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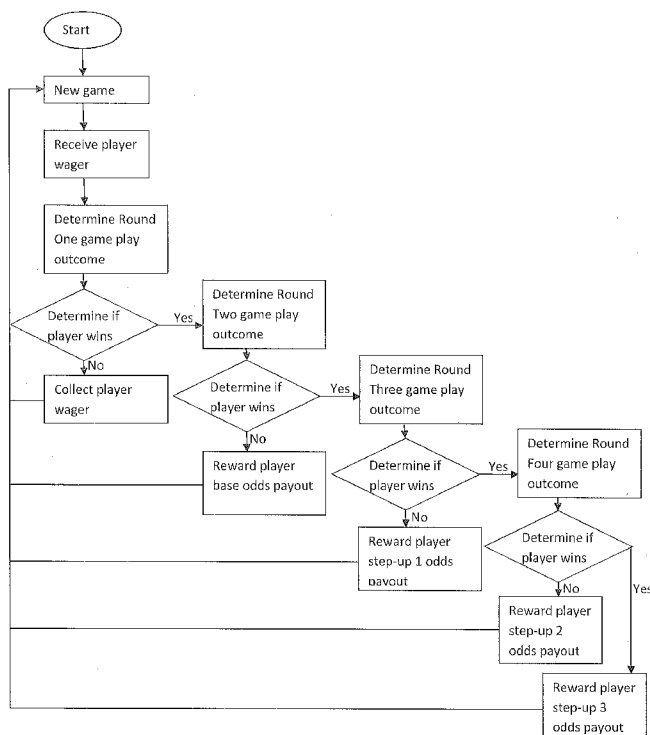
(54) **Title:** METHOD AND APPARATUS FOR PLAYING A WAGERING GAME

FIG. 14

(57) **Abstract:** A method and apparatus for playing a wagering game is provided. The method includes providing the wagering game comprising wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball, and an associated wagering field, wherein the wagering game will be carried out in multiple rounds of game play within a game, with a predetermined highest possible round of game play. A Round One game play is conducted through one of the wagering elements. A Round Two game play is conducted for the player who wins Round One. The player who wins Round One but loses Round Two is rewarded a predetermined base odds payout. A Round Three game play is conducted for the player who wins Round Two. The player who wins Round Two but loses Round Three is rewarded a predetermined step-up 1 odds payout. Further subsequent rounds of game play are conducted, if and where possible. A predetermined step-up 2 odds payout is rewarded to the player who wins Round Three but loses Round Four, and so forth, until the predetermined highest possible round of game play. Methods of playing the wagering game using different wagering elements and wagering fields are provided.

Method and apparatus for playing a wagering game**FIELD OF THE INVENTION**

The present invention relates to wagering games, and in particular, methods and apparatus for playing such games.

BACKGROUND

Card, dice and roulette games are popular wagering games played around the world. The apparatus used in card, dice and roulette games for casinos are easy to use and manufacture. Many card games are used for gambling purposes, and often these games are played against the casino/bank and players. Many card games provide options for players to place wagers on possible game outcomes of the cards on a wagering layout, known as side bets.

There are many dice games used for gambling. Typical dice wagering games allow players to place their wagers on the outcome of the roll of one or more dice. Betting options typically include wagering on the sum of the dice numbers and various combinations of the faces of the dice.

Roulette games are commonly used for gambling. The roulette game involves a wheel divided into segments. A traditional wheel includes 36 segments, numbered 1 to 36, which are divided into two distinct colours, traditionally in red and black. One additional segment, numbered "0", also appear on the wheel, traditionally in green. Players place wagers on possible game outcomes on a wagering layout. The game outcome is determined by spinning the wheel and dropping a ball onto the wheel. The game outcome is defined by the segment in which the ball comes to rest.

A variety of betting options are normally provided for these card, dice and roulette games. However having numerous betting options require the provision of more betting time for players to place their bets. It is desirable to provide a game with less betting options to expedite game play, thereby benefitting both the players and game operators.

Games with a variety of betting options generally results in diverse bets amongst the players against the casino/bank, leading to a mixture of players hoping for a different game outcome. Such games bring out less emotions of the players. It is thus desirable to provide a game rule where players play against the casino/bank collectively, thereby creating a certain camaraderie among the players.

Games with a variety of betting options also results in more rules and various payouts for the casino/bank. Some of such payouts are more cumbersome and time consuming to manage, particularly in physical payout table games. It is desirable to provide a game with simple

rules and a more communal payout odd to players collectively in a game to speed up game play, to reduce the possibility of dealer errors and to provide players confidence in play. Although the game play for card, dice and roulette games are easy to comprehend among casino games, the lack of ability to reward larger payout can cause players to lose interest in the game. Similar issues can be found in other traditional casino games. It is desirable to provide some form of enhancement to the payouts to such wagering games in order to maintain the interest of the player. It is thus an object to introduce the possibility of a larger payout for a single bet in a game.

SUMMARY

- 10 In one aspect, the present invention is a method of playing a wagering game, said method including steps of:
- providing the wagering game comprising wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball, and an associated wagering field, wherein the wagering game will be carried out in multiple rounds of game play within a game, with a
- 15 predetermined highest possible round of game play;
- one or more players placing a wager on possible Round One game play outcomes;
- conducting a Round One game play through one of the wagering elements;
- determining the Round One game play outcome;
- collecting the wager if the player loses on the Round One game play outcome and ending the
- 20 game for that player;
- conducting a Round Two game play through one of the wagering elements for the player who wins on the Round One game play outcome;
- determining the Round Two game play outcome;
- rewarding a predetermined base odds payout to the player who wins on the Round One game
- 25 play outcome but loses on the Round Two game play outcome, and ending the game;
- conducting a Round Three game play through one of the wagering elements for the player who wins on the Round Two game play outcome;
- determining the Round Three game play outcome;
- rewarding a predetermined step-up 1 odds payout to the player who wins on the Round Two
- 30 game play outcome but loses on the Round Three game play outcome, and ending the game;
- rewarding a predetermined step-up 2 odds payout to the player who wins on the Round Two game play outcome and wins on the Round Three game play outcome, and ending the game if the game provides highest two rounds of game play;

further conducting subsequent rounds of game play, if the game provides more than highest two rounds of game play, through one of the wagering elements whenever the player wins on a subsequent round of game play outcome until the predetermined highest possible round of game play is reached;

- 5 ending the game whenever the player loses on a subsequent round of game play outcome or until the predetermined highest possible round of game play is played; and further rewarding a predetermined step-up 2 odds payout to the player who wins on the Round Three game play outcome but loses on the Round Four game play outcome, rewarding a predetermined step-up 3 odds payout to the player who wins on the Round Four game play outcome but loses on the Round Five game play outcome and so forth, until the
- 10 predetermined highest possible round of game play;

wherein the step-up 1 odds payout is an incremental odds payout in relation to the base odds payout, the step-up 2 odds payout is higher than the step-up 1 odds payout, the step-up 3 odds payout is higher than the step-up 2 odds payout, and so forth.

- 15 In another aspect, the present invention provides a gaming machine adapted to carry out the methods.

In another aspect, the present invention provides a software product to program a gaming system to carry out the methods.

The game apparatus comprises:

- 20 a game surface comprising wagering areas for wagering on possible Round One game play outcomes; and wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball.

- The present method could take a number of different embodiments. For example, in one
- 25 embodiment, players make wagers in a game comprising wagering elements that include playing cards and dice, with a highest four rounds of game play within a game.

In another example, players make wagers in a game comprising wagering elements that include dice and roulette wheel and ball, with a highest four rounds of game play within a game.

