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(54) **ELECTRONIC BINGO-BASED ROULETTE GAME**

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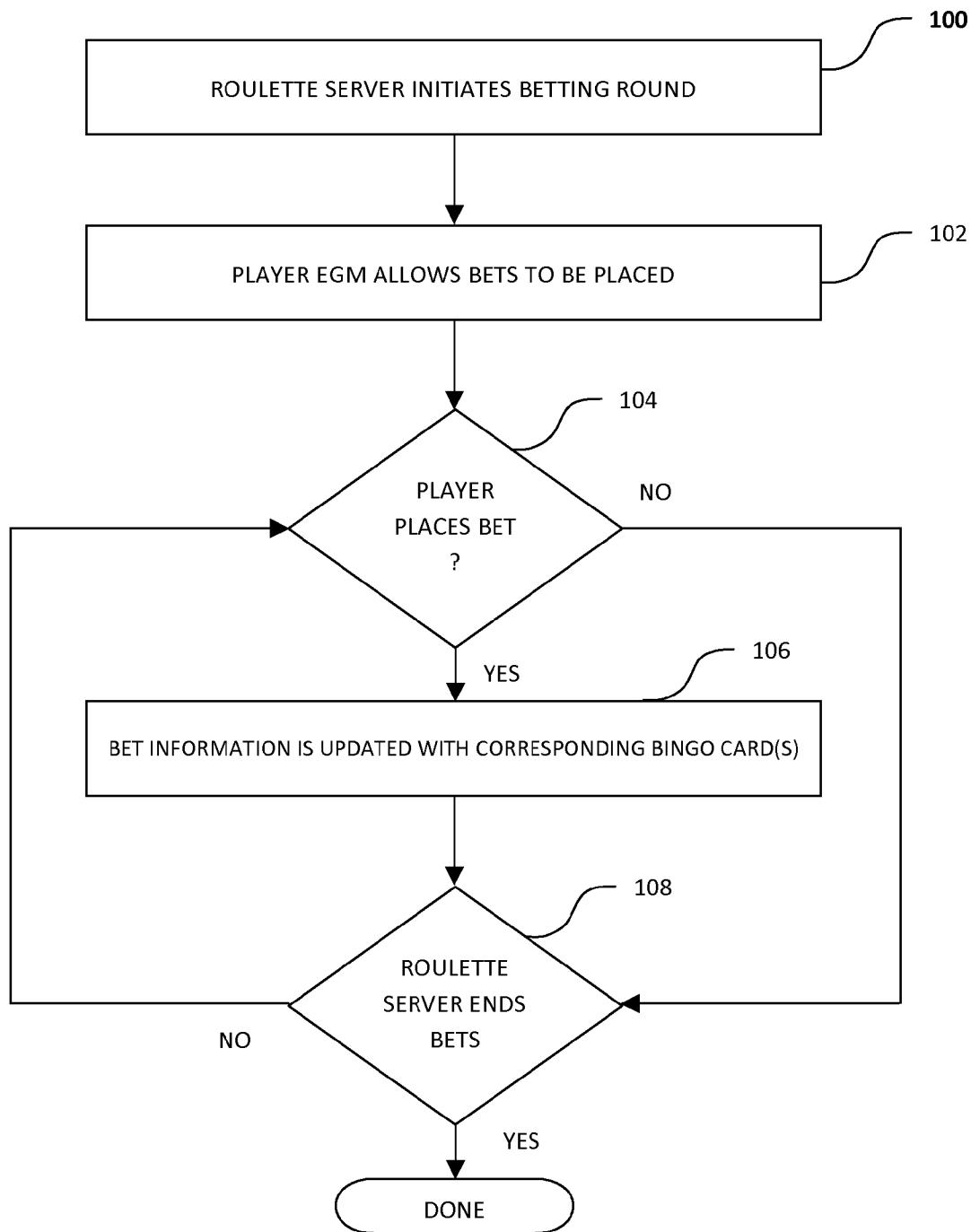
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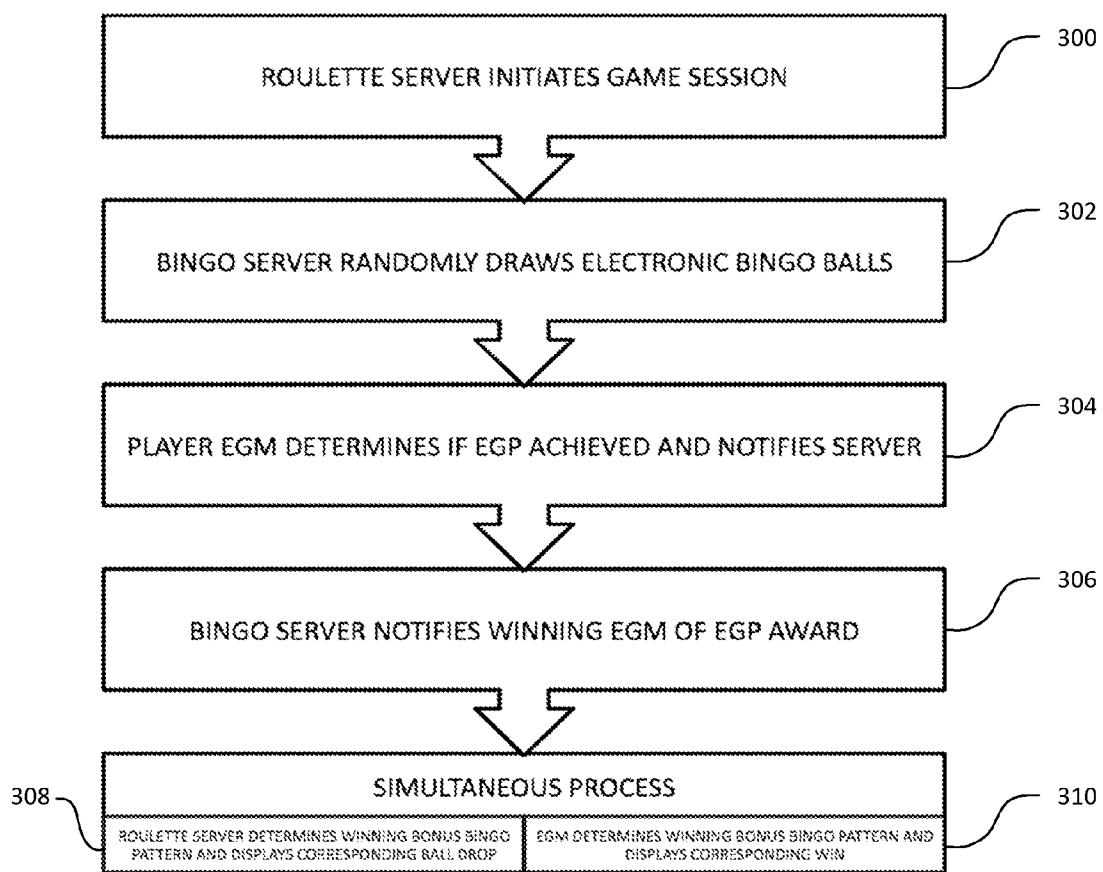
(57) **ABSTRACT**

