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(54) **ROULETTE GAME WITH A RANDOMLY SELECTED BONUS**

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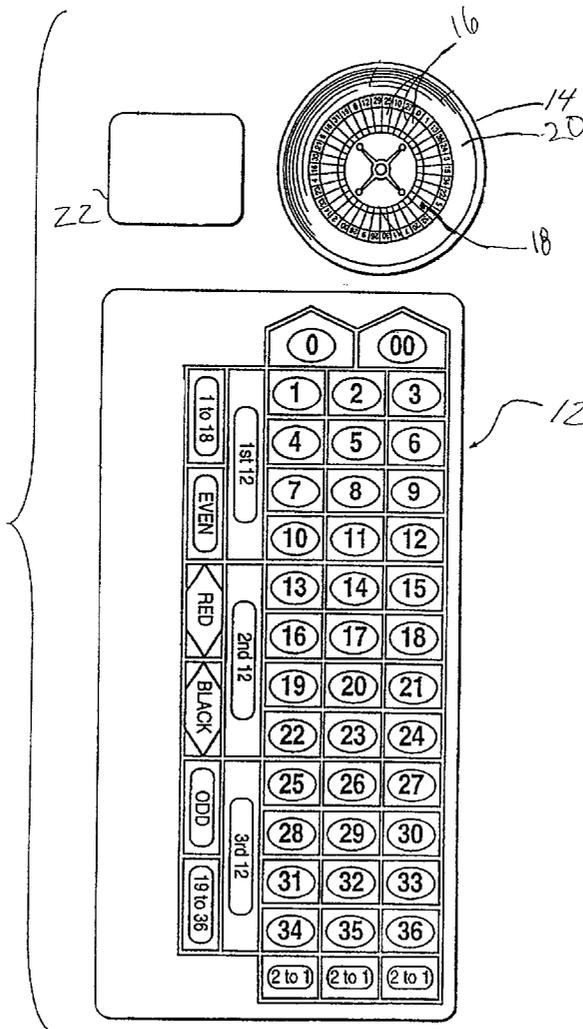
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(57) **ABSTRACT**

A method and assembly for playing roulette wherein normal bets are placed by players and a roulette wheel having a plurality of pocket numbers is rotated to randomly receive a ball by chance to determine a winning roulette number. The invention is characterized by randomly selecting a plurality of numbers as bonus game numbers, randomly selecting a plurality of numbers as player positions, randomly selecting a bonus odds prize, and awarding the selected player a bonus payout on all winning bets.

