LAS VEGAS BOARD GAME

Inventors: Robert D. Evans, Henderson, NV (US); Roger K. Barnhart, Henderson, NV (US)

Correspondence Address:
Donald W. Meeker
924 East Ocean Front #E
Newport Beach, CA 92661 (US)

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ABSTRACT

A board simulates Las Vegas streets and gambling casinos and other features. Players move pieces around spaces in a grid around the board to arrive at a variety of gambling activities which are played using actual gambling equipment, such as a roulette wheel, cards and dice, and betting table layouts with play money and chips to make bets. Another player is enlisted to act as a dealer or roulette wheel operator in each gambling activity as a player moves, via the playing piece, through the casinos and gambling tables. The game includes variable levels of betting with gambling skills as well as chance as factors in the play and interaction between players including lending money to other players, using a pawn shop, getting a “second chance” token loan, going to jail, and getting married.
Casino Limit Card

**BlackBeards**
- Blackjack: $1,000-$40,000
- Poker: $1,000-$10,000
- Roulette: $1,000 per number, $30,000 Red or Black
- In-Between: $1,000-$40,000
- Football: $1,000-$50,000

**Le Chateau**
- Blackjack: $1,000-$30,000
- Poker: $1,000-$20,000
- Roulette: $1,000 per number, $40,000 Red or Black
- Craps: $1,000-$5,000
- Horse Racing: $1,000-$30,000

**Tal Rasha**
- Blackjack: $1,000-$10,000
- Poker: $10,000-$40,000
- Roulette: $1,000 per number, $20,000 Red or Black
- Craps: $1,000-$5,000
- Basketball: $1,000-$50,000

**Emporer's Palace**
- Blackjack: $1,000-$20,000
- Poker: $1,000-$30,000
- Roulette: $1,000 per number, $10,000 Red or Black
- Craps: $1,000-$10,000
- Boxing: $1,000-$50,000
Las Vegas The Board Game

Cactus Craps

Line Runner 7 to 1

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Walk the Line

Pays 5 to 1
7/11 Any 7
Pays 3 to 1

Doubles

Pays 5 to 1
Pays 3 to 1
Pays 10 to 1

FIG. 4

TWIST OF FATE

FIG. 5
Mediterranean Bay

BlackJack $40,000-$100,000
Poker $40,000-$75,000
Roulette $5,000 per number
$75,000 Red or Black
Craps $5,000-$20,000
Horse Racing $30,000-$50,000
Basketball $50,000-$75,000
Boxing $50,000-$75,000
Football $50,000-$75,000

FIG. 6

Red Rock Roulette

Las Vegas The Board Game

FIG. 7
LAS VEGAS BOARD GAME

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] The present invention relates to board games and more particularly to a novel casino-type board game apparatus in which tokens or markers indicating gamblers are moved about the playing surface of a game board by the players through simulated casinos, streets, and other establishments of Las Vegas, the player’s movement about the playing board being determined by a throw of a pair of dice indicating the number of spaces to be moved on each turn as well as landing on specifically marked spaces which also determine the player’s movement including drawing cards with movement directions, and once inside each casino the player may participate in a wide variety of gambling activities actually played like the casino games by the player to experience gambling as if in Las Vegas, playing at various levels of stakes similar to casino betting including sports betting, the objective of the game being to be the first person to obtain one million dollars and thereby win the game.

[0003] 2. Description of the Prior Art

[0004] The popularity of board games among individuals of all ages has long been known, with some games becoming classics due to their popularity as family-type games, such as Monopoly disclosed in U.S. Pat. No. 2,020,082 and as the one disclosed in British Patent specification #586,817 and sold under the name “CLUE”.

[0005] Simulation games and gambling games are very popular. None of the prior art games actually simulate being in a gambling location such as Las Vegas and being in the actual casinos participating in all of the types of betting available in the real casinos.


[0007] U.S. Pat. No. 3,889,954, issued Jun. 17, 1975 to Malisow, claims a Las Vegas board game apparatus that has a board with marked spaces constituting a path of progression about the board. A portion of the spaces are designated for various property locations such as particular gambling hotels, restaurants, and the like. Spaces are also designated for certain reward or penalty spaces. Each player has a playing token and dice determine the movement of each piece around the board. Token money and ownership indicators, such as title cards for properties purchased, are provided. Further chance taking apparatus is provided such as cards or a roulette wheel.

[0008] U.S. Pat. No. 4,497,490, issued Feb. 5, 1985 to Rogers, Jr., provides a board game affording competitive challenge among players. The board game apparatus has a board with marked spaces or areas constituting a path of progression around the board. The apparatus includes token money as a medium or indicia of payment. Movement of playing pieces is by chance. Spaces or areas on the board provide instructions for further movement or the mode of exchange of tokens between or among the players. Cards are provided having selected values and are used by the players to challenge and to play competitively with each other. Strategy of play depends upon position on the board and the cards available to the players. Payments from one player to another may result from winning or losing a challenge situation or by chance as dictated by the indicia on a player’s position on the board. The game involves a combination of chance or luck and skill in managing the cards drawn.


[0010] U.S. Pat. No. 3,936,054, issued Feb. 3, 1976 to Garcia, describes a board game apparatus that includes a playing board divided into a multiplicity of adjacent playing areas forming a main course. The main course includes a plurality of playing areas having penalties, rewards, instructions and numerical indicia thereon, all of which are randomly interposed. A plurality of secondary playing areas having consecutive numerical indicia thereon and two colored areas are disposed without the main playing course. In addition, the board includes a dial indicator which is adapted to rotate and indicate a numerical quantity of main course playing areas along which a player moves his distinctive token, subject to the instructions found thereon. Monetary tokens are used to comply with the penalty and reward requirements during the playing of the game. Wagering tokens adapted to be placed on the secondary playing and colored areas indicate the numbers and colors wagered on by the players. Two decks of cards are also provided; one deck has indicia thereon which provides the wagering instructions, the other deck has indicia thereon which provides the penalty and reward instructions.

