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(54) **GAME RULES INTERPRETATION SYSTEM**

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(57) **ABSTRACT**

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The present invention played by at least two players includes the procedures as follow: each player having three cards to get a hand; staking a bet in turns; staking a betting multiple for each player based on whether to see his/her hand; the first player staking an ante as the base bet; the following player betting at which is greater than or equal to the betting multiple multiplies the base bet to stay in the game; the bet divides by the betting multiple is greater than the base bet replacing and renewing the base bet; the player who has seen his/her hands and staked the bet being allowed to target another player who also has seen his/her hand to rival the hands based on selected winning card combinations; the lost player being withdrawn from the game; the players taking turns to bet repeatedly until a last survival remained.

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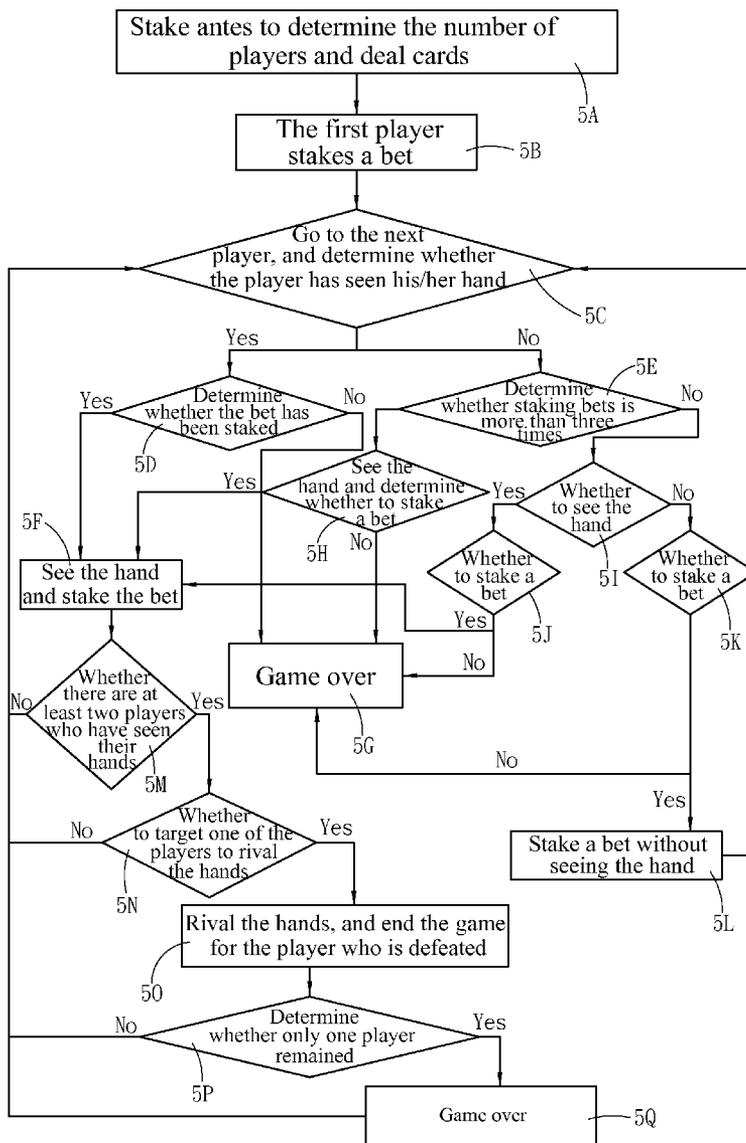
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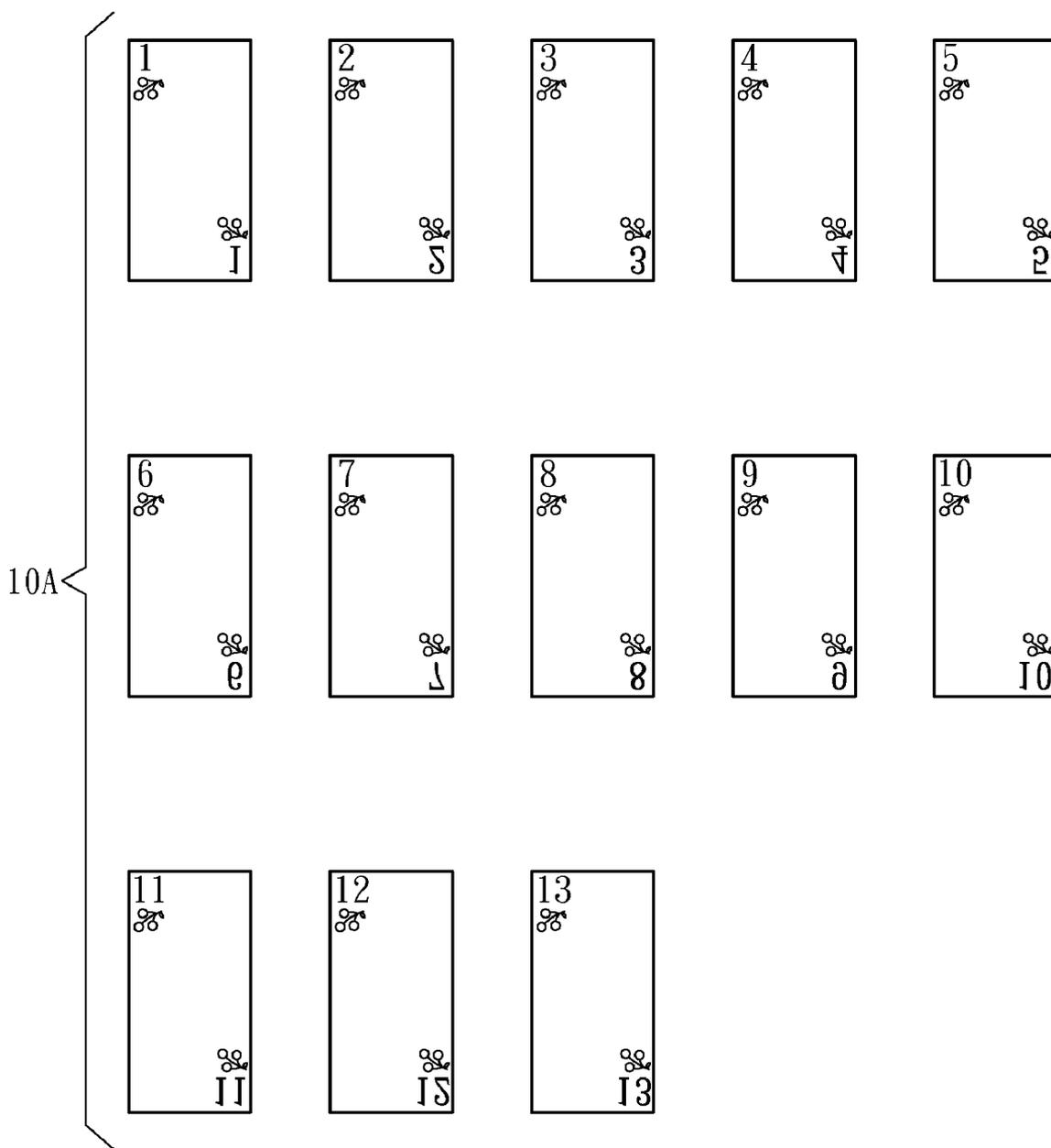