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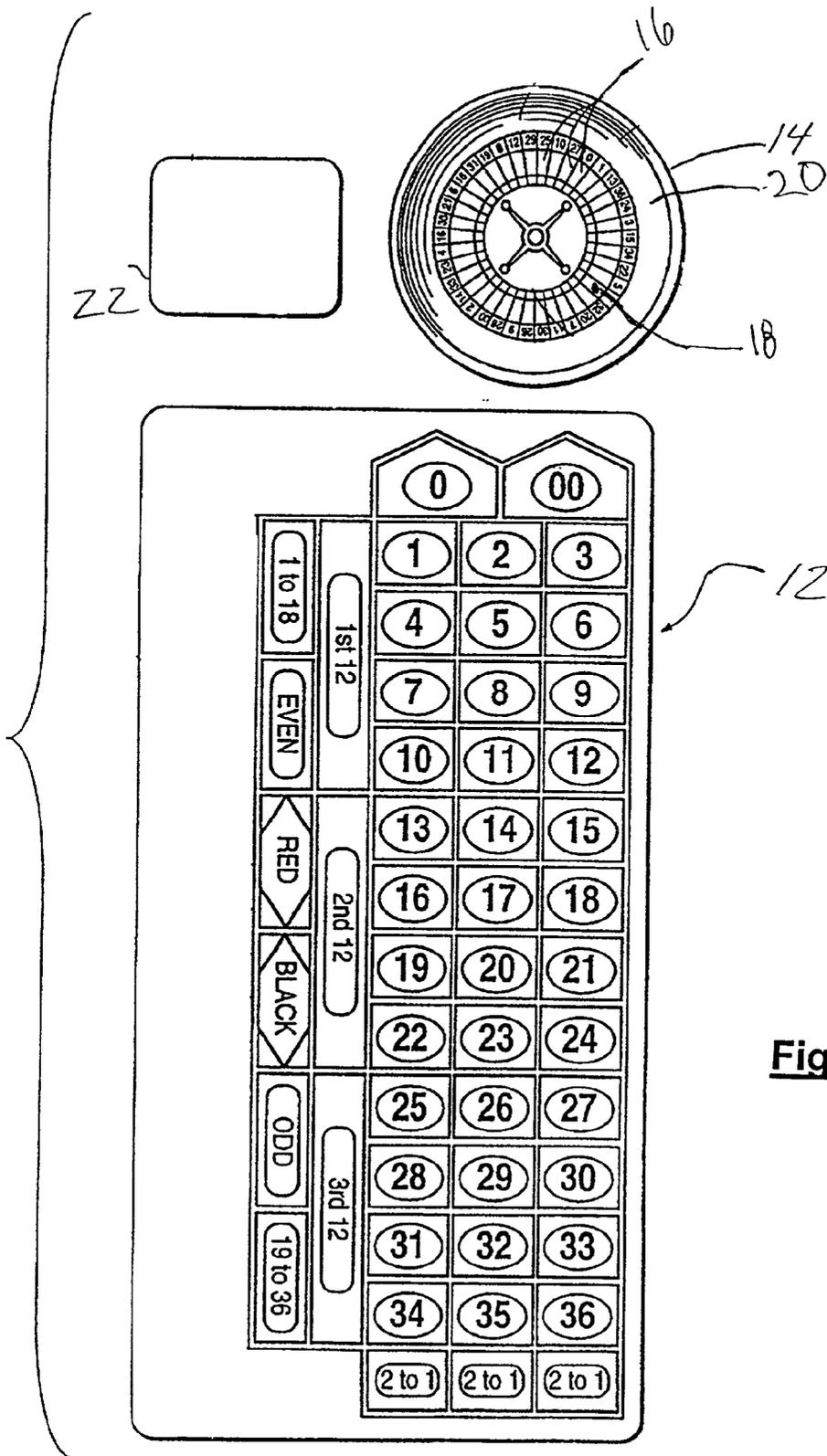