- 30 In another example, players make wagers in a game comprising wagering elements that include playing cards, with a highest three rounds of game play within a game.

In another example, players make wagers in a game comprising wagering elements that include dice, with a highest four rounds of game play within a game.

In another example, players make wagers in a game comprising wagering elements that include playing cards and dice, with a highest three rounds of game play within a game. The present method could be embodied in an electrical, mechanical, electro-mechanical, or video gaming device or any of the combinations thereof.

5 Further objects of the invention will become apparent from the description which follows.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 2 is an example of a pay table for the embodiment of FIG. 1;

10 FIG. 3 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 4 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 5 is an example of a pay table for the embodiment of FIGS. 3 and 4;

15 FIG. 6 is a roulette wheel arrangement for use with the wagering field shown in FIGS. 3 and 4, according to an optional embodiment of the present invention;

FIG. 7 is plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 8 is an example of a pay table for the embodiment of FIG. 7;

20 FIG. 9 is plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 10 is an example of a pay table for the embodiment of FIG. 9;

FIG. 11 is an plan drawing of a game surface according to an optional embodiment of the present invention;

25 FIG. 12 is an example of a pay table for the embodiment of FIG. 11;

FIG. 13 illustrates the general process steps involved in an embodiment of the present invention with a highest three rounds of game play within a game; and

FIG. 14 illustrates the general process steps involved in an embodiment of the present invention with a highest four rounds of game play within a game.

30 DETAILED DESCRIPTION

Reference is now made to the figures wherein like parts are referred to by like numerals throughout. There are a number of possible embodiments of the wagering elements and the wagering fields in the present invention.

Referring to FIG. 1, in one embodiment of the present invention, a wagering field 100 is provided. The game begins with players making wagers in a game comprising wagering elements that include playing cards and dice, with a highest four rounds of game play within a game, in a manner described in more detail below.

5 The terms for the payouts with a highest four rounds of game play within a game are as follows:

- a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;
- b) the step-up 1 odds payout refers to a payout for the players who win Round Two
10 game play but lose Round Three game play;
- c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play; and
- d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

15 The Round One game play outcome is resolved in a two-dice game. Each player makes a bet on one or more wagering areas of the wagering field 100. A player may place a wager on a particular combination of two dice colours, for example, wagering area "RED, RED - MULTIPLIER ONE" 101 and wagering area "BLACK, RED - MULTIPLIER TWO" 102. In addition, players can wager on a combination of two dice scores of "1 or 6 AND 1 or 6", for
20 example, wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 103.

As shown in FIG. 1, MULTIPLIER ONE 110 and MULTIPLIER TWO 111 include two different types of predetermined base and predetermined step-up odds payout as depicted in FIG. 2.

In Round One game play, the dealer rolls two different coloured dice, DICE 1 in white and
25 DICE 2 in grey, the dice each containing scores 1 through 6 represented through a corresponding number of dots, and each containing three faces (scores 1 through 3) of red colour dots and three faces (scores 4 through 6) of black colour dots. Based on the outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

30 For example, suppose Round One game play outcome is other than "DICE 1 RED, DICE 2 BLACK", a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 104 will lose the wager and the game ends for that player. However, if Round One game play outcome is "DICE 1 RED, DICE 2 BLACK", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a two-cards game. The dealer deals two cards from one or more decks of standard playing cards without Jokers, the cards having values 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 104 will be paid a payout of 1 to 1 and the game ends. However, if Round Two game play outcome is an "ODD" number, the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a two-cards game. The dealer deals another two cards preferably from the same deck or decks of standard playing cards. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Four game play.

For example, suppose Round Three game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 104 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is an "ODD" number, the player will be awarded a Round Four game play.

The Round Four game play outcome is resolved in a one-dice game. The dealer rolls one dice, the dice containing numbers 1 through 6. If the outcome of the dice is not "DICE SCORE OF 6", all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the dice is "DICE SCORE OF 6", all players win. The players will be paid a step-up 3 odds payout and the game ends.

For example, suppose Round Four game play outcome is not "DICE SCORE OF 6", a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 104 will be paid a step-up payout of 5 to 1 and the game ends. However, if Round Four game play outcome is "DICE SCORE OF 6", the player will be paid a step-up payout of 10 to 1 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 2.

Referring to FIG. 3, in another embodiment of the present invention, a wagering field 300 is provided. The game begins with players making wagers in a game comprising wagering

elements that include dice and roulette wheel and ball, with a highest four rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest four rounds of game play within a game are as follows:

- 5 a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;
- b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play;
- c) the step-up 2 odds payout refers to a payout for the players who win Round Three
10 game play but lose Round Four game play; and
- d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

The Round One game play outcome is resolved in a roulette wheel and ball game. Each player makes a bet on one or more wagering areas of the wagering field 300. A player may
15 place a wager on a particular colour, for example, wagering area "BLACK" 301. In addition, players can wager on a grouping of four numbers wagering area "1, 11, 21 OR 28" 302 and a single number wagering area "0" 303.

In Round One game play, the dealer spins a roulette wheel 600 and drops a ball onto the wheel, the wheel 600 includes 36 segments, numbered 1 to 36, which are divided into four
20 distinct colours of red, orange, blue and black and one additional segment numbered "0" appears on the wheel in green. Based on the outcome of the segment in which the ball comes to rest, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "RED", a player who
25 places a wager on a wagering area "RED" 304 will lose the wager and the game ends for that player. However, if Round One game play outcome is "RED", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT
30 LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a wagering area "RED" 304 will be paid a

payout of 1 to 1 and the game ends. However, if Round Two of the game outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Three game play. The Round Three game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Four game play.

For example, suppose Round Three game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a wagering area "RED" 304 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Four game play.

The Round Four game play outcome is resolved in a one-dice game. The dealer rolls one dice, the dice containing numbers 1 through 6. If the outcome of the dice is not "DICE SCORE OF 6", all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the dice is "DICE SCORE OF 6", all players win. The players will be paid a step-up 3 odds payout and the game ends.

For example, suppose Round Four game play outcome is not "DICE SCORE OF 6", a player who places a wager on a wagering area "RED" 304 will be paid a step-up payout of 5 to 1 and the game ends. However, if Round Four game play outcome is "DICE SCORE OF 6", the player will be paid a step-up payout of 20 to 1 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 5.

Referring to FIG. 4, in another embodiment of the present invention, a wagering field 400 is provided. The wagering field comprises a number betting area from 0 to 36 which is similar to a conventional roulette betting layout, and a colour betting area. In one embodiment of the wagering field, the numbers 1, 3, 5, 7, 9, 12, 14, 16 and 18 are red, the numbers 20, 22, 24, 26, 28, 29, 31, 33 and 35 are black, the numbers 19, 21, 23, 25, 27, 30, 32, 34 and 36 are blue, the numbers 2, 4, 6, 8, 10, 11, 13, 15 and 17 are orange, and number 0 is green. The game begins with players making wagers in a game comprising wagering elements that include dice and roulette wheel and ball, with a highest four rounds of game play within a game, in a manner described in more detail below.

The Round One game play outcome is resolved in a roulette wheel and ball game. Each player makes a bet on one or more wagering areas of the wagering field 400. A player may

place a wager on a particular single number or colour, for example, single number wagering area "36" 401 and wagering area "ORANGE" 402. In addition, players can wager on groupings of four adjoining numbers by placing one or more chips or markers at the intersection of the four adjoining numbers, for example, a grouping of four numbers
5 wagering area "1, 2, 4 AND 5" 403 and "31, 32, 34 AND 35" 404.