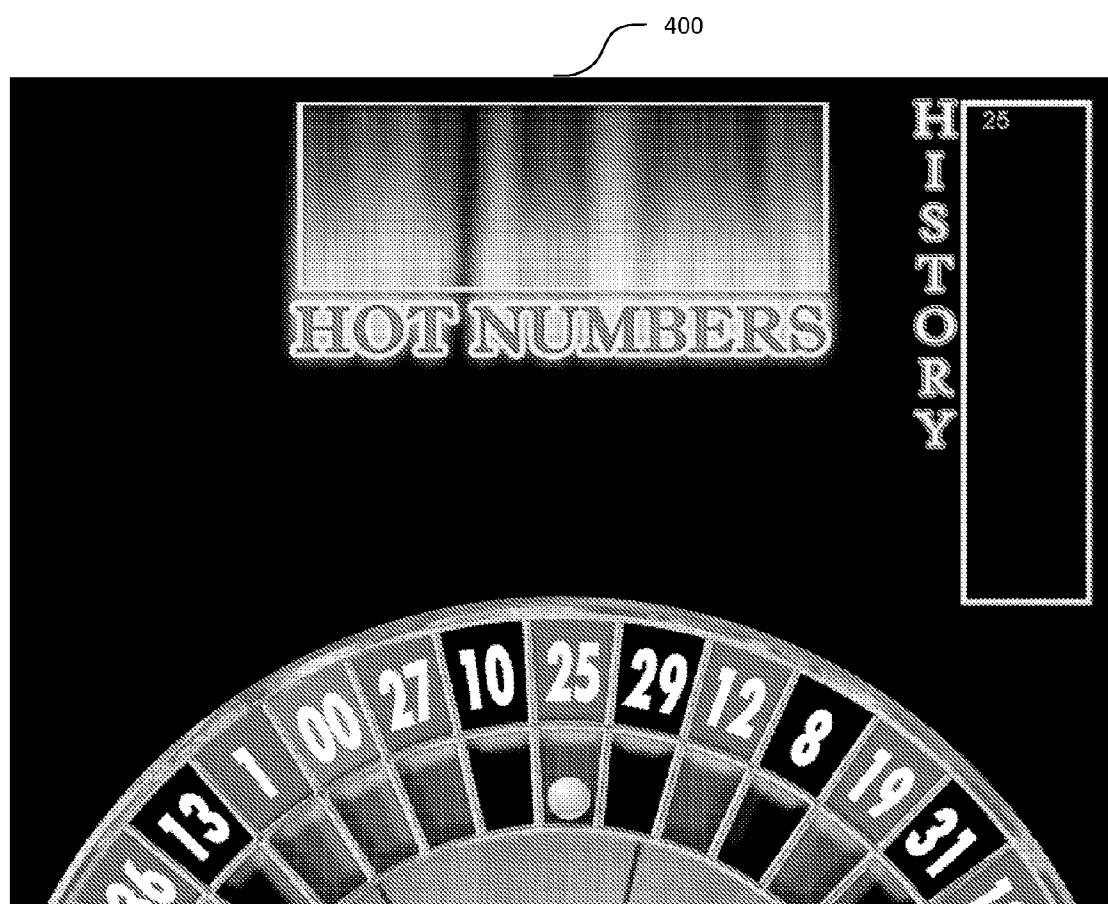
A game visually recognizable as roulette, but wherein winning results correspond to the outcome of a simultaneous game of bingo, includes a bingo server from which bingo balls are drawn, a roulette server visually representing a roulette wheel, and two or more stations where participants place bets and perform other gaming functions. Bets are made and all bet permutations place a corresponding bet on a bonus bingo card. When "no more bets" is called, players' bets and bingo cards are locked, and bingo balls are randomly drawn. The roulette wheel spins, as a simulation of roulette. When all bingo balls are drawn, one participant wins the "end of game pattern" and a prize is awarded. A bonus bingo patterns is determined, corresponding to the numbers on a roulette wheel. The winning card is displayed, with the corresponding winning roulette ball displayed as a simulated ball dropping on the roulette spindle.