Fig - 1

Fig - 2

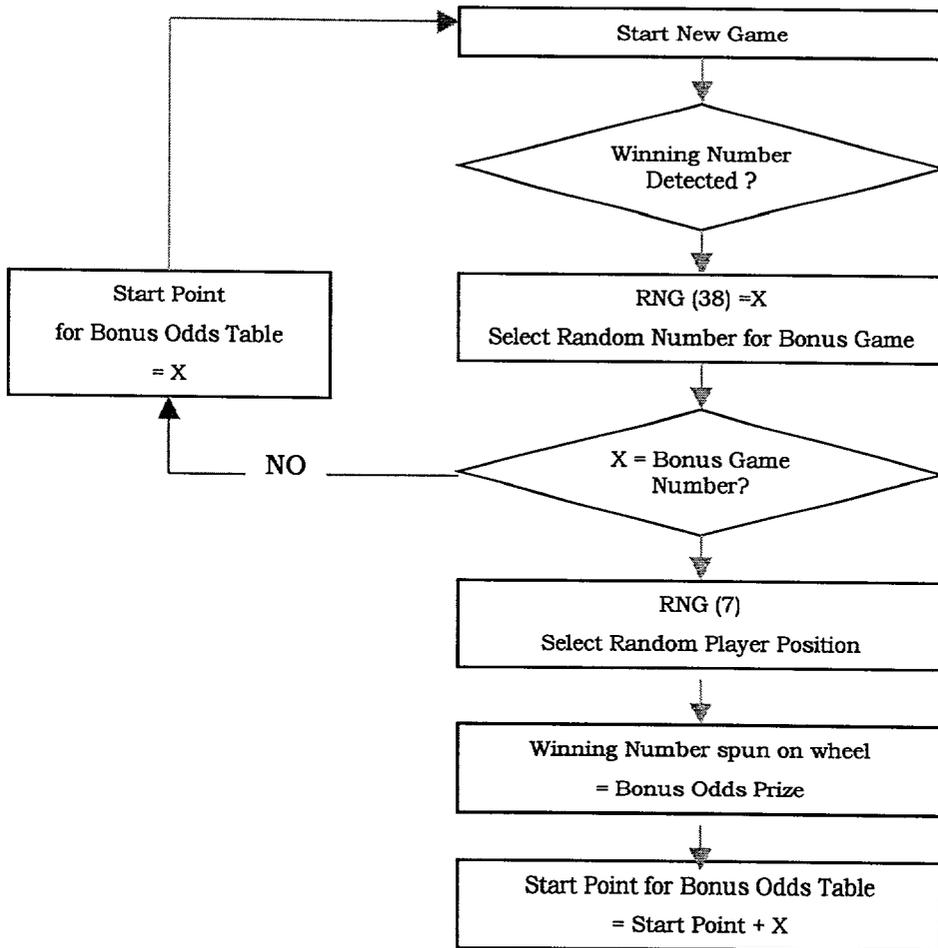


Fig - 3

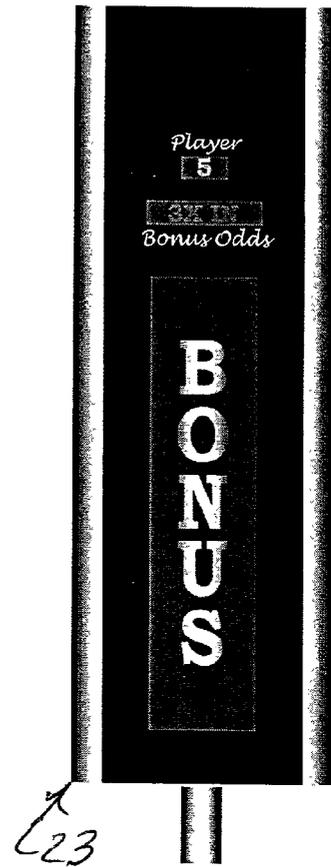
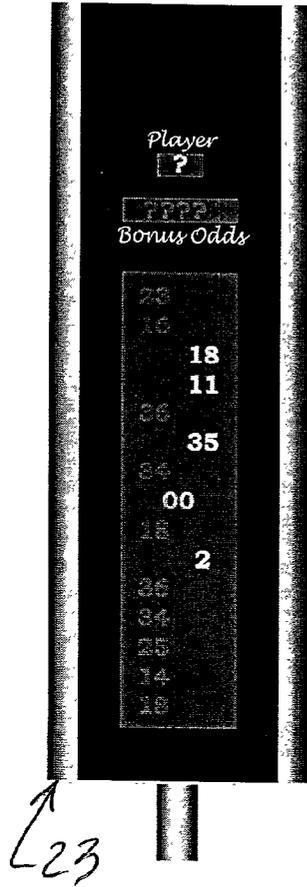
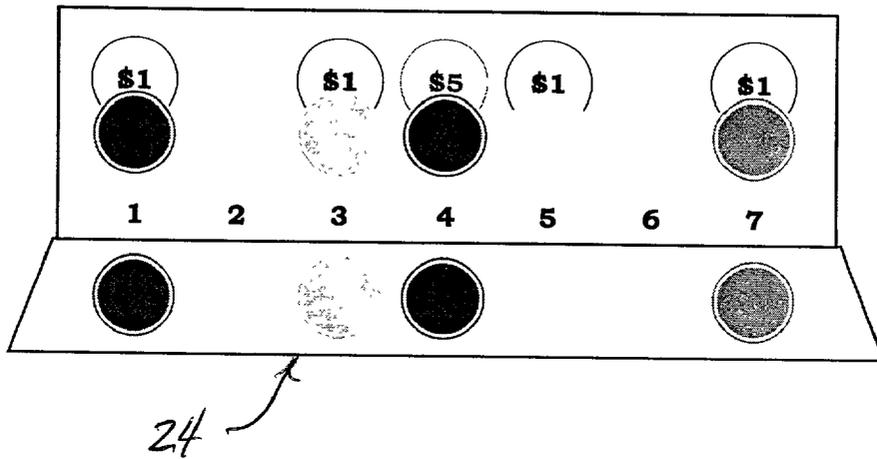


Fig - 4

Fig - 5



ROULETTE GAME WITH A RANDOMLY SELECTED BONUS

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] The subject invention relates to a roulette game with a bonus payout.

