice or a spin of a wheel. The bets can include betting that a roll of dice would beat a spin of a wheel or that the spin of a wheel would beat a roll of dice. Alternatively, a player can bet that there would be a tie between a roll of dice and a spin of a wheel.

[0003] The invention relates to a game comprising the following steps placing a wager, spinning a wheel, rolling a set of dice and betting on a particular color during a spin of a wheel or a roll of dice. The game can be played on a gaming surface comprising at least one wheel. At least one surface for rolling dice, wherein the surface, comprises a plurality of number areas for placing bets. There is also at least one area for placing color bets, at least one rim for allowing dice to remain on the surface for rolling dice, and at least one area for placing bets that a roll of dice tie a number on a spin of a wheel. There is also at least one area for placing bets that a roll of dice beats a number on a spin of a wheel. In addition there is at least one area for placing bets that a number on a spin of a wheel beats a roll of dice.

[0004] Essentially there are five major regions on the game board, a wheel-win region; a dice-win region; a match bet region; a big buck bet region or long shot region; and a color bet region. A bet in the wheel win region results in the bettor winning if the number result of the wheel beats or is higher than the number result for the dice. A bet in a dice win region results in the bettor winning if the number result of the dice beats or is higher than the number result for the wheel. A bet in the match bet region results in a win for the bettor if the number result of the dice and the number result of the wheel in a coinciding spin match. A bet in the big buck bet region would result in a win for the bettor if the number result for the spin of the wheel and the number result for the roll of the dice match, with the payout being higher than in the match bet region. A bet in the color bet region would result in a win if the bettor picked or selected a particular color on the board which would match a color of a number on the wheel. This is the only betting region that does not include the results of a roll of the dice.

[0005] All of the above described bets are one roll, one spin bets, with one roll, one spin, win-lose factors.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] Other objects and features of the present invention will become apparent from the following detailed description considered in connection with the accompanying drawings which disclose the embodiments of the invention.

[0007] In the drawings, wherein similar reference characters denote similar elements throughout the several views:

[0008] FIG. 1 is a plan view of the gaming surface; and

[0009] FIG. 2 is a perspective view of a gaming surface.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

[0010] Referring to the drawings, FIG. 1 is a plan view of a gaming table having a board 100, a wheel, 200, and a series of rims or walls 300 for keeping the dice rolling on the gaming table.

[0011] For example, these different areas are defined by a plurality of lines or demarcations. There are a plurality of L-shaped playing areas 103, 110, 120, and 130 which line a border region of the playing surface 101. The first L-shaped playing area 103 has a plurality of betting areas including a plurality of places to place bets on dice 102, 104, 106, and one region to place a match/lose bet 108. In the second outer L-shaped area 110, there are a plurality of places to place bets on dice including places to place bets on the wheel winning 112, 114, 116, and one region to place a match/lose bet 118.

[0012] There are also a similar set of L shaped sections 120 and 130 with section 120 having wheel winning regions 122, 124, 126, and match/lose region 128; and section 130 having wheel winning regions 132, 134, 136, and a match/lose region 138 respectively.

[0013] For example, if a user bet on either the dice winning or the wheel winning the payout would be on a 1:1 basis, that is for every \$5 bet there would be an additional \$5 paid back to the bettor. The match/lose regions 108, 118, 128 and 138 would instead payout on the basis of 9:1 wherein if the dice and the wheel match, the payout would be in the order of 9:1 while those that bet in the dice or wheel winning regions would lose.

[0014] There is also another region for placing match bets 150. Essentially for this game there are two different types of regions relating to odds. First, there is a match bet region which relates to regions relating to betting that the dice and the wheel match on at least one of or any one of the following numbers, 4, 5, 6, 7, 8, 9, and 10. Because of the increased likelihood that any of these numbers will be rolled, from the dice they will have lower odds than if a user bet on any one of or the entire group of the following numbers: 2, 3, 11, and 12. These numbers relate to "big bucks" regions which are essentially long shot bets which have a higher payout.

[0015] With respect to the match bets regions, there are particular numbered regions including region 150a to bet on the number 4, a region 150b to bet on the number 5, a region 150c to bet on the number 6, a region 150d to bet on the number 7, a region 150e to bet on the number 8, a region 150f to bet on the number 9, and a region 150g to bet on the number 10. There are different odds for placing individual bets on these regions such that the payout for placing a bet on the likelihood that the number 4 that is rolled will match the spin the payout will be 125 to 1; if there is a similar bet on individual number 5 then the payout would be 95 to 1, a similar bet on individual number 6, the payout is 75 to 1; a bet on 7 the payout is 60 to 1; a bet on 8 the payout is 75 to 1; a bet on 9 the payout is 95 to 1 while a bet on 10 the payout will be 125 to 1.