**FIG. 1**

**FIG. 2**

**FIG. 3**

**FIG. 4**

**FIG. 5**

500

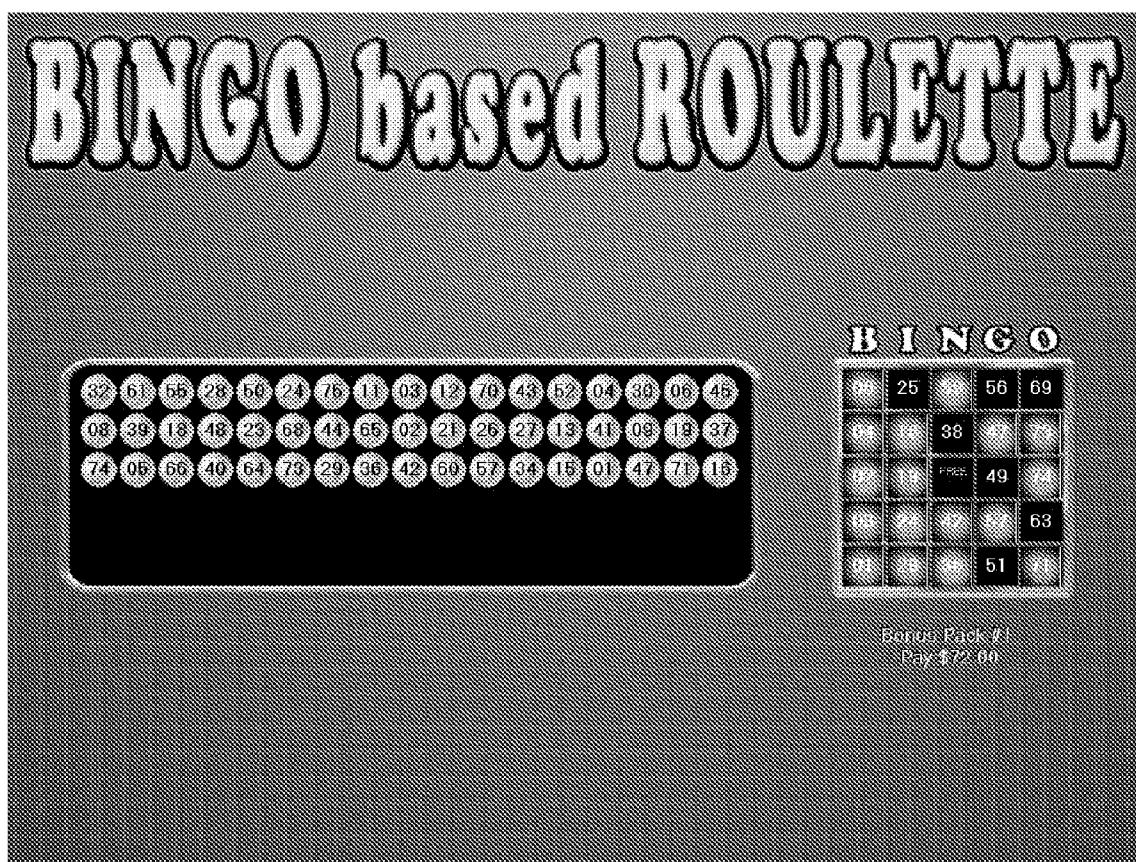