Fig . 1

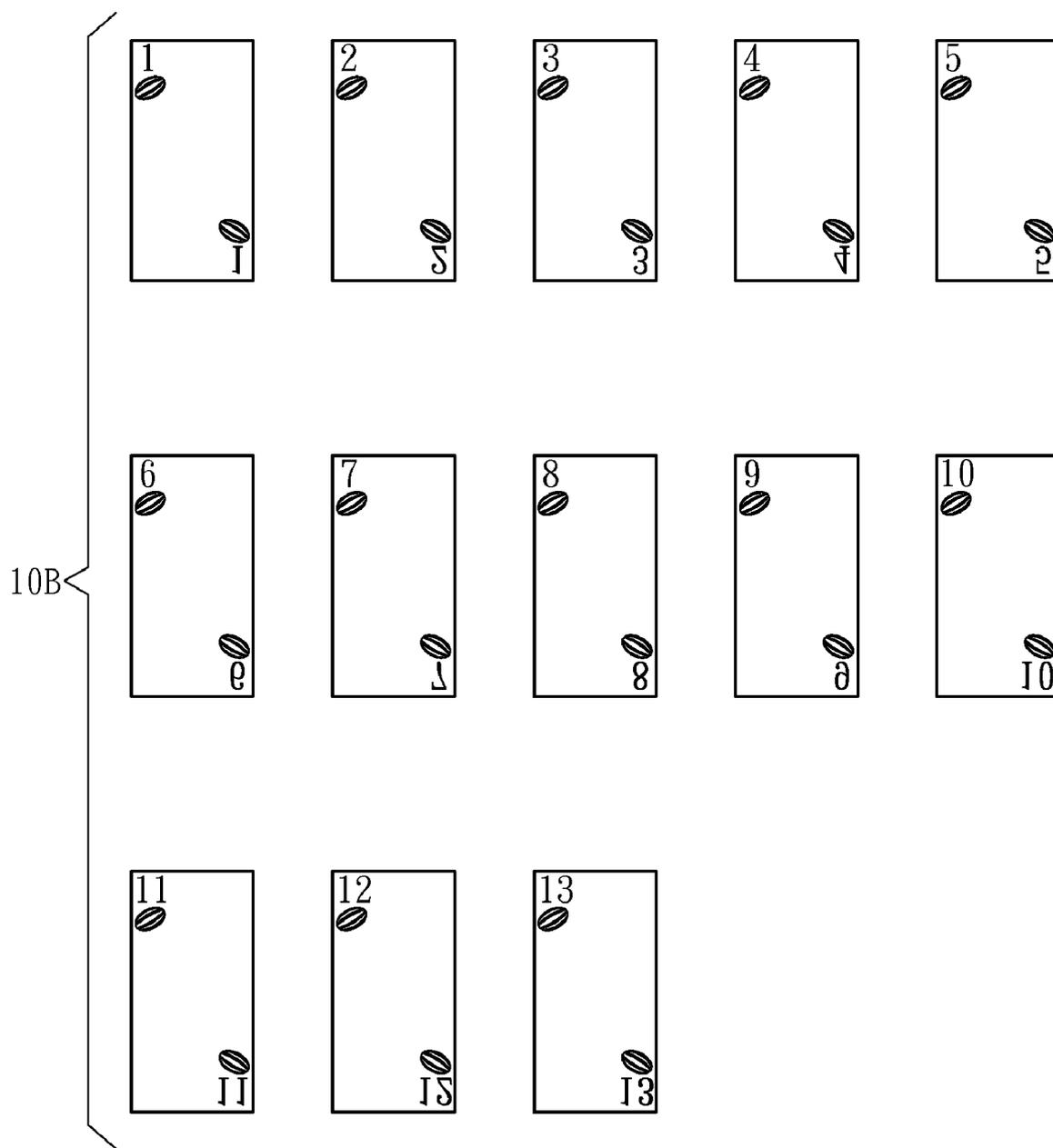


Fig . 2

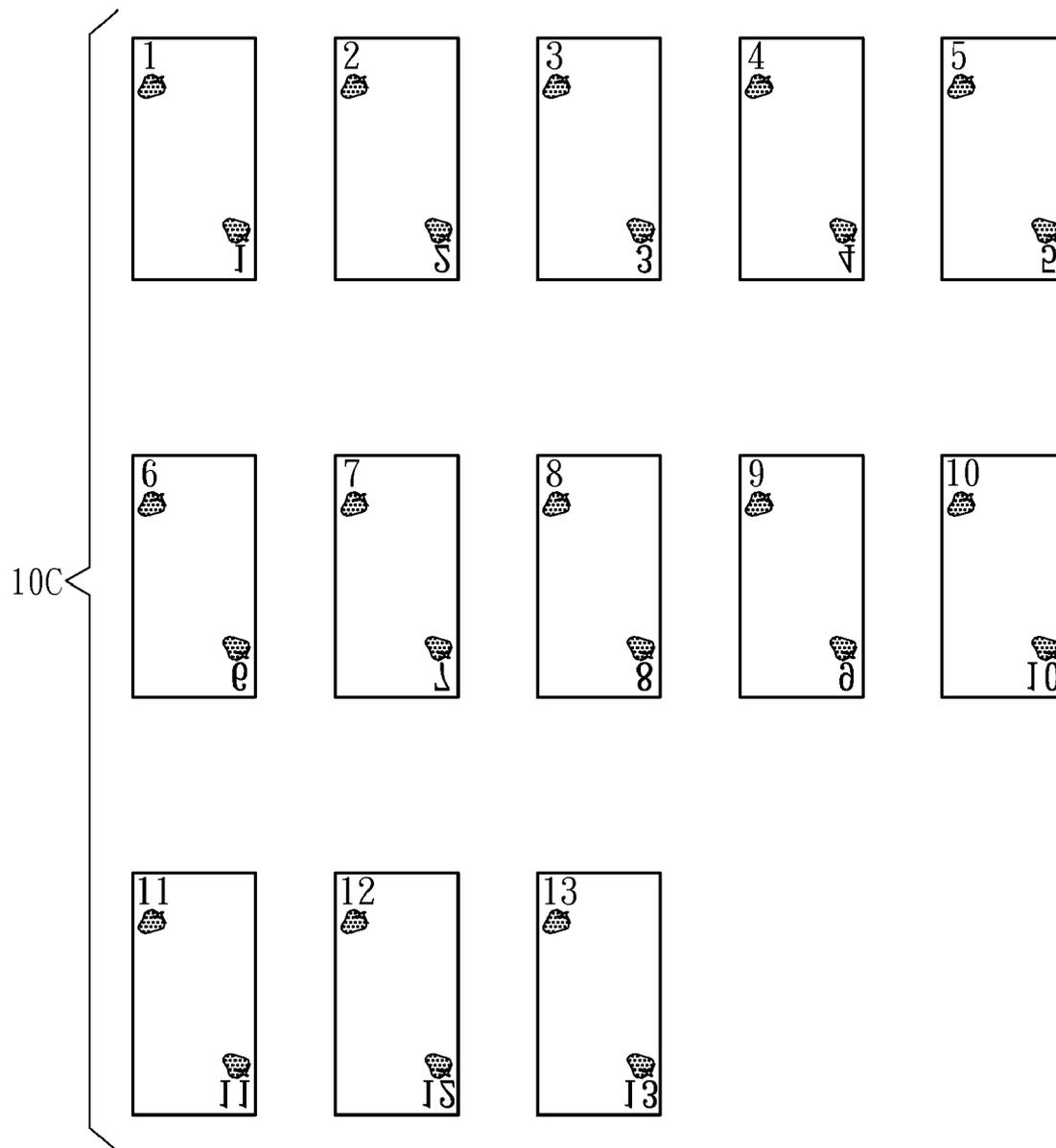