In Round One game play, the dealer spins a roulette wheel 600 and drops a ball onto the roulette wheel, the wheel 600 includes 36 segments, numbered 1 to 36, which are divided into four distinct colours of red, orange, blue and black and one additional segment numbered "0" appears on the wheel in green. Based on the outcome of the segment in which the ball
10 comes to rest, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "1, 2, 4 OR 5", a player who places a wager on a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 will lose the wager and the game ends for that player. However, if Round One game play outcome
15 is "1, 2, 4 OR 5", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE
20 DICE SCORE OF 6", all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 will be paid a payout of 3 to 1 and the game ends. However, if Round Two game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a
25 Round Three game play.

The Round Three game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST
30 ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Four game play.

For example, suppose Round Three game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 will be paid a step-up payout of 8 to 1 and the game ends. However, if

Round Three game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Four game play.

The Round Four game play outcome is resolved in a one-dice game. The dealer rolls one dice, the dice containing numbers 1 through 6. If the outcome of the dice is not "DICE SCORE OF 6", all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the dice is "DICE SCORE OF 6", all players win. The players will be paid a step-up 3 odds payout and the game ends.

For example, suppose Round Four game play outcome is not "DICE SCORE OF 6", a player who places a wager on a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 will be paid a step-up payout of 15 to 1 and the game ends. However, if Round Four game play outcome is "DICE SCORE OF 6", the player will be paid a step-up payout of 60 to 1 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 5.

FIG. 6 depicts a roulette wheel 600 arrangement for use with the wagering field shown in FIGS. 3 and 4, according to an embodiment of the present invention. As shown, the roulette wheel arrangement includes only one house number, the single zero (0) and thirty-six numbers, for a total of thirty-seven segments. The roulette wheel shown in FIG. 6, is a roulette wheel having an example arrangement of indicia according to the roulette wheel arrangement, the indicia including numbers from 1 to 36 arranged at standardised positions around the perimeter of the wheel with red and black numbers alternating in one side of the wheel, and blue and orange numbers alternating in another side of the wheel.

In one embodiment of the roulette wheel 600, the numbers 1, 3, 5, 7, 9, 12, 14, 16 and 18 are red (represented by letter "R" in FIG. 6), the numbers 20, 22, 24, 26, 28, 29, 31, 33 and 35 are black (represented by letter "B" in FIG. 6), the numbers 19, 21, 23, 25, 27, 30, 32, 34 and 36 are blue (represented by letter "b" in FIG. 6), the numbers 2, 4, 6, 8, 10, 11, 13, 15 and 17 are orange (represented by letter "O" in FIG. 6), and number 0 is green (represented by letter "G" in FIG. 6). However, the roulette wheel and corresponding wagering field of the invention is not so limited, and many different variations of the wheel and wagering field configurations are contemplated.

Referring to FIG. 7, in another embodiment of the present invention, a wagering field 700 is provided. The game begins with players making wagers in a game comprising wagering elements that include playing cards, with a highest three rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest three rounds of game play within a game are as follows:

- a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;
- 5 b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play; and
- c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play.

The Round One game play outcome is resolved in a one-card game. Each player makes a bet
10 on one or more wagering areas of the wagering field 700. A player may place a wager on a particular suit of a card, for example, wagering area "SPADE - MULTIPLIER ONE" 701. In addition, players can wager on a rank of a card, for example, wagering area "JACK OR QUEEN - MULTIPLIER ONE" 702 and wagering area "KING - MULTIPLIER TWO" 703. As shown in FIG. 7, MULTIPLIER ONE 710 and MULTIPLIER TWO 711 include two
15 different types of predetermined base and predetermined step-up odds payout as depicted in FIG. 8.

In Round One game play, the dealer deals one card from one deck of standard playing cards without Jokers. Based on the outcome of the card, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two
20 game play.

For example, suppose Round One game play outcome is other than "KING", a player who places a wager on a wagering area "KING - MULTIPLIER ONE" 704 will lose the wager and the game ends for that player. However, if Round One game play outcome is "KING", the player will be awarded a Round Two game play.

25 The Round Two game play outcome is resolved in a two-cards game. The dealer deals two cards preferably from the same deck of standard playing cards, the cards having values 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends.
30 However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is an "EVEN" number, a player who places a wager on a wagering area "KING - MULTIPLIER ONE" 704 will be paid a payout

of 6 to 1 and the game ends. However, if Round Two game play outcome is an "ODD" number, the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a two-cards game. The dealer deals another two cards preferably from the same deck of standard playing cards. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be paid a step-up 2 odds payout and the game ends.

For example, suppose Round Three game play outcome is an "EVEN" number, a player who places a wager on a wagering area " KING - MULTIPLIER ONE" 704 will be paid a step-up payout of 12 to 1 and the game ends. However, if Round Three game play outcome is an "ODD" number, the player will be paid a step-up payout of 20 to 1 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 8.

Referring to FIG. 9, in another embodiment of the present invention, a wagering field 900 is provided. The game begins with players making wagers in a game comprising wagering elements that include dice, with a highest four rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest four rounds of game play within a game are as follows:

- a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;
- b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play;
- c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play; and
- d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

The Round One game play outcome is resolved in a two-dice game. Each player makes a bet on one or more wagering areas of the wagering field 900. A player may place a wager on a particular combination of two dice colours, for example, wagering area "RED, RED - MULTIPLIER ONE" 901 and wagering area "BLACK, RED - MULTIPLIER TWO" 902. In addition, players can wager on a combination of two dice scores of "1 or 6 AND 1 or 6", for example, wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903.

As shown in FIG. 9, MULTIPLIER ONE 910 and MULTIPLIER TWO 911 include two different types of predetermined base and predetermined step-up odds payout as depicted in FIG. 10.

In Round One game play, the dealer rolls two different coloured dice, DICE 1 in white and DICE 2 in grey, the dice each containing scores 1 through 6 represented through a corresponding number of dots, and each containing three faces (scores 1 through 3) of red colour dots and three faces (scores 4 through 6) of black colour dots. Based on the outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "1 or 6 AND 1 or 6", a player who places a wager on a wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903 will lose the wager and the game ends for that player. However, if Round One game play outcome is "1 or 6 AND 1 or 6", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903 will be paid a payout of 4 to 1 and the game ends. However, if Round Two game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Four game play.

For example, suppose Round Three game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903 will be paid a step-up payout of 8 to 1 and the game ends. However, if Round Three game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Four game play.

The Round Four game play outcome is resolved in a one-dice game. The dealer rolls one dice, the dice containing numbers 1 through 6. If the outcome of the dice is not "DICE SCORE OF 6", all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the dice is "DICE SCORE OF 6", all players win.

5 The players will be paid a step-up 3 odds payout and the game ends.

For example, suppose Round Four of the game outcome is not "DICE SCORE OF 6", a player who places a wager on a wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903 will be paid a step-up payout of 13 to 1 and the game ends. However, if Round Four of the game outcome is "DICE SCORE OF 6", the player will be paid a step-up payout of 40 to 1
10 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 10.

Referring to FIG. 11, in another embodiment of the present invention, a game surface 1100 formed substantially in the shape of a semicircle is provided. The game surface 1100 has a substantially linear side 1110 along the diameter of the semicircle and a curved side 1111
15 along the circumference of the semicircle. As shown, seven individual player wagering areas are arranged along the circumference of the semicircle playing surface and are spaced a similar distance apart. The number of individual player wagering areas can be more or less, but preferably this number is limited to seven to facilitate monitoring by the dealer. A minimum of one and a maximum of seven players may occupy a seated position in the game.
20 More players may participate in the game via backline betting. The game begins with players making wagers in a game comprising wagering elements that include playing cards and dice, with a highest three rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest three rounds of game play within a game are as
25 follows:

- a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;
- b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play; and
- 30 c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play.