[0011] U.S. Pat. No. 6,286,833, issued Sep. 11, 2001 to Collins, discloses a casino board game for entertaining and amusing players while simulating a gaming environment. The casino board game includes a game board with a continuous path, divided into marked spaces, located around a perimeter of the board. The game board has two areas for placement of bets, each of which is divided into a red portion and a black portion. A spinning wheel is used to determine the type of action a player will take in the game. The wheel is divided into pie-shaped compartments. Half of the compartments are red and half are black. Each of the compartments directs players to either move a game piece a certain number of spaces, lose a turn or place a wager. A plurality of game pieces are used by the players. A plurality of playing cards either penalize or reward players. A plurality of bidding chips in various denominations are used as money. A plurality of stock cards are representative of a share of stock. A first group of marked spaces indicates movement forward or backward on the path. A second group of marked spaces indicates a player wins the bidding chips. A third group of marked spaces indicates a player is directed to draw one of the cards. A fourth group of marked spaces indicates losing of the bidding chips. A fifth group of marked spaces indicates spinning of the wheel again.

[0012] U.S. Pat. No. 5,228,698, issued Jul. 20, 1993 to Dubarry, Jr., indicates a casino board game apparatus. The board game educates and informs the players specifically about the various techniques and skills involved with certain games of chance and generally, about the gambling businesses currently operating in cities like Las Vegas, Nev. The board game is provided with two principal areas, including an outer board section and an inner board section. The outer section consists of a plurality of consecutive spaces situated
around the periphery of the board forming a path of travel for each player’s movable piece. Most of these spaces represent a particular casino currently operating in Las Vegas, Nev. A few of these spaces are designated with indicia that direct a player to act according to the instructions or graphical depictions thereon. The inner board section comprises a simulated roulette wheel with a spinner situated in the center. Around the spinner are formed a plurality of individual numbers in a circular arrangement and a series of example poker hands surrounding the numbers. Also located within the inner board section are a plurality of spaces, upon which there are placed various stacks of cards and poker chips that are employed in the game.

[0013] U.S. Pat. No. 4,930,789, issued Jun. 5, 1990 to Harris, puts forth a casino board game that comprises a game of chance, which simulates the playing of various gambling games in a casino type atmosphere. The apparatus includes a game board, upon which five separate paths of play are defined. One main path around its perimeter; and preferably four separate gaming paths that run within the interior of the board, each having its entrance and exit connected to the main path. The paths are divided into consecutive spaces, each bearing different instructions. Playing pieces of different colors are utilized by players to move around the spaces of the board. Play money is distributed to players, with the remainder in the bank. One deck reward cards, and one deck penalty cards form a supply for selection by players when a player lands on a reward or penalty space provided along the main path. Each space on the four separate gaming paths resembles a gambling game, e.g. blackjack, roulette, slots, or poker. A spinner having a pointer and two interchangeable discs are used to play the gambling games. When a player lands on a gambling space, e.g. black jack, the appropriate blackjack disc is placed on the spinner and black jack is played by spinning the pointer. The player’s card hands are determined by the spinner. Play begins on main path and continues along any of four separate paths, object being to make enough money to win the game. The winner is the first player to obtain one million dollars.

[0014] U.S. Pat. No. 4,887,819, issued Dec. 19, 1989 to Walker, concerns a casino board game incorporating various gambling methods. A player uses either a card game similar to blackjack or a slot machine to determine the number of spaces to be moved along a segmented path, the particular game being selected by the instructions contained in the segment on which the player landed on the prior move. Each segment also contains further instructions, some of those instructions designating a further gambling apparatus and giving odds. These further apparatuses are a roulette game or a dice game, and the player landing on that segment may gamble at these games at the designated odds. Other players can join in the gambling when the roulette game and the dice game are played. The objective of the game is for a player to avoid penalties designated on the game board, acquire a majority of the playing chips until either all of the other players become “busted” or the casino bank becomes “busted”.

[0015] U.S. Pat. No. 4,252,321, issued Feb. 24, 1981 to Hopwood, illustrates a sporting events game. Play money is wagered on supposed sporting events in which there are competing teams rated by point spreads. The game has various chance elements, which includes particularly supposed point spreads and scores which may include teasers, parlays and/or other events. Chance apparatus is selected from suitable chance devices such as decks of cards, a playing board with a series of playing spaces arranged in a playing course, dice and/or other chance instrumentalities.

[0016] U.S. Pat. No. 6,588,754, issued Jul. 8, 2003 to Adams, is for a method for playing a casino board game. The casino board game method comprises of providing a board, a plurality of playing chips, dice, playing pieces, hotel cards, casino cards, and playing money. A roulette wheel is located within the center of the board with rectangular spaces extending around the periphery of the board for movement of the playing pieces of the players.

[0017] What is needed is a board game which actually simulates being in a gambling location such as Las Vegas and being in the actual casinos participating in all of the types of betting available in the real casinos, including variable levels of betting.

SUMMARY OF THE INVENTION

[0018] An object of the present invention is to provide a board game which actually simulates being in a gambling location such as Las Vegas and being in the actual casinos participating in all of the types of betting available in the real casinos, including variable levels of betting with gambling skills as well as chance as factors in the play and interaction between players including lending money to other players.

[0019] Another object of the present invention is to experience the thrill of gambling playing the actual games in the casinos without having to go to Las Vegas.

[0020] One more object of the present invention is to experience the full depth of gambling including related circumstances such as borrowing, money, paying items, going to jail, and other activities peripheral but affecting the gambling.

[0021] A further object of the present invention is to have fun using play money to experience the exhilaration and sometimes obsession and related desperation of actual gambling ups and downs.