[0003] 2. Description of the Prior Art

[0004] The game of roulette is well known and is played by rotating a roulette wheel having a circular periphery and a plurality of ball receptor pockets each having a different number and disposed about the circular periphery thereof and moving a ball about a ball track above the pockets for falling into one of the pockets by chance to determine a winning roulette number. The players may place an inside bet on any one of thirty-eight roulette numbers 1-36, 0 and 00 and an outside bet on any one of EVEN, ODD, RED, BLACK, 1-12, 13-24 and 25-36. Many operators have tried to switch from double zero (00) roulette wheels to single zero (0) wheels in order to increase play at the roulette tables. The players are encouraged because the double zero roulette table has a house advantage nearly double the house advantage for a single zero roulette table.

[0005] In addition, various enhancements or add-ons to roulette have been developed to increase participation. Examples of such are described in U.S. Pat. No. 5,540,442 to Orselli et al., U.S. Pat. No. 5,588,650 to Eman et al., U.S. Pat. No. 5,743,798 to Adams et al., and U.S. Pat. No. 6,059,659 to Busch et al.

[0006] However, all of these enhancements contain at least one of the following characteristics:

- [0007] a. the award of a progressive jackpot prize
- [0008] b. the stipulation that the jackpot prize be won only by a 'straight-up' bet
- [0009] c. the house advantage remains fixed at 5.26% for a '00' game and 2.7% for a '0' game
- [0010] d. the obligatory placing of an additional bet
- [0011] e. the additional bet being of a fixed denomination

SUMMARY OF THE INVENTION AND ADVANTAGES

[0012] Accordingly, it is an object of the subject invention to provide a roulette game with the following characteristics:

- [0013] a. The awarding of 'bonus' prizes which are not part of a 'progressive' jackpot.
- [0014] b. The bonus prizes are not confined to 'straight-up' bets, and are won by any winning bet on the layout (i.e. splits, corners, odd, even etc.).
- [0015] c. The house advantage is not fixed at 5.26% ('00') or 2.7% ('0'), and may be configured to any % the house wants.
- [0016] d. An additional bet is optional, not mandatory.
- [0017] e. The additional bet may be of whatever denomination the player chooses.

[0018] The invention provides a method of playing roulette comprising the steps of placing roulette bets by at least one player, rotating a roulette wheel having a circular periphery and a plurality of ball receptor pockets each having a different number and disposed about the circular periphery thereof, and moving a ball about a ball track above the pockets for falling into one of the pockets by chance to determine a winning roulette number. The method is characterized by

- [0019] a. randomly selecting a plurality of numbers from 1-38, to determine a Bonus game, either using a Random Number Generator or a Time-based formula
- [0020] b. randomly selecting a plurality of numbers, such plurality being equal to the number of player positions available at the table, e.g. from 1-7 in a 7-player game, 1-6 in a 6-player game, to determine a player position, either using a Random Number Generator or a Time-based formula
- [0021] c. offering a bonus prize to said player, such prize determined randomly by the winning number of the roulette wheel
- [0022] d. paying the bonus prize to any and all of selected player's winning bets

[0023] The invention also provides an assembly for use with a roulette wheel that is characterized by a processor 22 for a. randomly selecting a plurality of numbers from 1-38 as bonus game numbers, b. randomly selecting a plurality of numbers from 1-7 (in a 7-player game), to determine a player position, c. offering a bonus prize determined by the winning number of the roulette wheel.