The Round One game play outcome is resolved in a two-dice game. Each player makes a bet on one or more wagering areas of the wagering field in the game surface 1100. A player may place a wager on a particular combination of two dice colours, for example, wagering area

"RED, RED - MULTIPLIER ONE" 1101 and wagering area "BLACK, RED - MULTIPLIER TWO" 1102. In addition, players can wager on a combination of two dice scores of "1 or 6 AND 1 or 6", for example, wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 1103. As shown in FIG. 11, MULTIPLIER ONE 1120 and MULTIPLIER TWO 1121 include two
5 different types of predetermined base and predetermined step-up odds payout as depicted in FIG. 12.

In Round One game play, the dealer rolls two different coloured dice, DICE 1 in white and DICE 2 in grey, the dice each containing scores 1 through 6 represented through a corresponding number of dots, and each containing three faces (scores 1 through 3) of red
10 colour dots and three faces (scores 4 through 6) of black colour dots. Based on the outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "DICE 1 RED, DICE 2 BLACK", a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER
15 ONE" 1104 will lose the wager and the game ends for that player. However, if Round One game play outcome is "DICE 1 RED, DICE 2 BLACK", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a two-cards game. The dealer deals two cards from one or more decks of standard playing cards without Jokers, the cards have values
20 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 1104 will be paid
25 a payout of 1 to 1 and the game ends. However, if Round Two game play outcome is an "ODD" number, the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a two-cards game. The dealer deals
30 another two cards preferably from the same deck or decks of playing cards. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be paid a step-up 2 odds payout and the game ends.

For example, suppose Round Three game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 1104 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is an "ODD" number, the player will be paid a step-up payout of 5 to 1 and the game ends.

5 Winning wagers would be rewarded as indicated in the pay table of FIG. 12.

The wagering field of the invention is not so limited, and many different variations of the wagering field configurations are contemplated.

The general process steps involved in an embodiment of the present invention with a highest three rounds of game play within a game is shown in FIG. 13. A new game is started at step 1301. The player selects and places wagers on possible Round One game play outcomes at step 1302. After the wagers are placed, Round One game play outcome is determined at step 1303. The determination of whether the player wins Round One game play outcome is at step 1304. If the player loses, the wager is collected at step 1305. If no player wins Round One game play outcome, a new game is restarted at step 1301. However, if any player wins Round One game play outcome, Round Two game play outcome is determined at step 1306. The determination of whether the player wins Round Two game play outcome is at step 1307. All players in the game win or lose collectively base on the Round Two game play outcome. If the player loses, the player is provided a base odds payout at step 1308 and a new game is restarted at step 1301. However, if the player wins Round Two game play outcome, Round Three game play outcome is determined at step 1309. The determination of whether the player wins Round Three game play outcome is at step 1310. All players in the game win or lose collectively base on the Round Three game play outcome. If the player loses, the player is provided a step-up 1 odds payout at step 1311 and a new game is restarted at step 1301. However, if the player wins Round Three game play outcome, the player is provided a step-up 2 odds payout at step 1312 and a new game is restarted at step 1301.

There are a number of predetermined highest possible round of game play within a game. In another example, the general process steps involved in an embodiment of the present invention with a highest four rounds of game play within a game is shown in FIG. 14.

As alluded to above, the present game could be played on a mechanical, electrical, electro-mechanical, or video gaming device or any of the combinations thereof. For example, one embodiment may include a conventional mechanical game apparatus and a live dealer.

Another embodiment may include an electronic table and a live dealer.

A further embodiment may include an electronic table without any dealer.

In another further embodiment, the game is a multiplayer unit with individual bet stations and a central video representation of the game.

The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

CLAIMS

1. A method of playing a wagering game, the method including steps of:

providing the wagering game comprising wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball, and an associated wagering field,
5 wherein the wagering game will be carried out in multiple rounds of game play within a game, with a predetermined highest possible round of game play;

one or more players placing a wager on possible Round One game play outcomes;

conducting a Round One game play through one of the wagering elements;

determining the Round One game play outcome;

10 collecting the wager if the player loses on the Round One game play outcome and ending the game for that player;

conducting a Round Two game play through one of the wagering elements for the player who wins on the Round One game play outcome;

determining the Round Two game play outcome;

15 rewarding a predetermined base odds payout to the player who wins on the Round One game play outcome but loses on the Round Two game play outcome, and ending the game;

conducting a Round Three game play through one of the wagering elements for the player who wins on the Round Two game play outcome;

20 determining the Round Three game play outcome;

rewarding a predetermined step-up 1 odds payout to the player who wins on the Round Two game play outcome but loses on the Round Three game play outcome, and ending the game;

25 rewarding a predetermined step-up 2 odds payout to the player who wins on the Round Two game play outcome and wins on the Round Three game play outcome, and ending the game if the game provides highest two rounds of game play;

further conducting subsequent rounds of game play, if the game provides more than highest two rounds of game play, through one of the wagering elements whenever the player wins on a subsequent round of game play outcome until the predetermined highest possible
30 round of game play is reached;

ending the game whenever the player loses on a subsequent round of game play outcome or until the predetermined highest possible round of game play is played; and

further rewarding a predetermined step-up 2 odds payout to the player who wins on the Round Three game play outcome but loses on the Round Four game play outcome,

rewarding a predetermined step-up 3 odds payout to the player who wins on the Round Four game play outcome but loses on the Round Five game play outcome and so forth, until the predetermined highest possible round of game play;

wherein the step-up 1 odds payout is an incremental odds payout in relation to the base odds payout, the step-up 2 odds payout is higher than the step-up 1 odds payout, the step-up 3 odds payout is higher than the step-up 2 odds payout, and so forth.

2. The method of claim 1, wherein the rounds of game play outcomes are independent events of one another.

3. The method of claim 1, wherein the winning outcome of a round of game play includes being a particular card game outcome that includes any one of:

- (i) the outcome of two cards is the sum of values of the two cards being an "ODD" number;
- (ii) the outcome of one card is a particular suit; and
- (iii) the outcome of one card is a particular rank or ranks.

4. The method of claim 1, wherein the winning outcome of a round of game play includes being a particular dice game outcome that includes any one of:

- (i) the outcome of two dice is a particular combination of two dice colours;
- (ii) the outcome of two dice is a particular combination of two dice scores;
- (iii) the outcome of one dice is a particular dice score; and
- (iv) the outcome of three dice is at least one of the three dice has a particular dice score.

5. The method of claim 1, wherein the winning outcome of a round of game play includes being a particular roulette wheel and ball game outcome that includes any one of:

- (i) the outcome of roulette wheel and ball is a particular single number;
- (ii) the outcome of roulette wheel and ball is a particular colour; and
- (iii) the outcome of roulette wheel and ball is a particular grouping of four numbers.

6. The method of claim 1, wherein the wagering field further comprises two different types of predetermined base odds payout and step-up odds payout, whereby each type has a different predetermined base odds payout and step-up odds payout from that of the other.

7. A game apparatus of playing a wagering game comprising:

a game surface comprising wagering areas for wagering on possible Round One game play outcomes; and
wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball;

wherein the wagering game is carried out in accordance with any one of the preceding claims.

8. The game apparatus according to claim 7, wherein the wagering elements provided in the respective rounds of game play in the wagering game include any one of:

- 5 (i) only playing cards;
- (ii) only dice;
- (iii) only roulette wheel and ball;
- (iv) combination of playing cards and dice;
- (v) combination of playing cards and roulette wheel and ball;
- 10 (vi) combination of dice and roulette wheel and ball; and
- (vii) combination of playing cards, dice and roulette wheel and ball.