[0022] In brief, a board simulates Las Vegas streets and gambling casinos and other features. Players move pieces around spaces in a grid around the board to arrive at a variety of gambling activities which are played using actual gambling equipment, such as a roulette wheel, cards and dice, and betting table layouts with play money and chips to make bets. Another player is enlisted to act as a dealer or roulette wheel operator in each gambling activity as a player moves, via the playing piece, through the casinos and gambling tables. The game includes variable levels of betting with gambling skills as well as chance as factors in the play and interaction between players including lending money to other players, using a pawn shop, getting a “second chance” loan, going to jail, and getting married. The first Gambler to have a total of one million debt-free dollars wins the game.

[0023] An advantage of the present invention is that it provides a board game which actually simulates being in a gambling location such as Las Vegas and being in the actual casinos participating in all of the types of betting available in the real casinos, including variable levels of betting with
gambling skills as well as chance as factors in the play and interaction between players including lending money to
other players.

Another advantage of the present invention is that it allows a player to experience the thrill of gambling playing the actual games in the casinos without having to go to Las Vegas.

One more advantage of the present invention is that it allows a player to experience the full depth of gambling including related circumstances such as borrowing money, pawning items, going to jail, and other activities peripheral to but affecting the gambling.

A further advantage of the present invention is that it allows a player to have fun using play money to experience the exhilaration and sometimes obsession and related desperation of actual gambling ups and downs.

BRIEF DESCRIPTION OF THE DRAWINGS

These and other details of my invention will be described in connection with the accompanying drawings, which are furnished only by way of illustration and not in limitation of the invention, and in which drawings:

FIG. 1 is a plan view of the playing board of the present invention;

FIG. 1A is an enlarged plan view of the Tal Rasha casino of the playing board of FIG. 1;

FIG. 1B is an enlarged plan view of the Mediterranean Bay casino of the playing board of FIG. 1;

FIG. 1C is an enlarged plan view of the Emperor’s Palace casino of the playing board of FIG. 1;

FIG. 1D is an enlarged plan view of the Black Beard’s casino of the playing board of FIG. 1;

FIG. 1E is an enlarged plan view of the Amusement Park, Jail House, Pawn Shop, Dolphin Viewing Area, and Wedding Chapel of the playing board of FIG. 1;

FIG. 1F is an enlarged plan view of the Le Chateau casino of the playing board of FIG. 1;

FIG. 2 is a plan view of two of the denominations of gambling play money of the invention;

FIG. 3 is a plan view of the betting limits of four of the casinos of the board of FIG. 1;

FIG. 4 is a plan view of the betting table layout board for the craps table of the casinos of the playing board of FIG. 1;

FIG. 5 is a plan view of a Twist of Fate card for use on the Twist of Fate spaces on the playing board of FIG. 1;

FIG. 6 is a plan view of the betting limits card of the Mediterranean Bay casino of the playing board of FIG. 1;

FIG. 7 is a plan view of the betting table layout board for the Red Rock Roulette table of the casinos of the playing board of FIG. 1;

FIG. 8 is a plan view of the front and back sides of the Sports Book cards of the Sports Book locations in the casinos of the playing board of FIG. 1;

FIG. 9 is a perspective view of two of the playing pieces for use on the playing board of FIG. 1;

FIG. 10 is a plan view of the Second Chance token and three of the betting chips to be used on the betting table layout boards of FIGS. 4 and 7;

FIG. 11 is a perspective view of the roulette wheel to be used for the roulette tables of the casinos of the playing board of FIG. 1;

FIG. 12 is a perspective view of a pair of dice to be used in determining the number of spaces to be moved by the playing pieces of FIG. 9 around the playing board of FIG. 1 and to be used in the dice games in the casinos of the playing board of FIG. 1;

FIG. 13 is a perspective view of a standard deck of 52 playing cards to be used in the card games in the casinos of the playing board of FIG. 1.

BEST MODE FOR CARRYING OUT THE INVENTION

In FIGS. 1-13, a simulated gambling experience game replicates the actual experience of being at the gambling location and participating in the various gambling activities at the gambling location, preferably Las Vegas.

The game comprises a playing board 21 simulating a recognized gambling location, preferably Las Vegas, with actual streets including a main simulated street 24, preferably the Las Vegas strip, with two starting points from either end of the simulated street and simulated billboards and simulated highway signs with actual mileage along the street, simulated gambling casinos 22A-22D and 22F, a simulated pawn shop, a simulated jail, simulated amusement areas, and a simulated wedding chapel area 22E as well as signage and landscape features 25 all of a recognized gambling location, preferably Las Vegas.

Each player moves an individual piece 41A and 41B in FIG. 9, which could be different colors or different shapes, about the board 21 simulating the player actually moving around the recognized gambling location, preferably Las Vegas, and participating in a variety of gambling activities. A stock of large denomination gambling play money 31 in FIG. 2, and a stock of differently colored chips 42B in FIG. 10, representing different monetary values, are both used for betting.

The board 21, in FIG. 1, is demarked with a grid of spaces 23 adapted to receive the pieces 41A and 41B, in FIG. 9 and a pair of dice 44 in FIG. 12 are used for each player to roll in turn to determine how many spaces the piece should move in a turn. A series of action spaces, such as the Twist of Fate action spaces each labeled with a T, are intermixed in the grid of spaces 23 and a deck of action indicator cards, Twist of Fate cards 36 in FIG. 5, is associated with each of the action spaces, a card from the deck of action indicator cards to be selected by a player whose piece lands on one of the action spaces to determine an action to be undertaken by the player’s piece. Other action spaces in each end casino for casino shuttles that warp an individual piece to different casinos directly, marked by “To” (the name of another casino) “To Black Beard’s” for example in FIG. 1A, enable a player whose piece lands there to travel to an opposite end of the board to the named casino.
The game further comprises a variety of actual gambling games designated by labeled tables (Poker, Craps, Roulette, etc.) and labeled locations (Sports Book), to be played in each of the casinos. A variety of actual gambling games is simulated within each of the casinos so that a player can move the player’s piece to the gambling location and participate in a gambling activity associated with the gambling location placing bets using the gambling money and playing the game with a winning or losing or tying outcome.