[0024] The invention also provides an assembly for use with a roulette wheel that is characterized by a Sign 23 for

- [0025] a. displaying the selected winning player position
- [0026] b. displaying the bonus prize
- [0027] c. announcing via an audible alert that a Bonus Game is in effect
- [0028] d. displaying the previous sequence of winning numbers

[0029] The invention also provides an assembly for use with a roulette wheel that is characterized by a chip rack 24 for

- [0030] a. displaying the positions of all the players at the table via a colored wheelcheck representing each player's different wheelcheck color
- [0031] b. displaying the value of each of the players' wheelchecks via a denomination marker (lammer)
- [0032] c. containing an adjacent section for additional bets indicating the player's participation in the Bonus Game, and subsequent eligibility for prizes being awarded
- [0033] d. such chip rack being an optional assembly if the house wishes to charge players a 'fee' for participating in the Bonus Game.

[0034] e. such 'fee' being one wheelcheck or chip that the player is currently using

[0035] Accordingly, the subject invention increases the enjoyment and excitement of a standard roulette game by offering frequent and random payouts to a randomly selected player.

BRIEF DESCRIPTION OF THE DRAWINGS

[0036] Other advantages of the present invention will be readily appreciated as the same becomes better understood by reference to the following detailed description when considered in connection with the accompanying drawings wherein:

[0037] FIG. 1 is schematic view of a roulette gaming layout used in the subject invention;

[0038] FIG. 2 is a flowchart of the steps of awarding a payout in accordance with the subject invention;

[0039] FIGS. 3 and 4 are a sign used in the subject invention;

[0040] FIG. 5 is a chip rack used in the subject invention

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0041] Referring to the Figures, wherein like numerals indicate like or corresponding parts throughout the several views, an assembly for playing roulette is shown in FIG. 1. The assembly comprises an area generally indicated at 12 for placing roulette bets by at least one player. The game is usually played with up to seven players. A roulette wheel 14 having a circular periphery and a plurality of ball receptor pockets 16 each having a different number and disposed about the circular periphery thereof is included, as is well known in the art. Also well known in the art is a ball 18 and a ball track 20 above the pockets 16 for depositing the ball 18 into one of the pockets 16 by chance to determine a winning roulette number.

[0042] The assembly is characterized by a processor or controller 22 for

[0043] a. randomly selecting a plurality of numbers from 1-38, (where '0'=37, '00'=38, all other numbers representing the actual number selected—1=1, 2=2 etc.), to determine a Bonus game, either using a Random Number Generator or a Time-based formula.

[0044] b. randomly selecting a plurality of numbers, such plurality being equal to the number of player positions available at the table, e.g. from 1-7 in a 7-player game, 1-6 in a 6-player game, to determine a player position, either using a Random Number Generator or a Time-based formula, if a Bonus Game number was detected in the preceding step.

[0045] c. offering a bonus prize to selected player, such prize determined randomly by the winning number of the roulette wheel

[0046] d. redistributing the table of Bonus Prizes automatically via the controller 22 with each different spin of the roulette wheel

[0047] The playing of roulette comprises the known steps of placing roulette bets by at least one player, rotating the roulette wheel 14 and moving the ball 18 about the ball track 20 above the pockets 16 for falling into one of the pockets 16 by chance to determine a winning roulette number. However, the method of the subject invention is characterized by the steps of randomly selecting a plurality of numbers as bonus game numbers, randomly selecting a plurality of numbers as player positions, selecting a Bonus Prize determined by the winning number of the roulette wheel, and paying the selected player the prize on any and all of that player's winning bets. The prize will take the form of 'x Odds' (times odds), as per:

[0048] 2x Player wins double the normal payoff

[0049] 3x Player wins triple the normal payoff

[0050] 4x Player wins four times the normal payoff

[0051] 5x Player wins five times the normal payoff etc.

[0052] Each prize will simultaneously apply only to either 'inside' bets or 'outside' bets, as displayed on the Sign 23, where 'IN' means 'inside, and 'OUT' means outside.

[0053] The prize will be valid on all of that player's winning bets, irrespective of how many winning bets are present.