9. A gaming machine adapted to carry out the method of claim 1.

10. A software product operatively adapted to program a gaming system to carry out the method of claim 1.

1 / 8

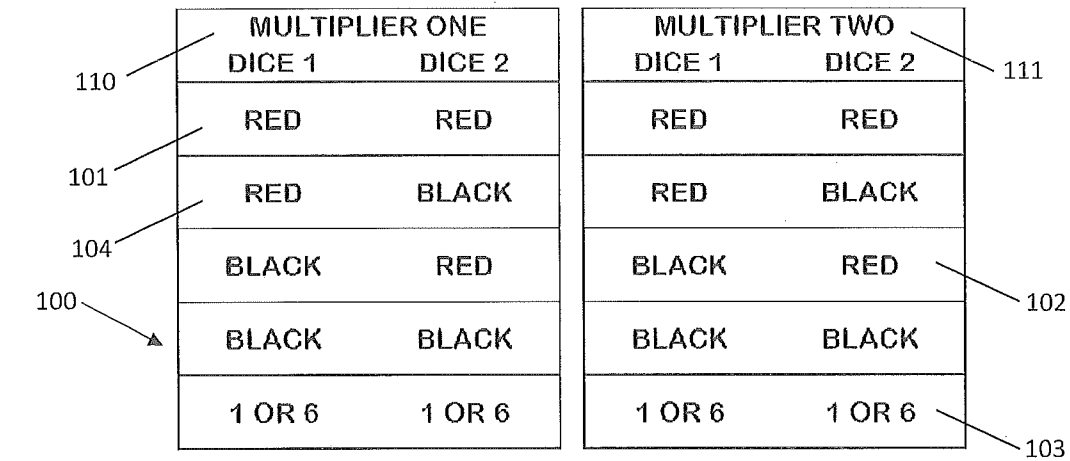


FIG. 1

Wagering Area	Round 1	Round 2	Round 3	Round 4	
	Lose	"EVEN" number	"EVEN" number	Not "DICE SCORE OF 6"	"DICE SCORE OF 6"
MULTIPLIER ONE		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout	Step-up 3 odds payout
DICE 1 RED, DICE 2 RED	Collect wager	1 to 1	4 to 1	5 to 1	10 to 1
DICE 1 RED, DICE 2 BLACK	Collect wager	1 to 1	4 to 1	5 to 1	10 to 1
DICE 1 BLACK, DICE 2 RED	Collect wager	1 to 1	4 to 1	5 to 1	10 to 1
DICE 1 BLACK, DICE 2 BLACK	Collect wager	1 to 1	4 to 1	5 to 1	10 to 1
DICE 1 1 OR 6, DICE 2 1 OR 6	Collect wager	3 to 1	8 to 1	15 to 1	30 to 1
MULTIPLIER TWO		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout	Step-up 3 odds payout
DICE 1 RED, DICE 2 RED	Collect wager	2 to 1	3 to 1	4 to 1	8 to 1
DICE 1 RED, DICE 2 BLACK	Collect wager	2 to 1	3 to 1	4 to 1	8 to 1
DICE 1 BLACK, DICE 2 RED	Collect wager	2 to 1	3 to 1	4 to 1	8 to 1
DICE 1 BLACK, DICE 2 BLACK	Collect wager	2 to 1	3 to 1	4 to 1	8 to 1
DICE 1 1 OR 6, DICE 2 1 OR 6	Collect wager	4 to 1	8 to 1	13 to 1	26 to 1

FIG. 2

2 / 8

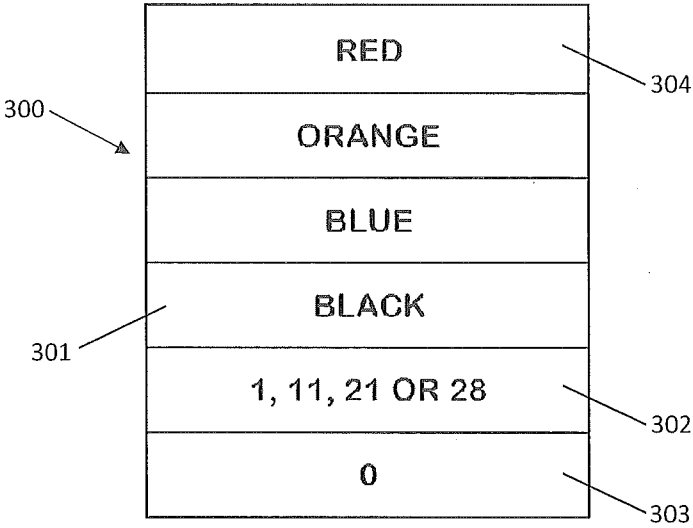


FIG. 3

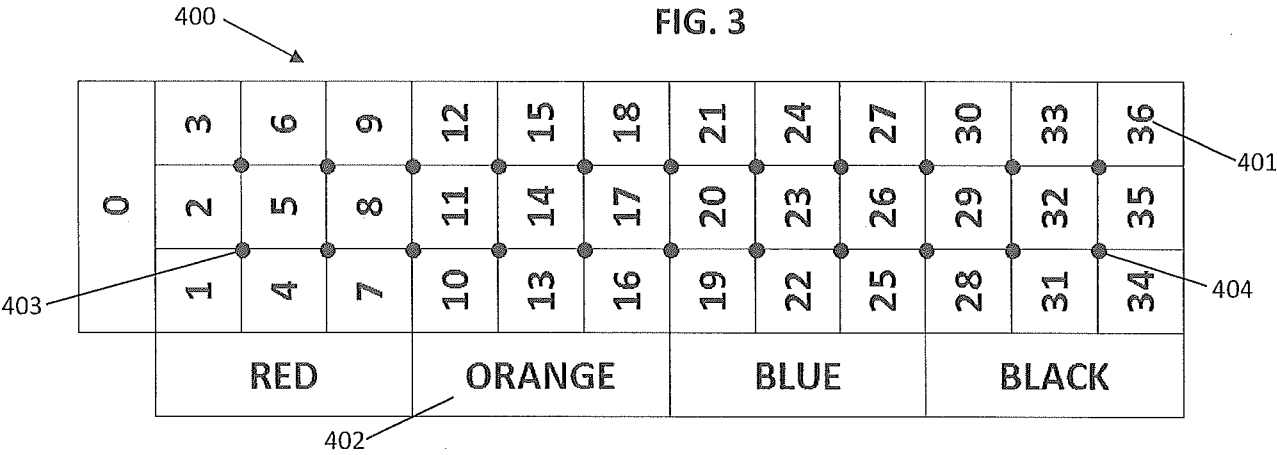


FIG. 4

3 / 8

500

Wagering Area	Round 1	Round 2	Round 3	Round 4	
	Lose	Not "AT LEAST ONE DICE SCORE OF 6"	Not "AT LEAST ONE DICE SCORE OF 6"	Not "DICE SCORE OF 6"	"DICE SCORE OF 6"
		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout	Step-up 3 odds payout
RED	Collect wager	1 to 1	4 to 1	5 to 1	20 to 1
ORANGE	Collect wager	1 to 1	4 to 1	5 to 1	20 to 1
BLUE	Collect wager	1 to 1	4 to 1	5 to 1	20 to 1
BLACK	Collect wager	1 to 1	4 to 1	5 to 1	20 to 1
GROUPING OF FOUR NUMBERS	Collect wager	3 to 1	8 to 1	15 to 1	60 to 1
SINGLE NUMBER	Collect wager	20 to 1	40 to 1	50 to 1	160 to 1