[0016] The betting in this match bet region can also be done in the aggregate. This region includes four different regions for placing a user's chips or markers including a first region 152, a second region 154, a third region 156, and a fourth region 158. Regions 154 and 156 are regions for betting on match bets in the aggregate wherein the payout is on the order of 12:1. In this case, the bettor is betting that the dice and the wheel match on any one of the numbers 4-10. Regions 152 and 158 correspond to a bet that any one of numbers 2-12 that are both rolled and spun on the wheel match. Therefore the payout on these regions is on the order of 9:1.

[0017] As explained above, these match bets or big buck bets payout when a roll of a player's dice match the number spun on a user's wheel **200**. For example, wheel **200** includes a plurality of numbers in a number region **210** including the following numbers 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12. The layout of this wheel is designed so that these numbers are not in an ascending or descending progression. Instead, these numbers are randomly placed around the wheel so that a spin of the wheel cannot be timed or controlled to land on a particular number. For example, the number 2 is placed approximately opposite the number 3. The number 4 is placed approximately opposite the number 6. These numbers on the wheel are also selectively organized based upon different colors. For example, numbers 2, 4, 6, 8 and 10 are green, while numbers 3, 5, 7, 9, and 11 are white, while number 12 is red.

[0018] Accordingly there are regions on the game board **101**, that include a color betting region **160** having a green region **161**, a white region **162**, and a red region **163**. Another oppositely spaced region includes color region **165** including a green region **166**, a white region **167** and a red region **168**. When betting on green regions **161** and **166**, the payout is 1:1; when betting on white regions **162** and **167**, the payout is 1:1; when betting on a red region **163**, or **168**, the payout is 9:1.

[0019] There are also numbered regions for making individualized big buck bets including regions **170**, and **172**. For example, there are big buck bet regions **170** which include numbered regions for the numbers 2, 3, 11 and 12. In addition there is another big buck bet region **178** for numbers 2, 3, 11 and 12. The payout for betting that the dice tie the wheel on numbers 2, 3, 11 and 12 are as follows: numbers 2 and 12: payout 350 to 1; numbers 3 and 11: payout 175 to 1.

[0020] There are also aggregate big buck bet regions **180**, **182**, **184** and **186** where users or bettors can bet that any one of numbers 2, 3, 11 and 12 are the results of both the roll and the spin of the wheel with markers in regions **184** and **186** for indicating the position of each player on the board.

[0021] In addition, positioned around the game board can be parties who would control the action of a game. For example, there can be a boxman B who controls the action and watches for action on the board, two base men X1 and X2, who place bets for the bettors, and a stickman S for retrieving and returning the dice to a "shooter" who is a player who throws the dice.

[0022] In all this gameboard includes a gaming surface **101** which has regions for placing bets that result of a spin of a wheel beats the results of a roll of dice, a region where a user can place bets that the results of a roll of the dice beats the spin of a wheel, a region betting that the two results match, resulting in high margin payouts, as well as a region for placing color bets on a wheel.

[0023] FIG. 2 is a perspective view of the game board which shows the gaming surface **101** formed on a gaming table **100** which is used to allow dice to roll thereon. In addition, there is a wheel **200** which has different numbered and colored sections **202** as described above. Wheel **200** can either be coupled to gaming table **100** or simply positioned in an unconnected manner adjacent to gaming table **100**. Gaming table has side walls **300** which include a first side wall **301**, a second side wall **302**, a third side wall **303**, and a fourth side wall **304**. These side walls allow the dice to be thrown and kept within the gaming surface while a wheel is spun.

[0024] As disclosed above, the game board is set so that a user/player can play a game. The rules of the game are as follows:

[0025] First all players must place a wager before the dice and wheel are in motion. The players cannot alter their bets while the dice and wheel are in motion. When the roll of the dice produce a number, and the spin of a wheel produce a number the results are tallied to determine whether a player or bettor wins a bet.

[0026] There are numerous different types of bets that can be placed. For example, a user/player can place a bet on the outcome of the roll of the dice. In this case, the user/player can bet that the roll of the dice is greater than the number resulting from a spin of the wheel such as in sections **103** and **110**. If the dice beats the wheel the player will be paid on a even 1 to 1 ratio.