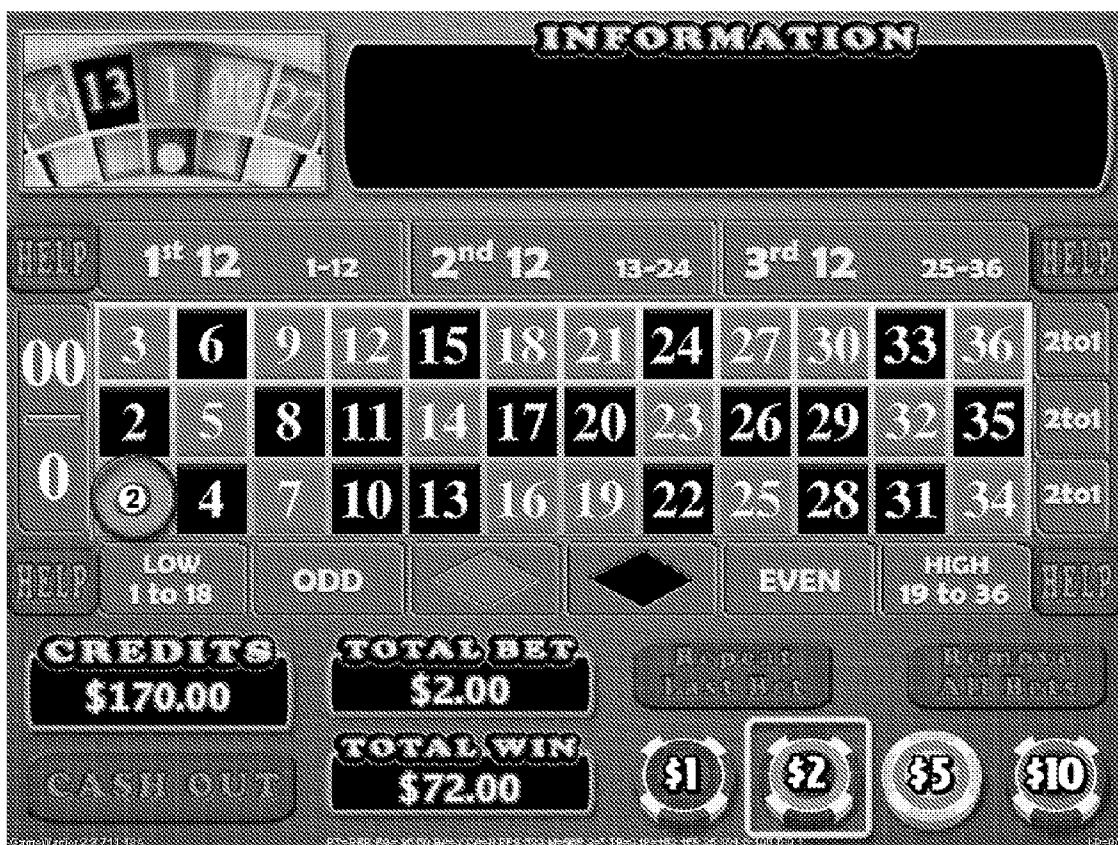
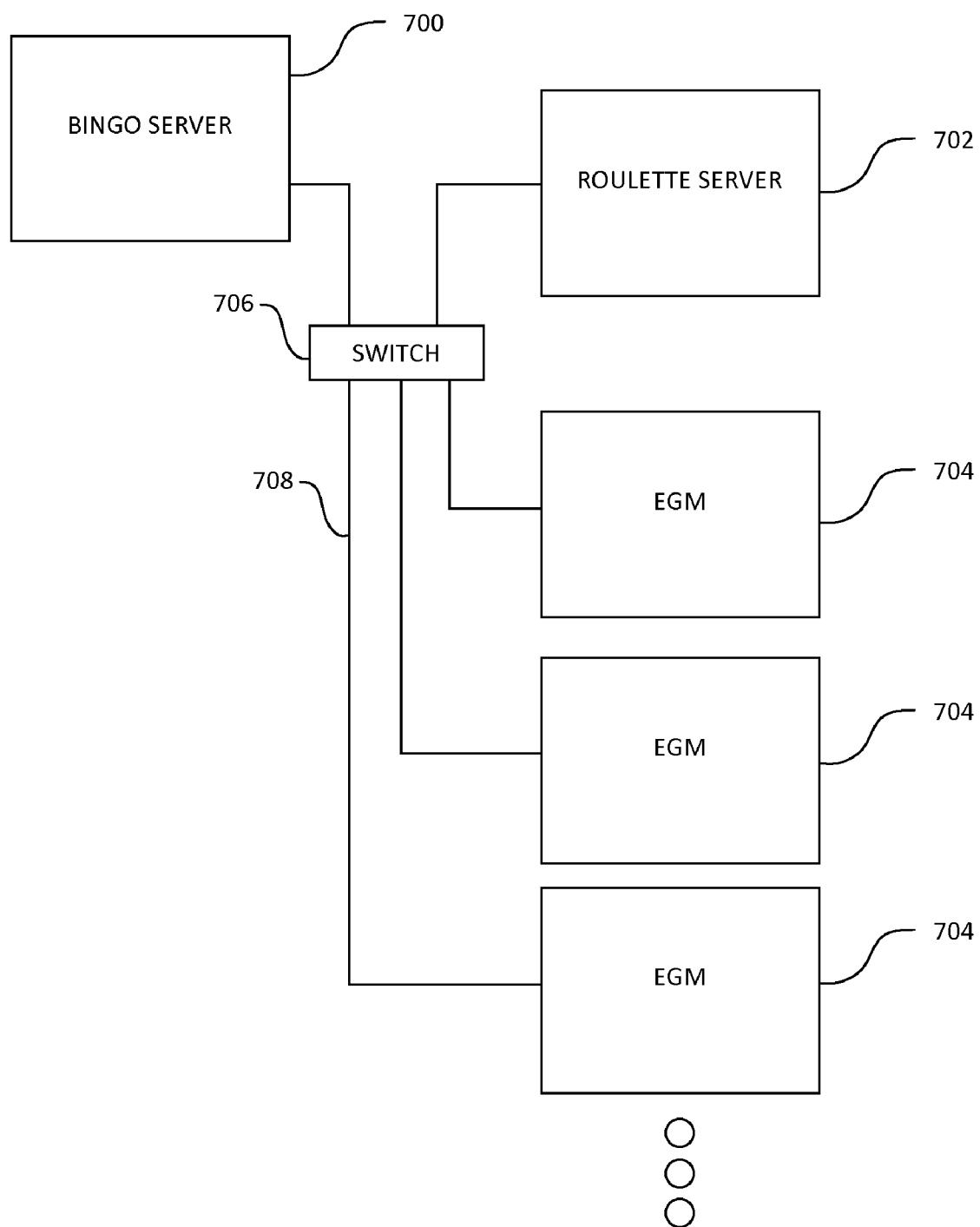