FIG. 5

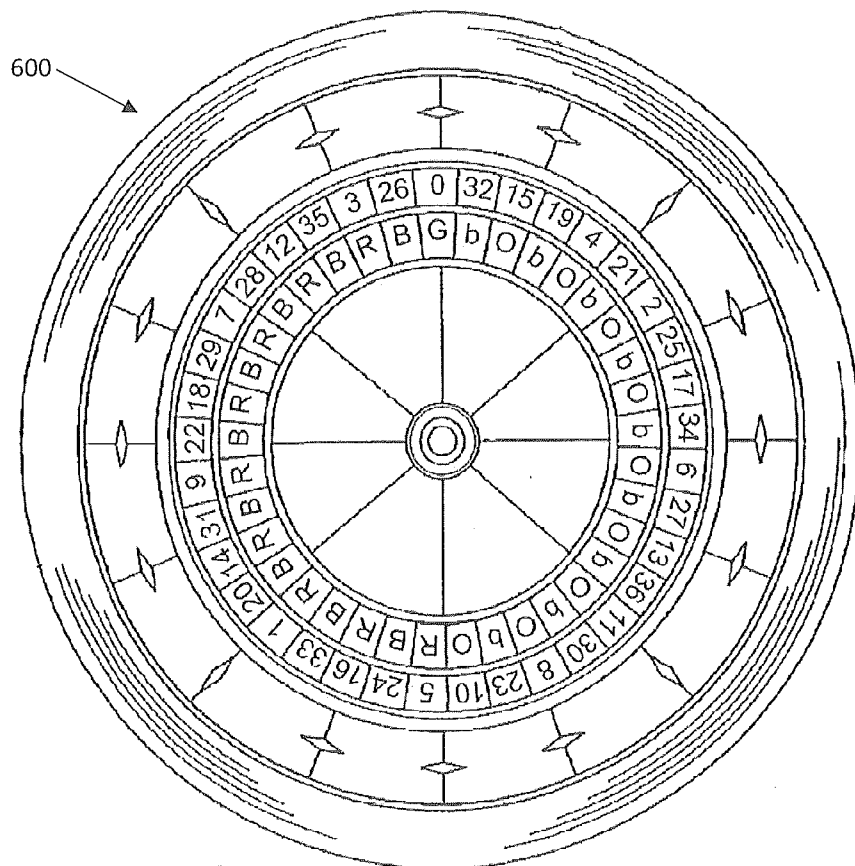


FIG. 6

4 / 8

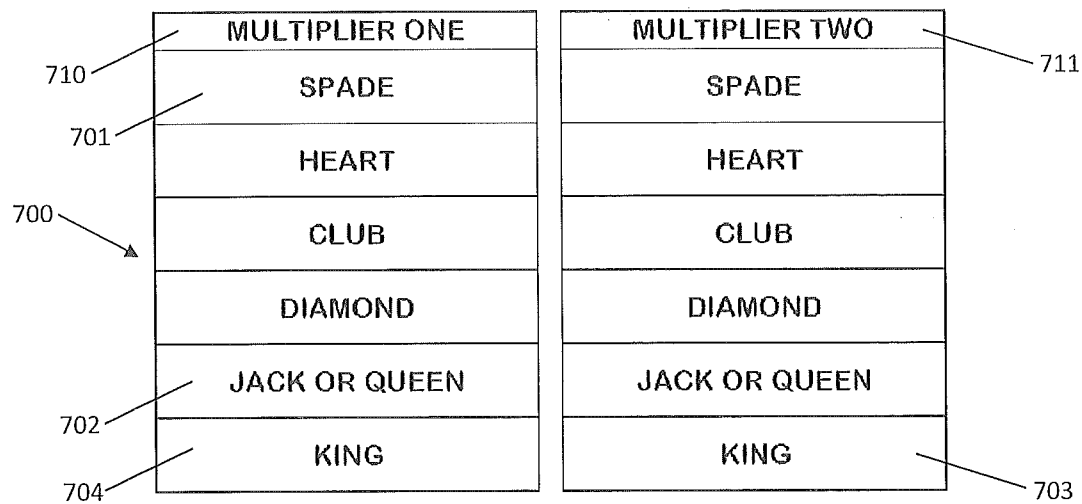


FIG. 7

800

Wagering Area	Round 1	Round 2	Round 3	
	Lose	"EVEN" number	"EVEN" number	"ODD" number
MULTIPLIER ONE		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout
SPADE	Collect wager	1 to 1	4 to 1	5 to 1
HEART	Collect wager	1 to 1	4 to 1	5 to 1
CLUB	Collect wager	1 to 1	4 to 1	5 to 1
DIAMOND	Collect wager	1 to 1	4 to 1	5 to 1
JACK OR QUEEN	Collect wager	3 to 1	6 to 1	8 to 1
KING	Collect wager	6 to 1	12 to 1	20 to 1
MULTIPLIER TWO		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout
SPADE	Collect wager	2 to 1	3 to 1	4 to 1
HEART	Collect wager	2 to 1	3 to 1	4 to 1
CLUB	Collect wager	2 to 1	3 to 1	4 to 1
DIAMOND	Collect wager	2 to 1	3 to 1	4 to 1
JACK OR QUEEN	Collect wager	4 to 1	5 to 1	7 to 1
KING	Collect wager	8 to 1	10 to 1	18 to 1

FIG. 8

5 / 8

MULTIPLIER ONE		MULTIPLIER TWO	
DICE 1	DICE 2	DICE 1	DICE 2
RED	RED	RED	RED
RED	BLACK	RED	BLACK
BLACK	RED	BLACK	RED
BLACK	BLACK	BLACK	BLACK
1 OR 6	1 OR 6	1 OR 6	1 OR 6

FIG. 9

Wagering Area	Round 1	Round 2	Round 3	Round 4	
	Lose	Not "AT LEAST ONE DICE SCORE OF 6"	Not "AT LEAST ONE DICE SCORE OF 6"	Not "DICE SCORE OF 6"	"DICE SCORE OF 6"
MULTIPLIER ONE		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout	Step-up 3 odds payout
DICE 1 RED, DICE 2 RED	Collect wager	1 to 1	4 to 1	5 to 1	15 to 1
DICE 1 RED, DICE 2 BLACK	Collect wager	1 to 1	4 to 1	5 to 1	15 to 1
DICE 1 BLACK, DICE 2 RED	Collect wager	1 to 1	4 to 1	5 to 1	15 to 1
DICE 1 BLACK, DICE 2 BLACK	Collect wager	1 to 1	4 to 1	5 to 1	15 to 1
DICE 1 1 OR 6, DICE 2 1 OR 6	Collect wager	3 to 1	8 to 1	15 to 1	50 to 1
MULTIPLIER TWO		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout	Step-up 3 odds payout
DICE 1 RED, DICE 2 RED	Collect wager	2 to 1	3 to 1	4 to 1	9 to 1
DICE 1 RED, DICE 2 BLACK	Collect wager	2 to 1	3 to 1	4 to 1	9 to 1
DICE 1 BLACK, DICE 2 RED	Collect wager	2 to 1	3 to 1	4 to 1	9 to 1
DICE 1 BLACK, DICE 2 BLACK	Collect wager	2 to 1	3 to 1	4 to 1	9 to 1
DICE 1 1 OR 6, DICE 2 1 OR 6	Collect wager	4 to 1	8 to 1	13 to 1	40 to 1