[0027] Alternatively, a user can bet that the results of the wheel beating the number resulting from a roll of dice such as in regions **120** and **130**. With this roll, a bet that the wheel will win will pay out on a even 1 to 1 ratio. All other bets would result in a loss as this game is played so that all bets are cleared after a single roll of the dice or spin of the wheel.

[0028] Another bet includes color bets wherein with this spin of the wheel, there are three different colors: green, white and red as shown in areas **160** and **164**. Since there are five green numbers and five white numbers, and one red number the payout is as follows: green pays 1:1; white pays 1:1 and red pays 9:1. For example, the green numbers are 2, 4, 6, 8, and 10, the white numbers are 3, 5, 7, 9, 11 and the red number is 12. Other color schemes are possible as well however the purpose of the color scheme is to divide up these regions in a colored way to allow for different types of bets.

[0029] There is also a win/lose factor, wherein once the dice have landed, the dealer will mark the associated numbers that result from the dice, for example any one of the numbers 2-12 with an indicator marker. Next the dealer will wait for the wheel to stop spinning. When the wheel stops, the dealer will look at the indicator on the wheel and proceed to collect the losing wages and then pay out the winning wages. Thus, there is a determination of a win/lose factor for each roll.

[0030] In addition as described above, a user can place match bets. The match bets are divided into two different types of bets, ordinary match bets and long shot or big buck match bets, so named for the payout that they generate.

[0031] For example, if a user/player bet on the number 4, then the user is betting that the result of a roll of dice and a spin of the wheel both result in the number 4, wherein the payout would be on the order of 125 to 1. If the user/player bet on the number 5, then the user is betting that the result of a roll of dice and spin of a wheel both result in the number 5, in this case, the payout will be on the order of 95 to 1. Next, the user could bet on the number 6, wherein both the roll of the dice and the result of the wheel spin are both 6, the payout would be on the order of 75 to 1.

[0032] Next, if the user bet on the number 7, the roll resulted in the number 7 and the wheel spin resulted in 7, the match bet payout would be 60 to 1. If the user bet on the number 8, the roll resulted in the number 8, and the wheel spin resulted in the number 8, then the payout would be 75 to 1. Next, if the user bet on the number 9, the roll resulted in the number 9, and the wheel spin resulted in the number 9, the payout would be 95 to 1. If the user bet on the number 10, the roll resulted in the number 10 and the wheel spin resulted in the number 10, the payout would be 125 to 1.

[0033] Other types of match bets can include big buck or long shot bets. These bets payout at a rate of greater than 150 to 1. For example, if a user bet on the number 2, the roll of the dice resulted in the number 2 and the wheel spin resulted in number 2 the payout would be 350 to 1. If a user bet on the number 3, the roll of the dice resulted in the number 3, and the spin resulted in the number 3, then the payout would be 175 to 1. If a user bet on the number 11, the roll of the dice resulted in the number 11, and the spin of the wheel resulted in the number 11 then the payout would be 175 to 1. Alternatively, if a user bet on the number 12, the roll of the dice resulted in the number 12, then the payout would be 350 to 1.

[0034] Other types of mass bets or group bets can be made as well. For example, a user could bet that any one of the following numbers could be matched with both a roll and a

spin of the wheel: 4, 5, 6, 7, 8, 9, and 10. If a user selected this area, then the payout would be 12 to 1. Alternatively, a user/player could select that any one of the following big bucks/longshot bets would result in match bets: 2, 3, 11, 12. If the dice and the wheel match any one of these numbers, the payout will be in the order of 60 to 1.

[0035] Alternatively, the user could bet that any one of the numbers matches, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, between the roll of the dice and the spin of a wheel, then the payout would be 9 to 1.

[0036] There are multiple different types of parties associated with this game. For example, there is a stickman, two base dealers and a boxman. The stickman places bets and passes the dice to the first player with the wage in a clockwise manner. The stickman places the match bets, checks out all of the line bets (which are for either the dice or the wheel). The stickman then watches for the travel of the dice, calls the shown numbers and then either the stickman or the dealer marks the numbers via a marker. Either simultaneously, subsequently or prior to the roll of the dice, the wheel is spun. In any case the dice are rolled and the wheel is spun after the bets are placed.