FIG. 6



**FIG. 7**

## ELECTRONIC BINGO-BASED ROULETTE GAME

### REFERENCE TO RELATED APPLICATIONS

[0001] This application claims an invention, which was disclosed in Provisional Application No. 60/954,016, filed Aug. 5, 2007, entitled "ELECTRONIC BINGO BASED ROULETTE GAME". The benefit under 35 U.S.C. § 119(e) of the United States Provisional Application is hereby claimed, and the complete disclosure of the aforementioned application is hereby incorporated herein by reference in its entirety.

### BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The invention pertains to the field of gaming systems. More particularly, the invention pertains to a method and apparatus for providing an electronic game of roulette wherein the results are derived from the results of an electronic game of bingo.

[0004] 2. Description of Related Art

[0005] Casino games, such as roulette, have long been enjoyed by society as a means for entertainment. The popularity of casino gambling with wagering also continues to increase, as does recreational gambling, such as non-wagering computer game gambling.

[0006] With the recent advances in electronic circuitry, there have been many attempts to automate games and particularly, games of gambling, which were heretofore played with little or no electronic game operation. These attempts to automate games have become even more pronounced in view of the recent advances in miniature microprocessor technology.

[0007] One of the games, for example, which previously was played without any type of electronic interaction, is the game of roulette. Roulette is a popular game of chance, where players place bets on a number, a range of numbers, the color red or black, or whether the number is odd or even. While the wheel spins in one direction, the ball spins in the opposite direction around a tilted circular track running around the circumference of the wheel. The ball stops on a position numbered from 1 to 36 with alternating colors or red and black. Additionally there are green colored positions of 0 and 00. Players may place bets on any number from 1 to 36, 0 and 00 and the payout is 35 to 1. Bets may be placed on consecutive positions with any adjoining bet position winning, with different payouts based on the bet. Betting on any two adjoining numbers pays 17 to 1; any three numbers pays 11 to 1; four adjoining numbers pays 8 to 1; five adjoining numbers pays 6 to 1; six numbers from horizontal rows pays 5 to 1; columns 1, 2 or 3 and 1st, 2nd or 3rd dozen pays 2 to 1; odd, even, red, or black 1 to 18; and 19-36 pays 1 to 1.

[0008] Electronic facsimiles of the traditional roulette game exist, using computer technology that simulates the display and sounds of a traditional roulette game. The random nature of the ball landing on a different spot of the wheel is accomplished with a computer RNG (Random Number Generator). This method is allowed in gaming jurisdictions, such as in Las Vegas or Atlantic City, and is known as Class III gaming.

[0009] Class II Gaming, as is generally seen in tribal casinos, as defined by The Indian Gaming Regulatory Act (Pub. L. 100-497, 25 U.S.C. § 2701 et seq.). Class II gaming is

defined as the game of chance commonly known as bingo (whether or not electronic, computer, or other technological aids are used in connection therewith) and if played in the same location as the bingo, pull tabs, punch board, tip jars, instant bingo, and other games similar to bingo.

[0010] Various roulette games and electronic versions thereof are known for both wagering and non-wagering use, as described, for example, in U.S. Pat. Nos. 7,094,150 (Progressive roulette); 6,890,255 (Multiple wheel roulette game); 6,575,834 (System and method for remote roulette and other game play using game table at a casino); 6,083,105 (Computerized roulette playing apparatus for a single player); 5,775,993 (Roulette gaming machine); 5,755,440 (Enhanced roulette-style game); 5,743,798 (Apparatus for playing a roulette game including a progressive jackpot); 4,792,137 (Monitoring and indicating apparatus for use in the game of roulette); 4,744,098 (Roulette calculator); 4,643,425 (Microprocessor controlled roulette game including an optical encoder for sensing the position of the ball on the roulette wheel); 4,396,193 (Roulette wheel directional sensing apparatus); and 4,260,159 (Electronic roulette game).