FIG. 10

6/8

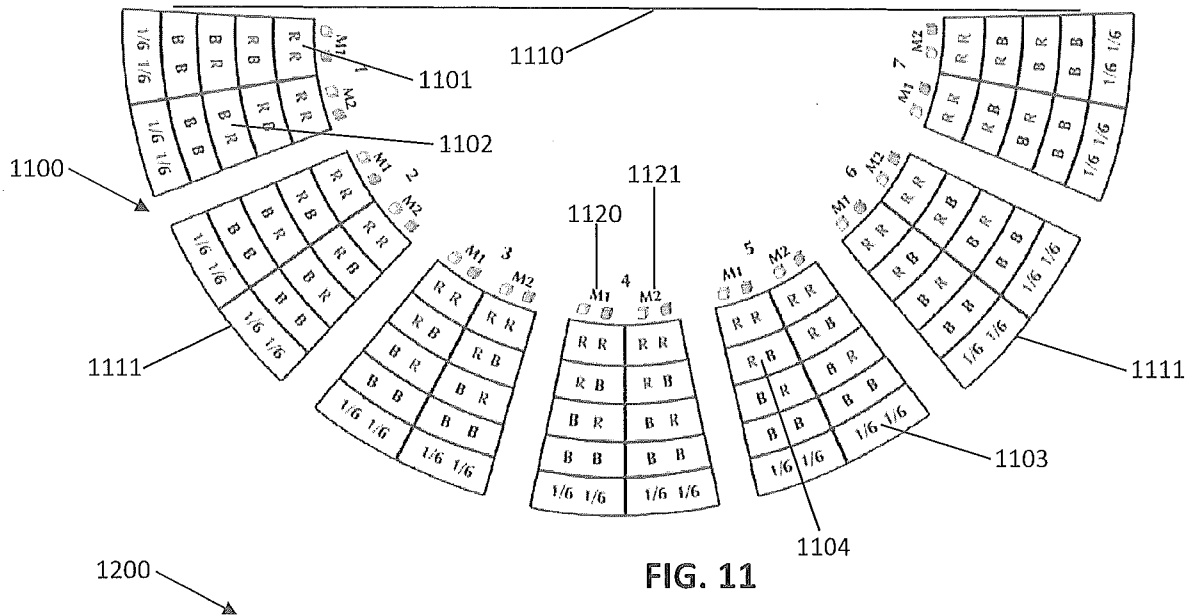


FIG. 11

Wagering Area	Round 1	Round 2	Round 3	
	Lose	"EVEN" number	"EVEN" number	"ODD" number
MULTIPLIER ONE		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout
DICE 1 RED, DICE 2 RED	Collect wager	1 to 1	4 to 1	5 to 1
DICE 1 RED, DICE 2 BLACK	Collect wager	1 to 1	4 to 1	5 to 1
DICE 1 BLACK, DICE 2 RED	Collect wager	1 to 1	4 to 1	5 to 1
DICE 1 BLACK, DICE 2 BLACK	Collect wager	1 to 1	4 to 1	5 to 1
DICE 1 1 OR 6, DICE 2 1 OR 6	Collect wager	3 to 1	11 to 1	13 to 1
MULTIPLIER TWO		Base odds payout	Step-up 1 odds payout	Step-up 2 odds payout
DICE 1 RED, DICE 2 RED	Collect wager	2 to 1	3 to 1	4 to 1
DICE 1 RED, DICE 2 BLACK	Collect wager	2 to 1	3 to 1	4 to 1
DICE 1 BLACK, DICE 2 RED	Collect wager	2 to 1	3 to 1	4 to 1
DICE 1 BLACK, DICE 2 BLACK	Collect wager	2 to 1	3 to 1	4 to 1
DICE 1 1 OR 6, DICE 2 1 OR 6	Collect wager	4 to 1	10 to 1	12 to 1