Fig . 3

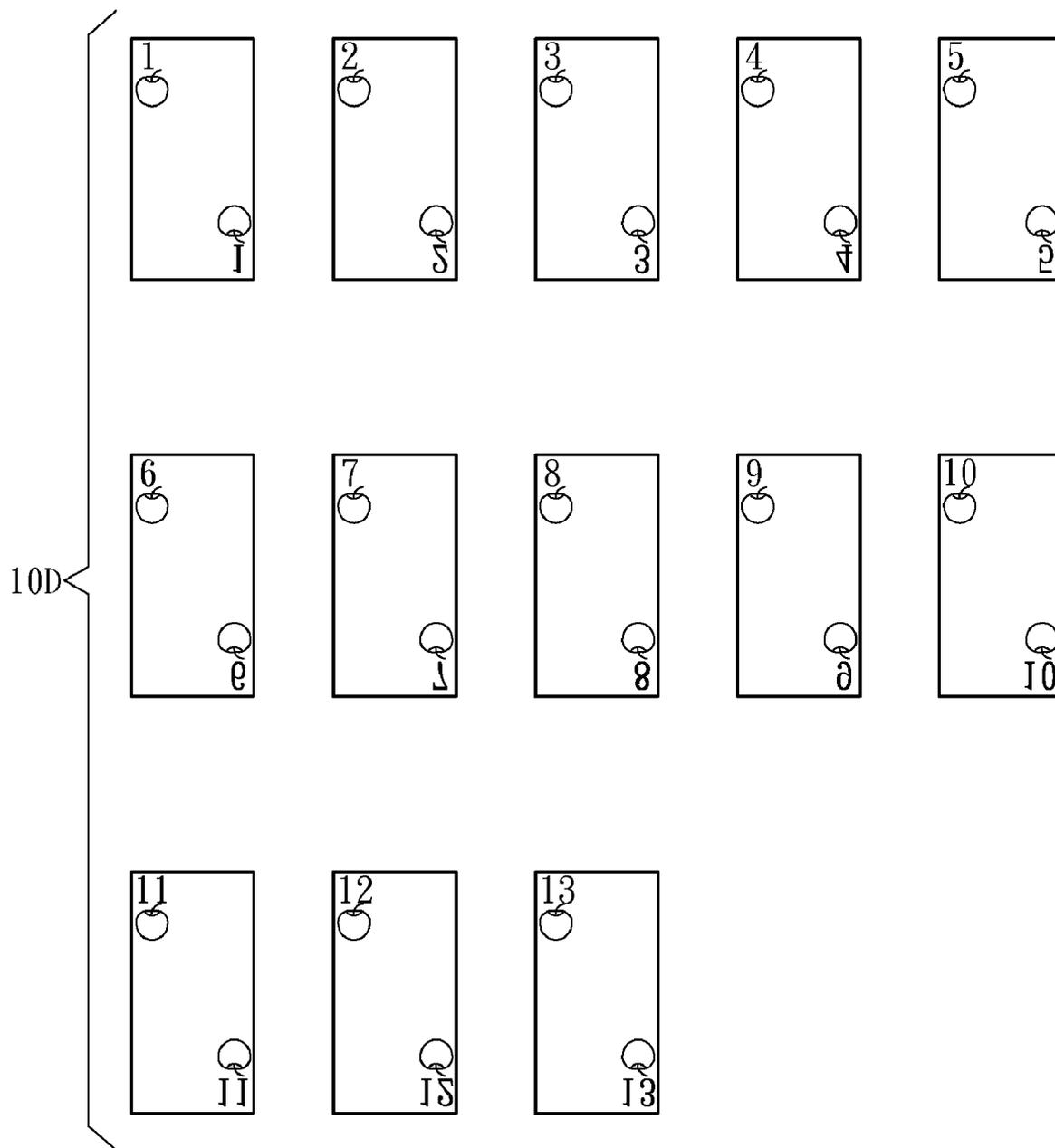


Fig . 4

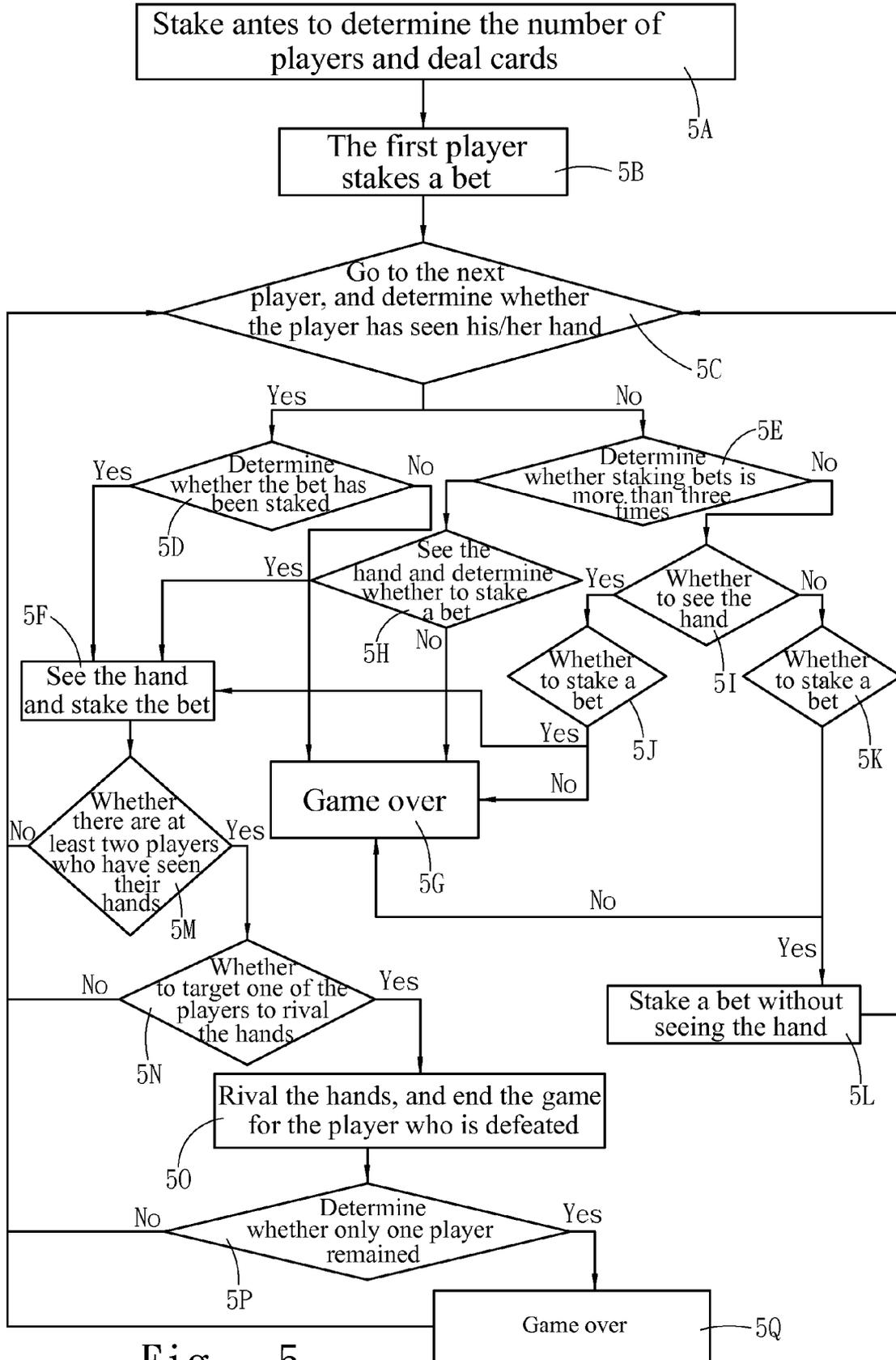


Fig . 5

GAME RULES INTERPRETATION SYSTEM

FIELD OF THE INVENTION

[0001] The present invention relates to a game system and particularly to a game rules interpretation system.