A variety of simulated tables in each of the casinos for each of the gambling games played at the actual gambling location, preferably Las Vegas, uses actual playing equipment comprising as follows: A standard deck of fifty-two playing cards 45, in FIG. 13, used to play Poker, Blackjack, and In-between while the player’s piece is on a space adjacent to tables for Poker, Blackjack and In-between, and used to play Bullet, Colors, Death Valley, Doubles, Play Like Ya Got A Pair, and Showdown In The Desert when a player’s piece is on an Easy Money space. A roulette wheel 43, in FIG. 11, and roulette betting table layout 38, in FIG. 7, are used to play roulette when a player’s piece is on a space adjacent to a roulette table. A pair of dice 44, in FIG. 12, and a betting table layout 30, in FIG. 4, for Line Runner 33, Cactus Craps 34, and Doubles 35 are used to play Line Runner, Cactus Craps, and Doubles when a player’s piece is on a space adjacent to a Craps table. A variety of stacks of Sports Book cards, such as basketball cards 39A, football cards 39B, horse racing cards 39C, and boxing cards 39D, all in FIG. 8, are used for betting on sports games when a player’s piece is adjacent to a Sports Book location on the board. Betting limit cards 32 in FIG. 6, 3 and 37 show the betting limits for each of the games in each of the casinos.

Included in the selecting of action cards and playing level cards are variable levels of betting and allotted money based on gambling skills, allowing interaction between players including lending money to other players, and engaging in related outside activities affecting time and money for gambling including moving the player’s piece to and using a pawn shop, getting a "second chance" token loan which must be paid back in order to win, going to jail and paying to get bailed out, and getting married in the chapel. The first Gambler to have a total of one million debt-free dollars wins the game.

In use, the method of playing the game of the present invention is as follows.

First, the players as Gamblers must decide what level they wish to start on according to betting limits, then decide upon which of the two starting points each end of the simulated Las Vegas Strip he/she will begin.

The player acting as a Dealer must deal a card to each of the Gamblers to decide who goes first (highest card wins). On each turn a Gambler rolls two standard playing dice to determine how many spaces on the board he/she can advance.

Movement: Gamblers may move in a forward path or sideways only as they move each of their pieces through the streets, gambling casinos, and other simulated locations of Las Vegas. Gamblers cannot move diagonally or backward. One Gambler can only occupy each square at a time. Gamblers may also "warp" between starting points to travel from one end of the board to the other. The starting point is one space.

For Gamblers to acquire money they must reach a casino and then must play a specific game or utilize Twist of Fate squares and Easy Money areas. The gambler may play any of a variety of gambling activities at various levels of stakes similar to casino betting, including sports betting. The Gambler must be on a square that is touching the game within the casino in order to play that game. The Gamblers can only enter a casino through the entrance door of that casino.

Along the way if a Gambler lands on a Twist of Fate square, he/she must draw a Twist-of-Fate card. Gambler must do exactly what the Twist-of-Fate card says. If a Gambler draws a Twist-of-Fate card and it tells them to move to any spot on the board, and the player moves to another Twist-of-Fate spot, he/she must draw another Twist-of-Fate card before Gambler continues or ends their turn. If a Gambler rolls doubles, he/she must roll again after their initial play. If a Gambler rolls doubles two times in a row, the Gambler must go to jail. If a Gambler is sent to jail, they must pay bail in order to get out, the Gambler must roll 2 standard dice and then pay $5,000× the number rolled (example: Gambler rolls a 7, he or she must pay $35,000). If the Gambler does not wish to post bail, then he/she must stay in jail over the weekend. Then the first Gambler to lose 2 turns and then be released.

A Gambler can only play in Blackboards, Tal Rasha, Emperors Palace, and Le Chateau until he/she reaches $400,000. Once this occurs, the Gambler may enter Mediterranean Bay. Once inside Mediterranean Bay, the Gambler can only play a specific game once in a row, no game can be played consecutively (example: the Gambler just played blackjack, then the Gambler must play different game before he/she plays blackjack again). Casinos surrounding the middle casino have no rules as to the order in which games are played (example: The Gambler could play Poker for turn after turn, but only one bet per turn).

If at any given time during the game that a Gambler cannot meet the betting requirements, he/she loses.

Example: Should a Gambler draw a Twist-of-Fate card and the card states that the Gambler must bet or pay a specified amount, the Gambler does not have that much money, and their casino credit is used up, then he/she loses. If the casino credit has not been used then the Gambler may use that to cover the amount.

The Dealer:

Before the game gets underway, a Dealer must be chosen. The job of the Dealer is to represent the “House” (Casino). The Dealer also can be a Gambler. Games such as Blackjack, Poker, and other card games that require a dealer, the Dealer may elect whomever they wish to be the temporary Dealer. If the Dealer loses his/her money while playing as a Gambler, he/she may continue being the Dealer or elect another Gambler to take his/her place.
Difficulty Levels & Money:

Before the game begins, Gamblers MUST decide on a playing level. All Gamblers must play at the same level and receive the amounts shown below to start the game.

Tourist (Easy) - $300,000
2 - $50,000 bills 7 - $20,000 bills 4 - $10,000 bills 3 - $5,000 bills 5 - $1,000 bills

Friday Night Poker Player (Medium) - $200,000
7 - $20,000 bills 4 - $10,000 bills 3 - $5,000 bills 5 - $1,000 bills

Professional Gambler (Hard) - $100,000
3 - $20,000 bills 1 - $10,000 bills 5 - $5,000 bills 5 - $1,000 bills

Placing Bets:

All bets must be made once the game is selected. Bets cannot be placed after the game has started. (Example: Gambler lands on blackjack, Dealer then begins to deal the hand and Gambler sees his/her cards. If the Gambler has not yet bet, the Gambler must receive new cards and the game must be re-dealt)

Gamblers may place his/her money anywhere on the board when betting, but must be within plain view for the Dealer and other Gamblers to verify and confirm the amount bet, and the location of the bet money must be separate from his/her total bankroll.