[0011] However, there remains a need in class II gaming establishments to provide more variety of traditional gambling games, as players desire these types of games. Thus, there is a need in the art for a roulette-type game that is Class II compliant.

### SUMMARY OF THE INVENTION

[0012] The present invention provides methods and apparatus for a simulated electronic roulette-type game, the features and advantages of which will become readily apparent from the accompanying drawing figures.

[0013] The invention provides an innovation, which electronically enhances the game of bingo, by simulating the play of a roulette game. The present invention also is applicable to simulating various other types of games, including games of playing cards. The invention allows a participant to enjoy the simulated play and action of a live roulette game. The invention thus provides the illusion of a live roulette game, but selection of the winner is, in fact, based on bingo, such that the game is compliant with Class II gaming regulations. The invention finds applicability in casinos as well as other venues, such as sites where Class III gaming is not allowed.

[0014] The present invention includes a system of hardware and software components that provide a multiplayer electronic roulette game, the winning outcome of which is directly derived from the results of electronic bingo, as a component of the system. The hardware preferably includes a central bingo server that generates a series of 75 randomly drawn bingo balls and is broadcast to all components of the system, a roulette server that displays the electronic roulette wheel and ball, and two or more player stations.

[0015] Consistent with Class II gaming regulations, the primary game outcome is originated from the matching of patterns on electronic bingo cards with a series of randomly drawn bingo balls numbered from 1 to 75. The bingo server ensures that at least two players are ready to play a game and that there is one winner determined each game. The winner is the first to achieve an end of game pattern. Additionally, winnings will be achieved by any player that places wagers corresponding to a series of bonus bingo patterns. The first matching pattern for the bonus bingo patterns determines the winning bonus bingo card.

[0016] For entertainment purposes, the outcome of these bingo based matched cards corresponds to an equal element in the game of roulette. The player is displayed the results of the bingo game along with the results of the roulette game that is a result of the bingo pattern matching.

[0017] The invention provides for implementations of the system in a multiplayer station, which physically represents a roulette table, whereby multiple players may play at the players' computer stations, which are embedded within the central cabinetry. The invention provides for implementation utilizing separate slot style cabinets that allow individual players to place bets at separate computers integrated in standalone cabinets. These cabinets are wired to the central bingo server and the player may rely on game play information displayed on their computer cabinet. Optionally, a visible display graphically displaying the roulette wheel and ball are displayed visible to the player.

[0018] Briefly stated, an electronic game of roulette, wherein the results are derived from an electronic game of bingo, includes a central bingo server for generating a series of randomly drawn numbered bingo balls, which are broadcast to other components of the system, operably connected to a roulette server for displaying a simulated roulette wheel and ball, and two or more player stations or EGMs operably connected with the bingo server and the roulette server for allowing players to place bets and view results of the game.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0019] For a fuller understanding of the nature and object of the present invention, reference is made to the accompanying drawings. The drawings are not necessarily to scale, with the emphasis instead placed upon the principles of the present invention. Additionally, each of the embodiments depicted are but one of a number of possible arrangements, utilizing the fundamental concepts of the present invention. The drawings are briefly described as follows.

[0020] FIG. 1. shows a flow chart of the player betting phase, according to an embodiment of the present invention.

[0021] FIG. 2. shows the screen display players see when placing bets, according to an embodiment of the present invention.

[0022] FIG. 3. shows a flow diagram of the game play phase, according to an embodiment of the present invention.

[0023] FIG. 4. shows the screen display for the common roulette server display, according to an embodiment of the present invention.

[0024] FIG. 5. shows the screen display players see for the bingo results, according to an embodiment of the present invention.

[0025] FIG. 6. shows the screen display players see displaying roulette game results, according to an embodiment of the present invention.

[0026] FIG. 7. shows a block diagram of the system hardware, according to an embodiment of the present invention.

#### DETAILED DESCRIPTION OF THE INVENTION

[0027] The following description relates to certain preferred embodiments of apparatus and methods for a simulated electronic roulette-type game. It will be readily apparent that numerous variations and modifications other than those specifically indicated will be readily apparent to those of sufficient skill in the art. In addition, certain terms used throughout

the discussion are not intended to be specifically limiting of the invention, except where so indicated in the claims.

[0028] The present invention is generally directed to a manner of providing a multiplayer electronic game of roulette that satisfies the jurisdictional requirements of a class II gaming facility, by utilizing a game of electronic bingo in deriving its winning outcome. Embodiments of the invention may be used in various hardware implementations utilizing common gaming computer electronic components and cabinetry in standalone forms for individual players or common table with individual player placement.

[0029] As will become more clear in the ensuing description, the present invention provides for a unique method of bingo bonus games that determine an outcome that correlates with the known outcome for the game of roulette, which is displayed in electronic facsimile for entertainment purposes.