BACKGROUND OF THE INVENTION

[0002] Playing cards can be made lower costs and provide diversified playing games, thus are widely accepted by professionals and the general public. The most popular playing cards are poker. They include four suits each has thirteen cards of a same pattern. A complete pack of the conventional playing cards has total fifty two cards. If any one card is lost, the whole pack becomes useless. It is a waste. Moreover, the conventional card games usually involve complex rules and counting schemes. Players often have to spend a great deal of time and efforts to memorize them. And a lot of disputes could occur. All this makes card playing not as enjoyable as it could be. For players who do not have good memory, they could easily lose interests in playing cards.

SUMMARY OF THE INVENTION

[0003] Therefore, the primary object of the present invention is to provide a game rules interpretation system that offers an automatic interpretation and judgment to free players from tedious memorization and counting, and enable them to easily get more fun and enjoyment in playing.

[0004] To achieve the foregoing object, the game rules interpretation system according to the invention aims to be used by at least two players. It includes the procedures as follow:

- [0005]** prepare a plurality of cards that include at least three suits, each suit has at least three cards;
- [0006]** deal the cards sequentially and in turns to players with each player having three cards to get a hand;
- [0007]** the players stake a bet in turns; each player can stake a betting multiple based on whether to see his/her hand; the ante made by the first player is the base bet; the following player have to bet another betting multiple greater than or equal to the base bet to stay in the game; if the betting multiple divides by the bet is greater than the base bet, it replaces the base bet and becomes a new base bet; and
- [0008]** the player who has seen the hand and staked the bet can target another player who also has seen his/her hand to rival the hands between them based on selected winning card combinations; the lost player is withdrawn from the game; the players take turns to bet repeatedly until a last survival remained who is the winner and claims all the chips.
- [0009]** Thus the system of the invention provides instructions and judgment without the players memorizing complicated rules. The players can enjoy the game easier. Betting can be made without seeing the cards and uncertain factors can be included to enhance thrills and excitements of the game. The players also can keep on making or raising the bet after having seen his/her hand to put more pressure on the opponents and force the opponents to yield and have more fun out of the game.
- [0010]** The foregoing, as well as additional objects, features and advantages of the invention will be more readily apparent from the following detailed description, which proceeds with reference to the accompanying embodiments and

drawings. The embodiments serve only for illustrative purpose and are not the limitations of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

- [0011]** FIG. 1 is a schematic view of card suit-1 according to the invention.
- [0012]** FIG. 2 is a schematic view of card suit-2 according to the invention.
- [0013]** FIG. 3 is a schematic view of card suit-3 according to the invention.
- [0014]** FIG. 4 is a schematic view of card suit-4 according to the invention.
- [0015]** FIG. 5 is an interpretation flow chart according to the invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0016] Please refer to FIGS. 1 through 4, the game rules interpretation system according to the invention aims to be played by at least two players. It includes procedures as follow:

- [0017]** First, prepare a plurality of cards that include at least three suits; each suit has at least three cards. As shown in FIGS. 1 through 4, four suits of cards 10A, 10B, 10C and 10D of different patterns are provided. Each suit 10A-10B-10C-10D has thirteen cards. This is only a preferable embodiment, but not the limitation.
- [0018]** Each player has to stake an ante to gain the right to play the game. One of the players is randomly selected as the banker. Cards are dealt sequentially counterclockwise and in turns to the players, with the banker dealing the card first in each round. Each player gets three cards as a hand of cards.
- [0019]** Next, the players stake bets in turns; each player can stake a betting multiple based on whether to see his/her hand; the ante made by the first player is the base bet; the following player have to bet at which is greater than or equal to the betting multiple multiplies the base bet and then to stay in the game; if the bet divides by the betting multiple is greater than the base bet, it replaces the base bet and becomes a new base bet. To get desired balance and fun, the bet is preferably limited to 2 through 12 multiples of the base bet. The maximum times of staking a bet without seeing the hand is three. To speed up playing, a rule can be set to allow a player to target an opponent to rival the hands between them based on selected winning card combinations after all players have either staked the bets for three times or have seen their own hands. To increase amusement, the betting multiple of the staking bet can be limited to 2.5.
- [0020]** The player who has seen his/her hand and staked the bet can target another player who also has seen his/her hand to rival the hands between them; the lost player is withdrawn from the game. The card combination to decide a winning hand is preferably, in this order, straight flush, three-of-a-kind, straight, flush, pair, and zilch.
- [0021]** The game set forth above is played repeatedly and betting is staked in turns until the last survival remained who is the winner to claim all the chips. The last survival can take the role of the banker in the next game.
- [0022]** Refer to FIG. 5 for the flow chart of the interpretation process of the invention. It includes the procedures as follow: 5A: stake antes to determine the number of players and deal cards; 5B: the first player stakes a bet; 5C: go to the next player, and determine whether the player has seen his/her