The Casino Games:

Blackjack: ***The cards suit has no bearing in the game (example: club, diamond, spade, and heart)***

The Gambler places a bet. The Dealer shuffles the deck, then the Dealer deals one card to the Gambler then one for him/herself (both face down), then one more to the Gambler and one more for the Dealer (the Dealers last card is face up). The Dealer must look at both of his/her cards before continuing the game, if he/she has twenty-one, the Gambler must have twenty-one with his/her first two cards to tie, anything less would result in a loss. After the initial dealing of the cards and providing the Dealer doesn’t have “blackjack” (twenty-one), the Gambler gets to decide to either hit or stay before the Dealer decides to draw his or her next card. Once it becomes the Dealers first turn the Dealer must reveal his/her face down card before proceeding. If the Gambler gets “21” with any 2 cards, he or she would be paid 2x his or her bet.

Object: The Gambler must reach twenty-one or come as close to it as possible without going over twenty-one. The Gambler must beat the Dealer’s hand to win. The Dealer must hit (take a card) on anything below a sixteen, and must stay on seventeen through twenty-one. The Gambler can take as many cards as they wish, providing they do not exceed twenty-one. The Dealer must hit on soft seventeen. Example: Dealer is dealt Ace and Six, Ace will always equal eleven in this situation for the Dealer only.

Blackjack Card value chart:

Ace = 1 or 11
King = 10

Example #1 Gambler: (Gamblers first two cards: Ace of spades and Jack of diamonds = 21, if the Gambler bet $20,000 he/she would be paid $40,000) 2x$20,000 = $40,000

Example #2 Gambler: (Gamblers first two cards: first card, eight of diamonds, second card jack = 18, this hand would equal eighteen.) All face cards equal ten, Ace can be an eleven or a one at the Gambler’s discretion.

Example #3 Gambler: (the Gambler’s first two cards: first card two of hearts, second card three of spades = 5, the Gambler takes another card, third card ace of spades = 16 or 6 (because an ace equals an eleven or a one), the Gambler decides whether to take another card or stay and try to beat the Dealer’s hand depending on what the Dealer has.)

Example #4 Gambler: (the Gamblers first two cards: first card seven of spades, second card four of clubs = 11, the Gambler may either stay, double down, or just take another card. If the Gambler chooses to double down (see chart below), the Gambler must double his/her bet and can only receive one more card for that game, the Dealer deals one card face down, third card is a jack of hearts = 21)

Example #5 Gambler: (the Gambler’s first two cards: seven of clubs, second card seven of hearts = 14, the Gambler has choice of splitting the cards (see chart below), take another card, or stay. If the Gambler splits their cards, they would have two hands of seven of which they would have to bet on the split card an equal amount to which they originally bet. The Gambler can then play each hand separately, and proceed to either hit, or stay with each hand. If another seven is dealt to any of the hands, the Gambler may split again creating three hands. The Gambler may double down if they choose after they split, but only get one card face down per hand.)

Example #1 Dealer: (The Dealer’s first two cards: first card king of hearts, second card seven of spades, Dealer must stay because he or she has seventeen)

Example #2 for Dealer: (The Dealer’s first two cards: first card king of hearts, second card six of spades = 16, Dealer must take a card because he or she has cards totaling under seventeen.)

Example #3 for Dealer: (The Dealer’s first two cards: first card ace of spades, second card jack of diamonds = 21, the Gambler must have twenty-one with his or her first two cards to tie, anything less would result in a loss.)
[0104] Blackjack definition chart:

[0105] HIT: The Gambler or the Dealer receives another card

[0106] STAY: The Gambler or the Dealer chooses not to receive another card

[0107] SPLITT: (can only be chosen by Gambler) The Gambler separates the two cards and places an equal bet on the split hand, the Dealer then deals one card for each hand. The Gambler can then choose to stay, double down, split, or stay. Split hands must be of the following: (two of anything, example: two jacks, two 2's, two 3's, two aces, etc.)

[0108] BUST: When the Dealer or the Gambler exceeds 21

[0109] PUSH: When the hands result in a tie between the Dealer and the Gambler, the Gambler neither wins nor loses. In the event of a push, the Gambler retains the money bet but the turn goes to the next Gambler

[0110] HARD OR SOFT: if you say you have a hard 17, then that means there are no Aces, an example would be a Queen and a 7. If you have a soft 17, then you have an Ace and a 6, with the Ace being 11. The term soft is used because the Ace can make that hand either a 7 or a 17

[0111] DOUBLE DOWN: (can only be chosen by the Gambler) The Gambler must double his or her bet and then the Dealer will give one more card face down. Common double down hands: (first two cards totaling 9, 10, or 11)

[0112] In-Between Card Value chart: **The cards suit has no bearing in the game (example: club, diamond, spade, and heart)**

- Ace = 14
- King = 13
- Queen = 12
- Jack = 11
- 10 = 10
- 9 = 9
- 8 = 8
- 7 = 7
- 6 = 6
- 5 = 5
- 4 = 4
- 3 = 3
- 2 = 2

- Five Card Draw Poker: **The suits play a major role in this game (hearts, clubs, diamonds, and spades)**

- The Gambler places a bet. Minimum bet $1,000—Maximum bet varies from $10,000 to $40,000. The Dealer shuffles a standard fifty-two card playing deck and deals five cards to the Gambler and five cards to himself or herself. The Dealer and the Gambler then decide whether to stay or draw more cards. If the Dealer or the Gambler decide to draw, he/she may take from 1-5 new cards after discarding the cards he/she wishes to get rid of. After a Gambler has decided to draw more cards or stay with what he/she has, you may double up your bet before the Dealer reveals his/her hand. The Mediterranean Bay’s betting rules are as follows: Minimum bet $40,000—Maximum bet $75,000

- Object: The Gambler must beat the Dealer’s dealt hand, highest hand wins. **In the event of a tie, the highest cards win. Please refer to the following examples.**

- 1) (The Gambler has a full house, three 4’s and two jacks, the Dealer has a full-house, three 5’s and two 10’s) Dealer wins with three 5’s.