[0030] FIG. 1 is a flow chart generally illustrating the player betting phase, illustrating one embodiment of the present invention. The roulette server initiates a betting round 100. Based on an adjustable timer and after displaying the previous winning results, the roulette server will announce in a recorded voice, "Place your bets please". The roulette server will simultaneously send a packet to each player EGM (Electronic Gaming Machine) a state signal that the betting phase has begun.

[0031] After receiving the signal from the roulette server, the player EGM allows bets to be placed 102. The player is displayed the betting screen and, if proper credits have been inserted, is allowed to place bets up to the credit amount. If the player wishes to place bets above the current credit amount, he or she may insert additional bills in the bill acceptor, or increase credits by other means as configured for the location. Other means, such as, for example, ticket-in or cashless credit systems may be employed. The player screen displayed is as seen in FIG. 2.

[0032] During the betting phase, the player may place multiple bets. For each bet placed 104, a corresponding bonus bingo card is selected that corresponds to the bet placed 106. Each of these bingo cards is cycled through on the display for bets placed. The amount each bet pays is set forth in Table 1 below.

TABLE 1

Bet	Payoff
Any number from 1 to 36, 0 or 00	35 to 1
2 adjoining numbers	17 to 1
3 adjoining numbers	11 to 1
4 adjoining numbers	8 to 1
5 adjoining numbers	6 to 1
6 numbers from horizontal rows	5 to 1
Columns 1, 2 or 3 and 1 <sup>st</sup> , 2 <sup>nd</sup> or 3 <sup>rd</sup> dozen	2 to 1
Odd, Even, Red, Black, 1 to 18 and 19 to 36	1 to 1

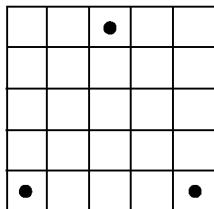
[0033] After the set amount of time, which is configurable on the roulette server, the server will announce "All bets are off" and a signal is sent to each player EGM that bets are not to be taken 108. Once this occurs, the game will not accept any additional bets and the betting phase is concluded.

[0034] FIG. 3 illustrates the flow of events that occur after the betting phase is concluded. The roulette server initiates a game session and signals to all player EGMs 300. The roulette server and all player EGMs, with the beginning of the game session, await the results of the bingo server's ball draw. When the bingo server receives notification that at least two

player EGMs are available to play a game, the server randomly draws electronic bingo balls from 1 to 75 **302**. These balls are sent to all player EGMs and to the roulette server. When any player EGM matches the EGP (End of Game Pattern) it notifies the server **304**.

**[0035]** The end of game pattern forms a matching pattern on the numbers on the standard bingo card as follows:

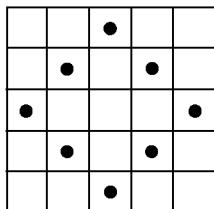
END OF GAME PATTERN



**[0036]** The bingo server determines the first player EGM to achieve the EGP and notifies the winning EGM of its standard win **306**. If a player achieves the EGP with the first 3 balls drawn, then an award of 1000 credits will be given, otherwise the EGP pattern awards a 1¢ (one cent) "MUST GO".

**[0037]** In addition to the standard EGP, a bonus bingo winning card is determined simultaneously by all player EGMs **308** and the roulette server **310**. The winning bonus bingo card is determined by the first bonus bingo card to achieve the bonus pattern as follows:

BONUS BINGO PATTERN



**[0038]** This bonus bingo pattern as seen by the player on the player EGM is shown in FIG. 5. Upon achieving the bonus bingo pattern, the roulette server displays the winning ball drop **308**. The roulette server displayed for a winning ball drop is shown in FIG. 4. The player EGM will display the winning bingo pattern along with the winning ball drop that corresponds to that bonus bingo card matching **310**. Player winnings are calculated according to the payouts illustrated in TABLE 1. The Player EGM displayed for a winning ball drop is shown in FIG. 6.

**[0039]** FIG. 7 Illustrates the preferred hardware components utilized with this invention. The technology includes a standard microcomputer and networking components. The Bingo Server **700** houses the software that generates the ball draws for the electronic bingo. This computer is a standard server type of computer and is connected to the other computers via standard networking cabling **708** and a network switch **706**. The roulette server **702** is a standard workstation type of computer, with a large display that is visibly placed for players to see the wheel and ball representation. A large monitor positioned so that each player can see it is sufficient, if the player EGMs are positioned in a standalone fashion. In

a table type of configuration, a monitor splitter may be used to provide multiple displays in the center of the cabinetry.

**[0040]** Multiple player EGM stations **704** can be configured for as many player stations as desired. The EGM station is a standard workstation type of computer housed gaming cabinetry. Peripherals that are needed to meet the particular casino location requirements need may be used for acceptance of bills, coins, ticket-in and/or card in systems. A touch screen preferably is used in place of a standard computer mouse for playing the game.

**[0041]** The computer switch **706** and needed network cable **708** are used to connect the bingo server, roulette server and each EGM to communicate with each other, and are configured in the started computer networking fashion. Optionally, other network technologies may be used, such as, for example, wireless, to facilitate this communication.