hand; **5D**: determine whether the bet has been staked; **5E**: determine whether staking bets is more than three times; **5F**: see the hand and stake the bet; **5G**: game over; **5H**: see the hand and determine whether to stake a bet; **5I**: whether to see the hand; **5J/5K**: whether to stake a bet; **5L**: stake a bet without seeing the hand; **5M**: whether there are at least two players who have seen their hands; **5N**: whether to target one of the players to rival the hands; **5O**: rival the hands, and end the game for the player who is defeated; **5P**: determine whether only one player remained; **5Q**: game over. Thus any people can play the card game by following the procedures **5A** through **5Q** set forth above and has a lot of fun.

[0023] As a conclusion, the game rules interpretation system of the invention allows players to play card games without memorizing complicated rules and can enjoy the game easier. It also allows the players to stake bets without seeing cards to increase the uncertain factors and add more thrills and excitements. After seeing the hand, the player can choose to forfeit or keep on betting to put more pressure to the opponents, and force the opponents to yield and get more fun out of the game.

What is claimed is:

1. A game rules interpretation system used by at least two players, comprising the steps of:
 - preparing a plurality of cards that include at least three suits each having at least three cards;
 - dealing the cards sequentially and in turns to the players with each player having three cards to get a hand of cards;
 - staking a bet in turns for the players who are allowed to stake a betting multiple for the bet based on whether to see his/her hand; the bet staked by a first player being a base bet; the other player followed the first player being restricted to bet at which is greater than or equal to the betting multiple multiplies the base bet and then to stay

- in the game; the bet divided by the betting multiple is greater than the base bet replacing the base bet to become a new base bet;
 - allowing the player who has seen the hand and staked the bet to target another player who also has seen his/her hand to rival the hands between them based on selected winning card combinations; the lost player being withdrawn from the game; and
 - taking turns for the players to bet repeatedly until a last survival remained who is the winner to claim all of chips.
2. The game rules interpretation system of claim 1, wherein the cards have four suits, each suit having thirteen cards.
 3. The game rules interpretation system of claim 1, wherein dealing the cards sequentially and in turns to the players is performed counterclockwise.
 4. The game rules interpretation system of claim 1, wherein rivaling the hands between them based on selected winning card combinations is performed in the order of straight flush, three-of-a kind, straight, flush, pair and zilch.
 5. The game rules interpretation system of claim 1, wherein the last survival is a banker of a next game.
 6. The game rules interpretation system of claim 1, wherein each player has to stake an ante to gain the right of playing.
 7. The game rules interpretation system of claim 6, wherein the bet is limited from two to twelve multiples of the ante.
 8. The game rules interpretation system of claim 7, wherein staking a bet for the players without seeing his/her hand is limited to three times as maximum.
 9. The game rules interpretation system of claim 8, wherein targeting another player who also has seen his/her hand to rival the hands between them based on selected winning card combinations is allowed only after all the players have staked the bets three times or have seen their hands.
 10. The game rules interpretation system of claim 6, wherein the betting multiple is 2.5.

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