- 2) (The Gambler has a straight, 10, 9, 8, 7, & 6. The Dealer has a straight, 9, 8, 7, 6, & 5.) The Gambler wins with a 10 as his/her high card.

- 3) (The Gambler has a flush, 2 of hearts, 8 of hearts, 10 of hearts, jack of hearts, & king of hearts. The Dealer has a flush, 3 of hearts, 6 of hearts, 7 of hearts, 9 of hearts, & ace of hearts) The Dealer wins with an Ace of hearts as his/her high card.

- 4) (The Gambler has a pair, two queens. The Dealer has a pair, two kings)

- 5) (The Gambler has with two kings as his/her high cards

- 6) Poker Chart highest hand (best) to lowest hand (worst): ROYAL FLUSH: Ace, King, Queen, Jack, Ten of the same suit
[0144] STRAIGHT FLUSH: Any five cards of the same suit in order (example: (A) six, seven, eight, nine, ten of spades, (B) King Queen, Jack, ten, nine of diamonds, etc.)

[0145] FOUR OF A KIND: Any four cards of the same suit does not matter (example: (A) 4-aces, (B) 4-three’s, (C) 4-ten’s, etc.)

[0146] FULL HOUSE: Any three cards of the same suit, + any two cards of the same suit, does not matter.

[0147] (example: (A) 3-jacks+2-three’s, (B) 3-kings+2 aces, (C) 3-fours+2 queens, etc.)

[0148] FLUSH: Any five cards of the same suit (example: (A) two, five, ten, king, seven of hearts, (B) ace, queen, ten, three, six of spades, etc.)

[0149] STRAIGHT: Any five cards in a row but not of the same suit (example: (A) two, three, four, five, six (B) ten, jack, queen, king, ace, etc.)

[0150] THREE OF A KIND: Any three cards of the same suit does not matter (example: (A) 3-fours, (B) 3-Kings, (C) 3-Aces, etc.)

[0151] TWO PAIR: Any two sets of two cards of the same suit does not matter (example: (A) 2-three’s+2-four’s, (B) 2-aces+2 Kings, (C) 2-three’s+2-jacks, etc.)

[0152] ONE PAIR: Any two cards of the same suit, does not matter (example: (A) 2-jacks, (B) 2-four’s, (C) 2-eight’s, etc.)

[0153] Red Rock Roulette:

[0154] The Gambler places a Roulette playing card in front of him/herself. The Gambler may place one ($5, 000.00) token on each number he/she wishes to bet on. The Gambler may also place regular money on the “Red” or “Black” areas in front of the numbered squares. The Minimum for the “Red” or “Black” betting area will be $1,000.00, the Maximum bet varies from casino to casino (only in outside casinos).

[0155] The Mediterranean Bay’s betting rules are as follows: The Gambler may place one ($10,000.00) token on each number he or she wishes to bet on. The Gambler may also place regular money on the “Red” or “Black” spaces in front of the numbered squares. The Minimum for the “Red” or “Black” betting area will be $40,000.00; the Maximum will be $75,000.

[0156] After the Gambler places a bet, the Dealer will then spin the roulette wheel. Betting must be finished before the Dealer spins the wheel, and no betting is allowed while the ball is in motion. Gamblers may only bet 1 token on each number, and Gamblers that may have played Roulette in real life, cannot bet edges, corners, sections, odd, even, etc. If the ball lands on the green “0” or “00”, the Gambler must have a chip on that number to win and if “Red” or “Black” is bet, the Gambler loses.

[0157] The ball MUST land on your number in order to win. Only one spin per turn. Re-spins are only allowed if the ball flies out of the wheel area.

[0158] If the ball lands on the Gamblers number, the payout will be as follows:

[0159] $180,000 (regular casinos) $360,000 (Mediterranean Bay)

[0159] “Red” or “Black” payout is as follows:

[0160] Double your bet (example, bet $2,000—Dealer pays $2,000.00, the Gambler would retain the initial $2,000.00 plus $2,000.00)

[0161] Up to 36 chips may be purchased by the Gambler to be placed upon numbers.

[0162] Cactus Craps:

[0163] There are three betting areas within the Craps card 30. The Gambler may place up to three bets per turn. The Gambler may bet within any of the three betting areas, using any combination.

[0164] Line Runner 33:

[0165] To win, the Gambler must roll what he/she bet. Example: The Gambler bets on the number six within the Line Runner section. The Gambler must roll 4 & 2, 3 & 3, or 5 & 1 to win. Any combination using two six sided dice to reach six is acceptable.

[0166] Doubles 35:

[0167] If the Gambler bets in the Doubles section, which requires doubles or pairs to be rolled, the Gambler must roll exactly what is stated in the section. Example: the Gambler bets on the 6 & 6 dice image (box cars), he/she must roll two six in order to win.

[0168] Walk the Line 34:

[0169] “Red” or “Black” payout is as follows:

[0170] 1. Bullets

[0171] 2. Colors

[0172] 3. Death Valley

[0173] 4. Doubles
5. Play Like Ya Got A Pair

6. Showdown In The Desert

Bullets:

The Gambler bets between $1,000-$20,000, and the Dealer shuffles a deck of fifty two regular playing cards. The Gambler then must cut the cards in any way he/she chooses. Once the Gambler cuts the deck and lifts the cut portion off the table, the bottom card must be an Ace in order for Gambler to win. * * * Winners receive 10x bet, $1,000 wins $10,000, $20,000 wins $200,000***

Colors:

Min bet $1,000—Max bet $20,000

The Gambler places an initial bet and the Dealer shuffles deck. The Gambler then calls aloud if the first card dealt (face up) will be either Red or Black in color. If the Gambler is correct, he/she wins! Winners receive 2x their bet. * * * Winners receive 2x bet, $1,000 wins $2,000, $20,000 wins $40,000***

Death Valley:

All Gamblers including the designated Dealer must bet $10,000 before any cards are dealt and have a min of $20,000 in their bankroll in order to play (Gamblers need $20,000 total). If anyone does not have $10,000 or have $20,000 total in their bankroll, he/she cannot participate in the game and must sit out.