[0054] The hit frequency of bonus games is determined by the number of numbers assigned as bonus numbers. The more numbers that are assigned, the greater chance there is of triggering a Bonus Game. The following table indicates this:

Number of roulette numbers assigned as Bonus numbers	Bonus Numbers	Bonus Game hit frequency
3 out of the 38 numbers	1/2/3	Every 12.66 games
4 out of the 38 numbers	1/2/3/4	Every 9.50 games
5 out of the 38 numbers	1/2/3/4/5	Every 7.60 games
6 out of the 38 numbers	1/2/3/4/5/6	Every 6.30 games
7 out of the 38 numbers	1/2/3/4/5/6/7	Every 5.30 games
8 out of the 38 numbers	1/2/3/4/5/6/7/8	Every 4.75 games
9 out of the 38 numbers	1/2/3/4/5/6/7/8/9	Every 4.22 games
10 out of the 38 numbers	1/2/3/4/5/6/7/8/9/10	Every 3.80 games

[0055] The bonus odds prizes are all allocated to specific wheel numbers, in the form of a 'table' of odds. The controller may be programmed to change both the bonus odds prizes and the number of pockets ascribed to the prizes.

[0056] The following tables illustrate this:

TABLE 1

Bonus Odds	Wheel Number	Wheel Position
2X	IN1	1111
2X	OUT12	2211
3X	IN23	297
3X	OUT30	367
4X	IN37	1
4X	OUT38	1
5X	IN	
5X	OUT	

[0057]

TABLE 2

Bonus Odds	Wheel numbers	Wheel positions
2X	IN1	108
2X	OUT11	208
3X	IN21	266
3X	OUT27	326
4X	IN33	343
4X	OUT35	363
5X	IN37	2
5X	OUT38	2

[0058] The winning number (WN) will determine the bonus odds awarded.

[0059] Each of the bonus odds prizes is assigned to a number on the wheel, in the form of a table of odds. At the end of each spin, the controller 22 will automatically re-assign the numbers corresponding to the bonus odds prizes, in order to maintain randomness,

[0060] Numerous options are therefore available and can be pre-configured by the operator in order to offer whatever house advantage is deemed attractive.

[0061] The house advantage is determined, via the controller 22, by a combination of factors:

[0062] a. Bonus Game Frequency

[0063] b. Number of Player Positions

[0064] c. Number of Prizes

[0065] d. Level of Prizes

[0066] The following tables illustrate 3 possible options:

OPTION 1				
OVERALL HOUSE ADVANTAGE				3.63%
BONUS GAME frequency (on average)				6.33
BONUS GAME House Advantage (on average)				-5.09%
BONUS GAME				
House Advantage				
Prize	Selected Player	Every Other Player	Overall	Pocket/Prize Allocation
2 x IN	-44.74%	5.26%	-1.88%	11
2 x OUT	-44.74%	5.26%	-1.88%	11
3 x IN	-92.11%	5.26%	-8.65%	7
3 x OUT	-92.11%	5.26%	-8.65%	7
4 x IN	-139.47%	5.26%	-15.41%	1
4 x OUT	-139.47%	5.26%	-15.41%	1
5 x IN	-186.84%	5.26%	-22.18%	
5 x OUT	-186.84%	5.26%	-22.18%	
				38

[0067]

OPTION 2				
OVERALL HOUSE ADVANTAGE				2.30%
BONUS GAME frequency (on average)				5.43
BONUS GAME House Advantage (on average)				-10.78%
BONUS GAME				
House Advantage				
Prize	Selected Player	Every Other Player	Overall	Pocket/Prize Allocation
2 x IN	-44.74%	5.26%	-1.88%	6
2 x OUT	-44.74%	5.26%	-1.88%	6
3 x IN	-92.11%	5.26%	-8.65%	5
3 x OUT	-92.11%	5.26%	-8.65%	5
4 x IN	-139.47%	5.26%	-15.41%	4
4 x OUT	-139.47%	5.26%	-15.41%	4
5 x IN	-186.84%	5.26%	-22.18%	4
5 x OUT	-186.84%	5.26%	-22.18%	4
				38

[0068]