#### Game Overview

**[0042]** The preferred embodiment of the electronic roulette game of the present invention pays back approximately 94.74% to the player. Prizes are awarded based on the result of the bingo game. The bingo ball draw preferably includes 75 numbers. The roulette display is a representation of the result of each bingo card result. Players must achieve or cover at least one different preset bingo pattern to win an interim prize. Players can only win an interim prize if they achieve bingo on the first 3 balls drawn. In the preferred embodiment, if only one player has entered in for the game, the system will wait for seven seconds for additional players, but if no additional players join, then the wager is returned back to the player. The ball draw continues, which can draw up to 75 balls, will continue to be drawn until the End of Game Pattern (EGP) is achieved. This closes the current game. If a player achieves the EGP with the first 31 balls drawn, an award of 1000 credits will be given, otherwise, the EGP awards a one cent "MUST GO".

#### How to Play

**[0043]** Preferably, a bill acceptor for the game accepts \$5, \$10, \$20, \$50 and \$100 dollar bills. The player inserts the bills and selects the bet amount he/she wishes to use for each selection (\$1, \$2 \$5, \$10). The player selects the bets on the betting board and corresponding bonus bingo patterns are selected that correspond to the betting board. When the game is about to begin, all bets are off. Two players minimum are required for each game session. After a second player has entered, the system allows for a window of from  $\frac{1}{4}$  to 1 second for additional players to enter that session, after which time game play for that session begins and any additional players automatically create another, separate bingo session. In the event of any pattern match win, the player must dab again to claim their winnings. The player has 777 seconds to claim their prize. Players press "HELP" for game instructions and press "PATTERNS" to view winning pattern screens.

**[0044]** It is to be understood that the architectural and operational embodiments described herein are exemplary of a plurality of possible arrangements to provide the same (or equivalent) general features, characteristics, and general system operation. Therefore, while there have been described the currently preferred embodiments of the present invention, those skilled in the art will recognize that other and further modifications may be made, without departing from the spirit

of the present invention, and it is intended to claim all modifications and variations as fall within the scope of the appended claims.

**[0045]** Accordingly, it must further be understood that the embodiments of the invention herein described are merely illustrative of the application of the principles of the invention. Reference herein to details of the illustrated embodiments is not intended to limit the scope of the claims, which themselves recite those features regarded as essential to the invention.

What is claimed is:

**1.** An electronic game of roulette, wherein the results are derived from an electronic game of bingo.

**2.** The electronic roulette game of claim **1**, comprising a plurality of separate slot-style cabinets for allowing individual players to place bets at separate stations integrated in standalone cabinets, which are operably connected to a remote bingo server that provides game play information displayed on said standalone cabinets, and a remote roulette server for displaying a simulated roulette wheel and ball on said standalone cabinets.

**3.** The electronic roulette game of claim **1**, comprising a common table having a plurality of individual player stations or EGMs operably connected to a bingo server and a roulette server for displaying a simulated roulette wheel and ball, all of which are contained within said common table.

**4.** The electronic roulette game of claim **3**, comprising a large central display, visible to all players, for graphically displaying said simulated roulette wheel and ball.

**5.** The electronic roulette game of claim **1**, wherein winning player is the first to achieve the EGP or bingo.

**6.** The electronic roulette game of claim **1**, wherein players win a bonus if they achieve bingo on the first 3 balls drawn.

**7.** The electronic roulette game of claim **1**, wherein winnings are achieved by any player that places wagers corresponding to a series of bonus bingo patterns.

**8.** The electronic roulette game of claim **1**, comprising:

a) a central bingo server for generating a series of randomly drawn numbered bingo balls, which are broadcast to other components of the system;

b) operably connected to a roulette server for displaying a simulated roulette wheel and ball; and

c) two or more player stations or EGMs operably connected with said bingo server and said roulette server for allowing players to place bets and view results of said game.

**9.** The electronic roulette game of claim **8**, wherein said bingo server draws up to 75 numbers.

**10.** The electronic roulette game of claim **8**, wherein each player can place more than one bet.

**11.** A method for playing a bingo game by electronically simulating play of a roulette game, comprising the steps of:

a) providing a central bingo server for generating a series of randomly drawn numbered bingo balls, which are broadcast to other components of the system;

b) providing a roulette server, operably connected to said bingo server, for displaying a simulated roulette wheel and ball; and

c) providing two or more player stations or EGMs operably connected with said bingo server and said roulette server for allowing players to place bets and view results of said game.

**12.** The method of claim **11**, further comprising the steps of:

d) displaying a roulette betting board to players for allowing bets to be placed;

e) allowing said players to place one or more bets via a user interface;

f) randomly drawing numbered bingo balls from a draw of seventy-five numbered balls, until at least one of the bingo cards corresponding to a players bet achieves bingo;

g) determining the player a winner of the bingo game if the selected bet corresponds to a bingo card that achieves bingo; and

h) displaying the game results as a simulated roulette game.

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