Everyone receives one card face down. Once everyone has a card, in clockwise motion, the play begins. Starting with the person who dealt, he/she looks at his/her card without exposing it to other Gamblers and decides to either:

A) Stay in the game and bet another $10,000.

B) Fold and lose (if you have a low number, you may wish to back out instead of losing an additional $10,000)

Once everyone has had a turn, players then expose their cards and the person with the highest card wins the money in the pot. In the case of a tie, winners would split the pot evenly.

Doubles:

Min bet $1,000—Max bet $10,000

The Gambler bets between $1,000 to $10,000 and then rolls two six sided dice. If the Gambler rolls doubles (two of any kind), he/she wins 10x bet. Example: $1,000 wins $10,000 and $10,000 wins $100,000!

Play Like Ya Got A Pair:

Min bet $1,000—Max bet $25,000

The Gambler must bet $1,000 to $25,000 initially. The Dealer then deals two cards face down to the Gambler, then two to him or herself. After the deal, the Gambler has the option to double his/her bet, or to simply stay and see the Dealer’s cards. The player with the two highest cards wins. Pairs are high, 2 being the lowest and Ace being the highest. Pair of three’s would beat a pair of two’s. Jack & two would beat a ten & nine, Jack being the highest. Only one of the Gambler’s cards needs to be higher then the Dealer’s two cards in order to win. Any pair beats a non-pair hand. Ties neither win nor lose, the Gambler simply retains bet and his/her turn is over.

Showdown In The Desert:

Min bet $1,000—Max bet $20,000

The Gambler must bet $1,000 to $20,000 initially. The Dealer shuffles a standard deck of fifty-two playing cards and then deals one card face down to the Gambler then one to him or herself. At this time, the Gambler may look at his/her card and have the option to double his/her initial bet. Once the Gambler decides, the Dealer then exposes his/her card. Highest card wins. If you for example had an ace, you may want to double your bet! Ties neither win nor lose, and the Gambler retains his/her bet and his/her turn is over. Ace is high and Two is low.

Sports Book:

Football:

The Gambler must first bet, then the Gambler selects a card from the top of the Football Card deck 39B in FIG. 8. The Gambler may bet a Minimum of $1,000 and a Maximum of $50,000 (regular casino only) The Gambler may bet a Minimum of $50,000 and a Maximum of $75,000 in the Mediterranean Bay Casino. Once the Gambler has placed his/her bet and selected a card, he/she must pay or collect according to what the card states.

Basketball:

The Gambler must first bet, then the Gambler selects a card from the top of the Basketball Card deck 39A in FIG. 8. The Gambler may bet a Minimum of $1,000 and a

Maximum bet of $50,000 (regular casino only). The Gambler may bet a Minimum of $50,000 and a Maximum of $75,000 in the Mediterranean Bay Casino. Once the Gambler has placed a bet and selected a card, he/she must pay or collect according to what the card states.

Boxing:

The Gambler must first bet, then the Gambler selects a card from the top of the Boxing Card deck 39D in FIG. 8. The Gambler may bet a Minimum of $1,000 and a Maximum bet of $50,000 (regular casino only). The Gambler may bet a Minimum of $50,000 and a Maximum of $75,000 in the Mediterranean Bay Casino. Once the Gambler has placed bet and selected a card, he/she must pay or collect according to what the card states.

Horse Racing:

The Gambler must first bet, then the Gambler selects a card from the top of the Horse Racing Card deck 39C in FIG. 8. The Gambler may bet a Minimum of $1,000 and a Maximum of $30,000 (regular casino only). The Gambler may bet a Minimum of $30,000 and a Maximum of $50,000 in the Mediterranean Bay Casino. Once the Gambler has placed a bet and selected a card, he/she must then roll a six-sided horse die. Once a number is rolled the Gambler then turns over the card and reads the outcome in correspondence to the number.
Horse Racing Money Chart:

The different possible winning combinations will be as follows: Win, Place, Show, or Lose

- **Win =** 4 to 1 (example: Gambler bets $10,000, collects $30,000)
- **Place =** 3 to 1 (example: Gambler bets $10,000, collects $20,000)
- **Show =** 2 to 1 (example: Gambler bets $10,000, collects $10,000)
- **Lose =** 0 to 0 (example: Gambler bets $10,000, loses $10,000)

Each horse card will have outcomes numbered from 1-6.

**Twist-Of-Fate:**

Twist-Of-Fate squares are randomly scattered about the playing board that will be marked with the text, Twist-Of-Fate (shown with a T in the figures of the present application). If a Gambler lands on a Twist-Of-Fate spot he/she must draw a Twist-Of-Fate card, and do exactly what the card states.

**Jail:**

It happens, sometimes a Gambler is sent to jail either by rolling doubles two times, or drawing a card that instructs the Gambler to go. In the event that this happens he/she places his/her playing piece representing his/her Gambler in the jail cell of the jail on the board. The Gambler must post bail in order to get out. To determine the amount of the bail, the Gambler must roll 2 standard dice and then pay $5,000x the number rolled (example: if the Gambler rolls a 7, he or she must pay $35,000). If a Gambler is sent to jail, he/she loses their current turn, upon their next turn they may roll to determine the bail amount and then be allowed to roll and move from jail. Upon being released from jail, the Gambler must draw a Twist-Of-Fate card, then roll the dice to move on. If the Gambler does not wish to post bail, then he/she must stay in jail over the weekend. The Gambler would lose 2 turns and then be released. The Gambler must decide one way or the other to either stay for 2 turns or pay. Once the Gambler decides to stay in jail he/she cannot roll bail again. Upon being released from jail, the Gambler must draw a Twist-Of-Fate card then roll the dice to move onward.