OPTION 3				
OVERALL HOUSE ADVANTAGE				1.51%
BONUS GAME frequency (on average)				4.75
BONUS GAME House Advantage (on average)				-12.56%
BONUS GAME				
House Advantage				
Prize	Selected Player	Every Other Player	Overall	Pocket/Prize Allocation
2 x IN	-44.74%	5.26%	-1.88%	7
2 x OUT	-44.74%	5.26%	-1.88%	7
3 x IN	-92.11%	5.26%	-8.65%	6
3 x OUT	-92.11%	5.26%	-8.65%	6
4 x IN	-139.47%	5.26%	-15.41%	4
4 x OUT	-139.47%	5.26%	-15.41%	4
10 x IN	-423.68%	5.26%	-56.02%	2
10 x OUT	-423.68%	5.26%	-56.02%	2
				38
Bonus game Average-12.56%				

[0069] The invention can be implemented with the following logical modules:

[0070] a. Payout display

[0071] b. Sound module

[0072] c. Dealer console

[0073] d. Chip rack

[0074] The system can be placed on any roulette game without any modifications to the table. The system can be incorporated into an existing automatic winning number display, to produce a Game Sign 23. If no automatic systems are available it is possible to use a manual keyset to enter the winning numbers.

[0075] The only data collected from an existing system is the winning number roulette message. Once a bonus game has been selected it will be announced as a jackpot or payout game sound effect via speaker inside the display. The display will then show the winning player (1-7) and the odds prize or payout (2x, 3x, 4x, 5x etc.—IN or OUT). The dealer console will also display the prize, in addition to the Game Sign 23. The chip rack will highlight the winning position and associated chip color.

[0076] The dealer console will consist of a small box with a 2 line, 16 character LCD and a 4*3 button keypad (0-9, * and #) and an internal beeper. The # key will be used as ENTER. When used in conjunction with an automatic detection system, the console will only inform the dealer about the result of the game. The keypad will be disabled in this mode, except when the manual data entry mode has been enabled or when the key has been turned. However, when no automatic detection system is available, the console can be used by the dealer to enter the winning number. The console will also be used to configure the game and to review the log of the pay-outs made by the game. These functions are only accessible by a key-switch that is built into the console.

[0077] Obviously, many modifications and variations of the present invention are possible in light of the above teachings. The invention may be practiced otherwise than as specifically described within the scope of the appended claims, wherein that which is prior art is antecedent to the novelty set forth in the “characterized by” clause. The novelty is meant to be particularly and distinctly recited in the “characterized by” clause whereas the antecedent recitations merely set forth the old and well-known combination in which the invention resides. These antecedent recitations should be interpreted to cover any combination in which the incentive novelty exercises its utility. In addition, the reference numerals in the claims are merely for convenience and are not to be read in any way as limiting.

What is claimed is:

1. A method of playing roulette comprising the steps of; placing roulette bets by at least one player, rotating a roulette wheel (14) having a circular periphery and a plurality of ball receptor pockets (16) each having a different number and disposed about the circular periphery thereof,

moving a ball (18) about a ball track (20) above the pockets (16) for falling into one of the pockets (16) by chance to determine a winning roulette number,

randomly selecting a plurality of numbers as bonus game numbers,

randomly selecting a plurality of numbers as player positions,

selecting a bonus prize by virtue of the randomness of a roulette wheel awarding the selected player a bonus payout.

2. A method as set forth in claim 1 further defined as awarding the selected player bonus pay-outs on any winning bets.

3. A method as set forth in claim 2 including selecting odds and applying the odds to the winning bets of the selected player.

4. A method as set forth in claim 3 further defined as randomly selecting the odds.

5. A method as set forth in claim 4 including establishing a table of different odds and applying the table of odds to different roulette numbers each time the wheel is spun.

6. An assembly for playing roulette comprising;

an area for placing roulette bets by at least one player,

a roulette wheel (14) having a circular periphery and a plurality of ball receptor pockets (16) each having a different number and disposed about the circular periphery thereof,

a ball (18),

a ball track (20) above the pockets (16) for depositing the ball (18) into one of the pockets (16) by chance to determine a winning roulette number,

said assembly characterized by a processor (22) for

randomly selecting a plurality of numbers as bonus game numbers,

randomly selecting a plurality of numbers as player positions,

randomly selecting a bonus prize

awarding the selected player a bonus payout.

* * * * *