FIG. 12

7 / 8

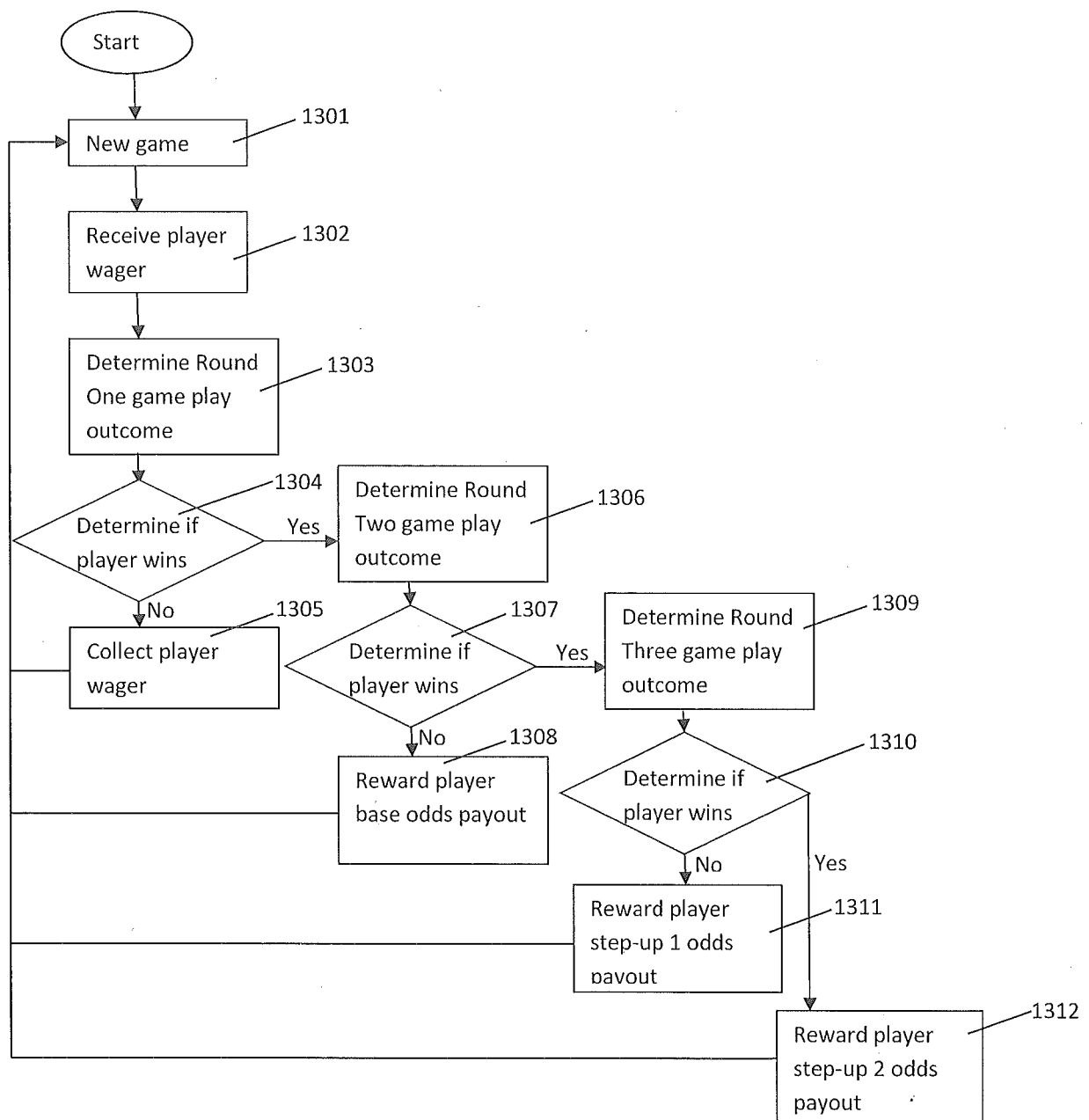


FIG. 13

8 / 8

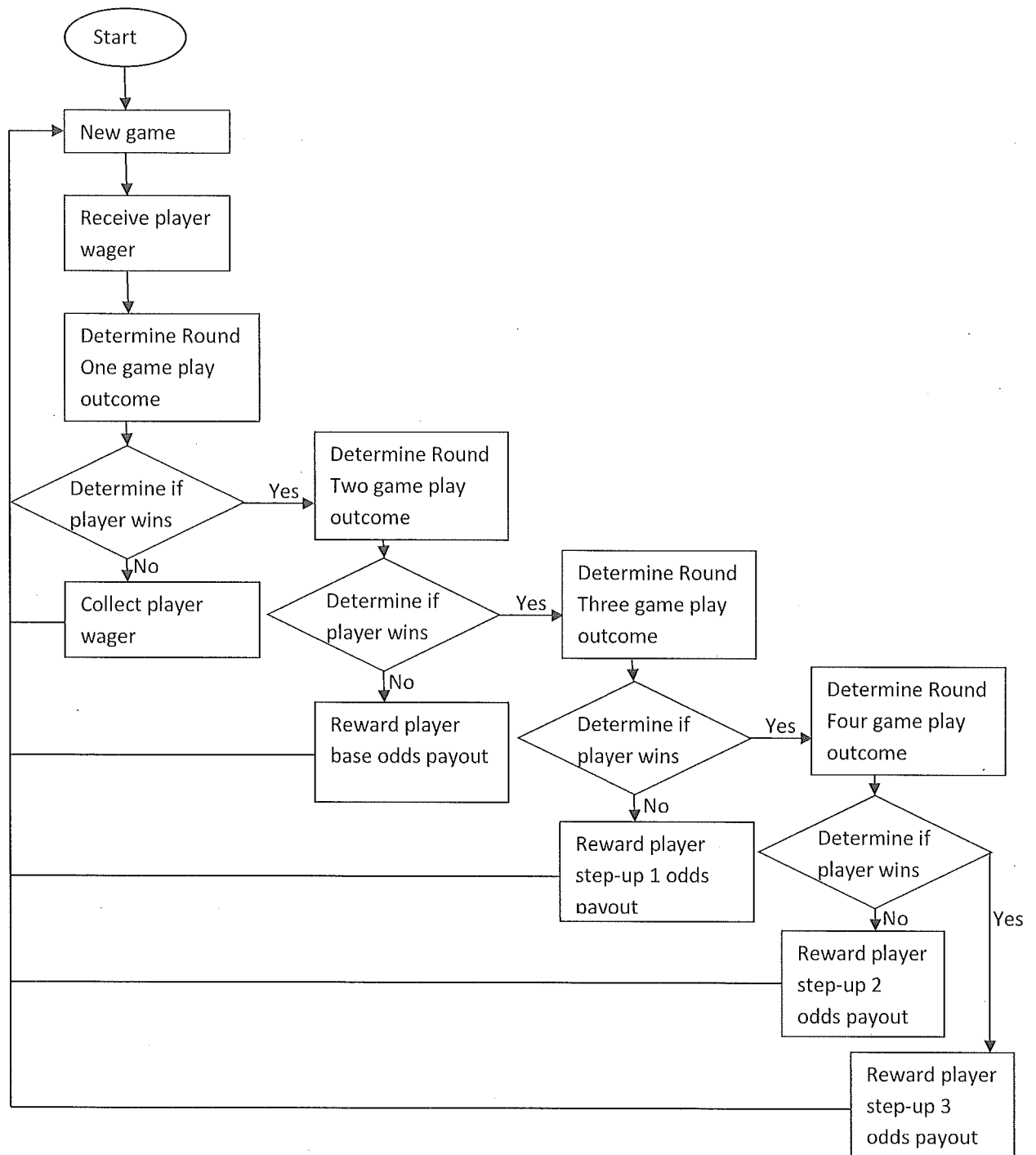


FIG. 14

INTERNATIONAL SEARCH REPORT

International application No.

PCT / SG 2015/000015

A. CLASSIFICATION OF SUBJECT MATTER IPC: A63F 1/04 (2006.01); A63F 5/00 (2006.01) According to International Patent Classification (IPC) or to both national classification and IPC		
B. FIELDS SEARCHED Minimum documentation searched (classification system followed by classification symbols) A63F 1/00, 1/04, 5/00 Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched Electronic data base consulted during the international search (name of data base and, where practicable, search terms used) Epodoc		
C. DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 20040164492 A1 (CRENSHAW, MICHAEL P.; FRENDRICK DAVID F.) 26 August 2004 (26.08.2004) Fig. 1 - 6; claims 1, 5 - 7, 9; [0006] - [0010], [0018], [0020], [0027], [0047] - [0049]	1, 7 - 10
X	WO 200532677 A1 (KENNEDY JULIAN, JAMISON) 14 April 2005 (14.04.2005) Fig. 1 - 11; claims 1, 4, 6 - 9, 12 - 14	1, 7 - 10
X	US 6302395 B1 (MORTEZA, ASTANEHA) 16 October 2001 (16.10.2001) Fig. 1 - 5; column 1, lines 13 - 17; column 4, lines 12 - 53; column 6, lines 56 - 63; claims 1, 2, 6, 10, 17	1, 7 - 9
X	WO 2011142995 A1 (SHARONI, RON) 17 November 2011 (17.11.2011) Fig. 1 - 6; claims 1 - 12, 17, 18; [0020], [0040], [0041], [0051], [0052]	1, 7 - 9
☐ Further documents are listed in the continuation of Box C. ☒ See patent family annex.		
* Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent but published on or after the international filing date "L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "P" document published prior to the international filing date but later than the priority date claimed "T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention "X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family		
Date of the actual completion of the international search 01 October 2015 (01.10.2015)		Date of mailing of the international search report 07 October 2015 (07.10.2015)
Name and mailing address of the ISA/AT Austrian Patent Office Dresdner Straße 87, A-1200 Vienna Facsimile No. +43 / 1 / 534 24-535		Authorized officer BRÄUER C. Telephone No. +43 / 1 / 534 24-338

INTERNATIONAL SEARCH REPORT

International application No.

PCT / SG 2015/000015

Box No. II		Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)
This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons: 1. ☒ Claims Nos.: 1 (partly), 2 - 6, 7 (partly), 9(partly), 10 (partly) because they relate to subject matter not required to be searched by this Authority, namely: Rules and methods for playing games 2. ☐ Claims Nos.: because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically: 3. ☐ Claims Nos.: because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).		
Box No. III		Observations where unity of invention is lacking (Continuation of item 3 of first sheet)
This International Searching Authority found multiple inventions in this international application, as follows: 1. ☐ As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims. 2. ☐ As all searchable claims could be searched without effort justifying additional fees, this Authority did not invite payment of additional fees. 3. ☐ As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.: 4. ☐ No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.: Remark on Protest ☐ The additional search fees were accompanied by the applicant's protest and, where applicable, the payment of a protest fee. ☐ The additional search fees were accompanied by the applicant's protest but the applicable protest fee was not paid within the time limit specified in the invitation. ☐ No protest accompanied the payment of additional search fees.		

INTERNATIONAL SEARCH REPORT
Information on patent family members

International application No.

PCT / SG 2015/000015

Patent document cited in search report			Patent family member(s)			Publication date
US	A1	20040164492	US	A1	20040164492	0000-00-00
WO	A1	200532677	WO	A1	200532677	0000-00-00
US	B1	6302395	US	B1	6302395	2001-10-16
WO	A1	2011142995	US	A1	2013053119	2013-02-28
			WO	A1	2011142995	2011-11-17