**2nd Chance Casino Credit:**

Each Gambler will have one opportunity in the course of a game to take a casino credit in the event that they become broke.

The 2nd Chance Casino Credit will be worth $50,000, and can only be taken advantage of once during the game.

If a Gambler needs to take advantage of this option, he/she **MUST** pay the credit back to the bank before he/she can win the game and still have $1,000,000.

If a Gambler takes his or her 2nd Chance Casino Credit, the Dealer must give a 2nd Chance Credit Token to that Gambler.

**Wheeling & Dealing:**

Deals may be made between Gamblers throughout the game.

**Example:** If a Gambler draws a "Bail Posted" card, he/she may sell that card to another Gambler.

**Casino Betting Min & Max Amounts:**

The casino minimum and maximum betting limits are shown on the Casino Limit Card shown in FIG. 3 for the Tal Rasha, Emperor's Palace, Le Chateau, and Blackbeard's. The Mediterranean Bay limits are shown on the Mediterranean Bay card 37 of FIG. 6.

**Mediterranean Bay Guidelines:**

A Gambler must obtain $400,000 prior to gaining entrance to the Mediterranean Bay casino. Upon obtaining $400,000, the Gambler may enter and play the various gambling games within Mediterranean Bay. Gamblers cannot play the same game twice in a row. Example: Gambler plays blackjack, on their next turn, he/she must play a different game. Once the Gambler has played a different game, he/she may play blackjack again. If a Gambler obtains $400,000 and then during the course of the game falls below the $400,000 mark, he/she may still gain entrance to Mediterranean Bay.

**Related Activity**

Included in the selecting of action cards and playing level cards are variable levels of betting and allotted money based on gambling skills. Another part of the play includes receiving a token from a casino after gambling in the casino and receiving a VIP reward for playing a game in each of the casinos at least one time. Once a Gambler plays a game within a casino he/she will be given a token representing that particular casino (Tal Rasha—red token, Blackbeards—green token, etc.). Upon-the gambler collecting all five tokens (Tal Rasha, Blackbeards, Le Chateau, Emperors Palace, and Mediterranean Bay), he/she draws a V.I.P. card and collects the winnings. Other activities include allowing interaction between players including lending money to other players, and engaging in related outside activities affecting time and money for gambling including moving the player's piece to and using a pawn shop, getting a "second chance" token loan which must be paid back in order to win, going to jail and paying to get bailed out, and getting married in the chapel. The first Gambler to have a total of one million debt-free dollars wins the game.

It is understood that the preceding description is given merely by way of illustration and not in limitation of the invention and that various modifications may be made thereto without departing from the spirit of the invention as claimed.

What is claimed is:

1. A simulated gambling experience game replicates the actual experience of being at the gambling location and participating in the various gambling activities at the gambling location, the game comprising:

   playing on a board simulating a recognized gambling location with actual streets including a main simulated street with two starting points from either end of the simulated street and simulated billboards and simulated
highway signs with actual mileage along the street, simulated gambling casinos, a simulated pawn shop, a simulated jail, simulated amusement areas, and a simulated wedding chapel all of a recognized gambling location and a variety of actual gambling games to be played in each of the casinos, and individual pieces for each individual player to move about the board simulating the player actually moving around the recognized gambling location and participating in a variety of gambling activities, a stack of large denomination gambling play money for betting and a stack of differently colored chips representing different monetary values for betting, the board being demarked with a grid of spaces adapted to receive the pieces, a pair of dice for each player to roll in turn to determine how many spaces the piece should move in a turn, a series of action spaces intermixed in the grid of spaces including action spaces for casino shuttles that warp an individual piece to different casinos directly, a deck of action indicator cards associated with each of the action spaces, a card from the deck of action indicator cards to be selected by a player whose piece lands on one of the action spaces to determine an action to be undertaken by the player’s piece, each of the variety of actual gambling games simulated within each of the casinos so that a player can move the player’s piece to the gambling location and participate in a gambling activity associated with the gambling location placing bets using the gambling money and playing the game with a winning or losing or tying outcome, a variety of simulated tables in each of the casinos for each of the gambling games played at the actual gambling location using actual playing equipment comprising a standard deck of fifty-two playing cards used to play Poker, Blackjack, and In-between while the player’s piece is on a space adjacent to tables for Poker, Blackjack and In-between, and used to play Bullets, Colors, Death Valley, Doubles, Play Like Ya Got A Pair, and Show-down In The Desert when a player’s piece is on an Easy Money space, a roulette wheel and roulette betting table layout used to play roulette when a player is on a space adjacent to a roulette table, a pair of dice and a betting table layout for Line Runner, Cactus Craps, and Doubles used to play Line Runner, Cactus Craps, and Doubles when a player’s piece is on a space adjacent to a Craps table, a variety of stacks of Sports Book cards to be used for betting on sports games when a player’s piece is adjacent to a Sports Book location on the board, and at least one card to indicate betting limits for each of the casinos;

selecting a number of action cards and playing level cards including variable levels of betting and allotted money based on gambling skills, receiving a token from a casino after gambling in the casino and drawing a VIP reward for playing a game in all of the casinos at least one time each, allowing interaction between players including lending money to other players, and engaging in related outside activities affecting time and money for gambling including moving the player’s piece to and using a pawn shop, getting a “second chance” token loan which must be paid back in order to win, going to jail and paying to get bailed out, and getting married in the chapel;

attempting to accumulate a million dollars in order to win the game.

2. The simulated gambling experience game of claim 1 wherein the simulated recognized gambling location is Las Vegas and the simulated main street is the Las Vegas Strip.