[0037] Essentially, the progression is as follows, after an initial round of bets, the stickman declares that there shall be no more bets. Next, the boxman spins the wheel. As the wheel is spinning, the stickman passes the dice. When the dice land the dealers place an indicator to show the number that has been shown by the dice and then wait until the wheel stops. When the wheel stops, all bets are either serviced (paid out) or taken away.

[0038] All of the above described bets are one roll, one spin bets, with one roll, one spin, win-lose factors.

[0039] After this progression has been completed, the stickman will invite more bets by saying "place all bets". The stickman can then invite the players/users to change bets, and then announces again, before spinning the wheel that there are no more bets.

[0040] Thus, there is a game and a game board that is designed to be a simple one roll, one spin game wherein all of the bets are cleared after one spin and one roll. The game is designed to enhance the excitement of the users/players while still providing a relative easy set of rules to follow.

[0041] Accordingly, while a few embodiments of the present invention have been shown and described, it is to be understood that many changes and modifications may be made thereunto without departing from the spirit and scope of the invention as defined in the appended claims.

What is claimed is:

- 1. A game comprising the following steps:
 - a) placing a wager;
 - b) spinning a wheel;
 - c) rolling a set of dice; and
 - d) betting on a particular color during a spin of a wheel or a roll of dice.
- 2. A game comprising the following steps:
 - a) placing a wager by betting that a particular number will result from a roll of the dice;
 - b) rolling a set of dice;
 - c) spinning a wheel;
 - d) determining if the roll of dice results in a win based upon a spin of said wheel; and
 - e) paying out on a win depending on whether a wager placed on said roll of dice or said spinning of said wheel results in a win.
- 3. The process as in claim 2, further comprising the step of placing a color bet which is placed based upon a color that is a result of a spin of said wheel.

4. The process as in claim 3, wherein said color bet is based upon whether said wheel spins to a particular point that rests on at least one of the following colors: green; white and red.

5. The process as in claim 4, further comprising the step of paying out on a 9 to 1 basis if a spin lands on a red color.

6. The process as in claim 2, further comprising the step of placing at least one match bet.

7. The process as in claim 6, wherein said step of placing a match bet comprises placing a bet that the dice and the wheel both result in the same number.

8. The process as in claim 7, wherein said step of placing a match bet comprises placing a bet on at least one of the following numbers: 4, 5, 6, 7, 8, 9, 10.

9. The process as in claim 8, wherein if a roll and a spin of a wheel results in a matching number the payouts are as follows:

- with a match bet is 4, the payout is 125 to 1;
- with a match bet of 5 the payout is 95 to 1;
- with a match bet of 6 the payout is 75 to 1;
- with a match bet of 7 the payout is 60 to 1;
- with a match bet of 8 the payout is 75 to 1; and
- with a match bet of 9 the payout is 95 to 1; with a match bet of 10, the payout is 125 to 1.

10. The process as in claim 2, further comprising the step of placing a long shot bet, wherein said long shot bet comprises betting that a roll results in both the dice and the wheel being equal and with a matching roll and wheel spin with a payout being over 150 to 1.

11. The process as in claim 10, wherein said long shot bet comprises at least one of the following bets:

- betting that at least one roll results in a 2 with the spin of said wheel equaling said roll;
- betting that at least one roll results in a 3 with the spin of said wheel equaling said roll;
- betting that at least one roll results in a 11 with the spin of said wheel equaling said roll; and
- betting that at least one roll results in a 12 with the spin of said wheel equaling said roll.

12. The process as in claim 11, wherein said bet that said roll results in a 2 or 12 pays out on a 350 to 1 basis, said bet that said roll results in a 3 or an 11 pays out on a 175 to 1 basis.

13. A gaming surface comprising:

- a) at least one wheel;
- b) at least one surface for rolling dice, said at least one surface, comprising a plurality of number areas for placing bets;
- c) at least one area for placing color bets;
- d) at least one rim for allowing dice to remain on said surface for rolling dice;
- e) at least one area for placing bets that a roll of dice tie a number on a spin of a wheel;
- f) at least one area for placing bets that a roll of dice beats a number on a spin of a wheel; and
- g) at least one area for placing bets that a number on a spin of a wheel beats a roll of dice.

14. The gaming surface as in claim 13, further comprising: a long shot bet section for placing bets that pay out at least 150 to 1.

15. The gaming surface as in claim 13, wherein said wheel rests on said gaming surface, and said wheel comprises 12 different numbers.