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(54) GAMING DEVICE AND SYSTEM RELATED TO ROULETTE

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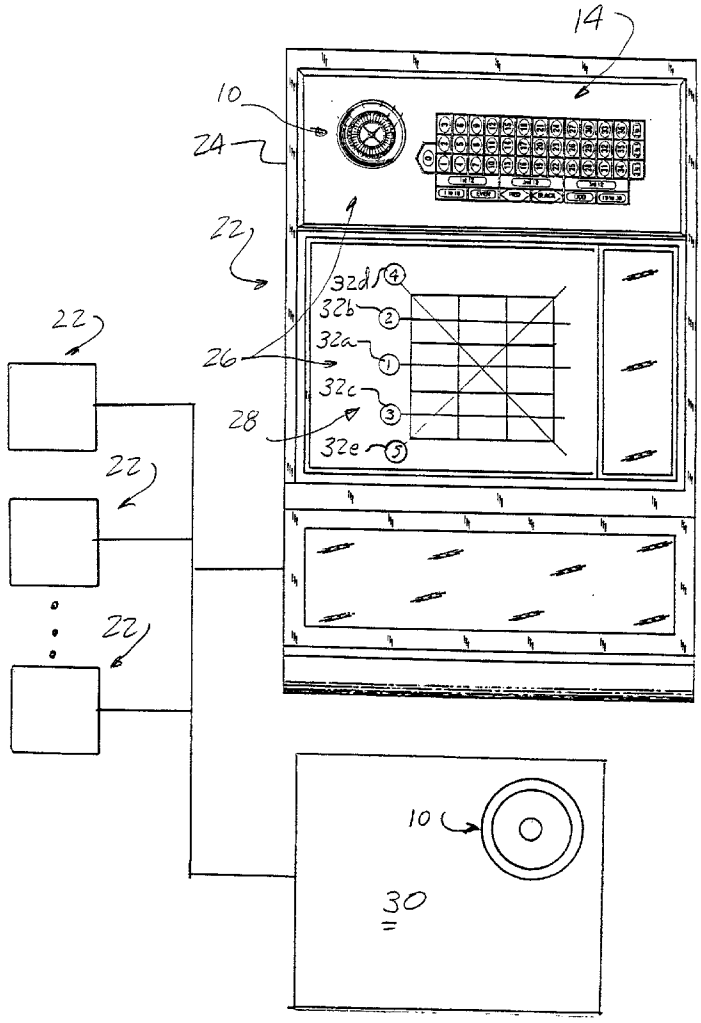
(57) **ABSTRACT**

An electronic wagering game is set forth using the characteristics of the numbers of Roulette such as numerical value as well as even/odd, red/black and the like. The game has a display and a processor to control the display. The processor is preprogrammed to control the display to display a matrix of at least three columns and Y horizontal rows (for example, three rows defining a 3×3 matrix). Means are provided for selecting one or more characteristics pertaining to a Roulette number for each coordinate of the matrix such as number, color, even/odd or the like and for accepting a wager. When play is prompted the processor randomly selects at least three Roulette numbers defining an outcome set of numbers, including their characteristics and compares the characteristics of the outcome set to those of the matrix to determine matches. If a predetermined pattern of matches occurs, such as along a pay line, the player is entitled to a prize.



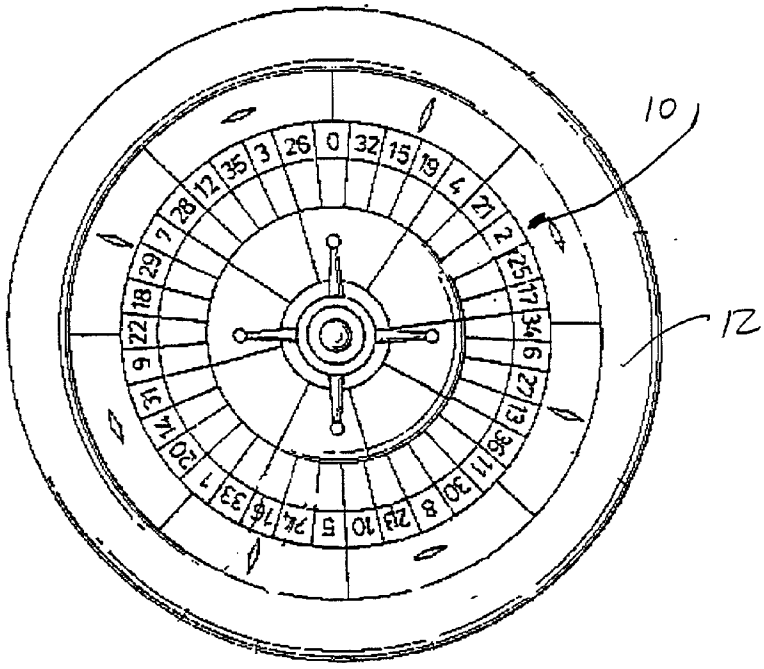


Fig. 1 (PRIOR ART)

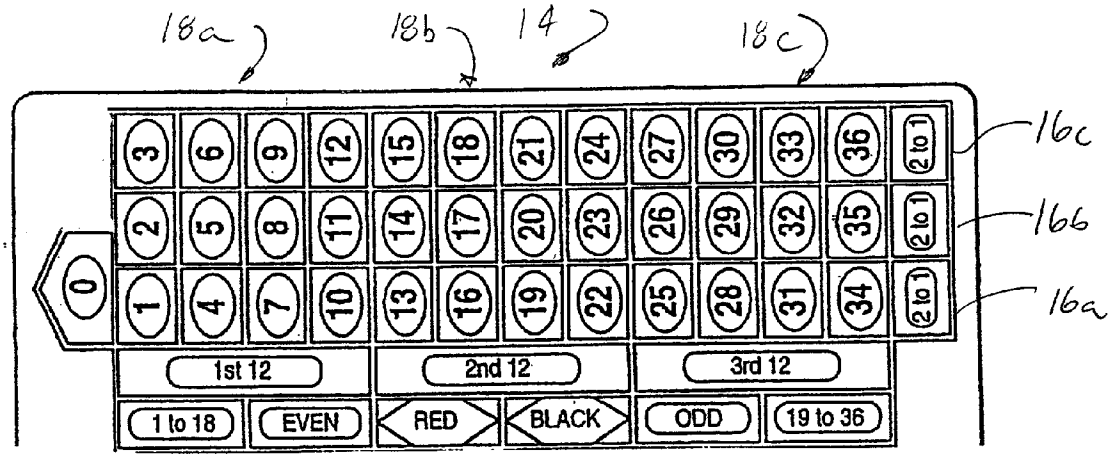


FIG. 2
(PRIOR ART)

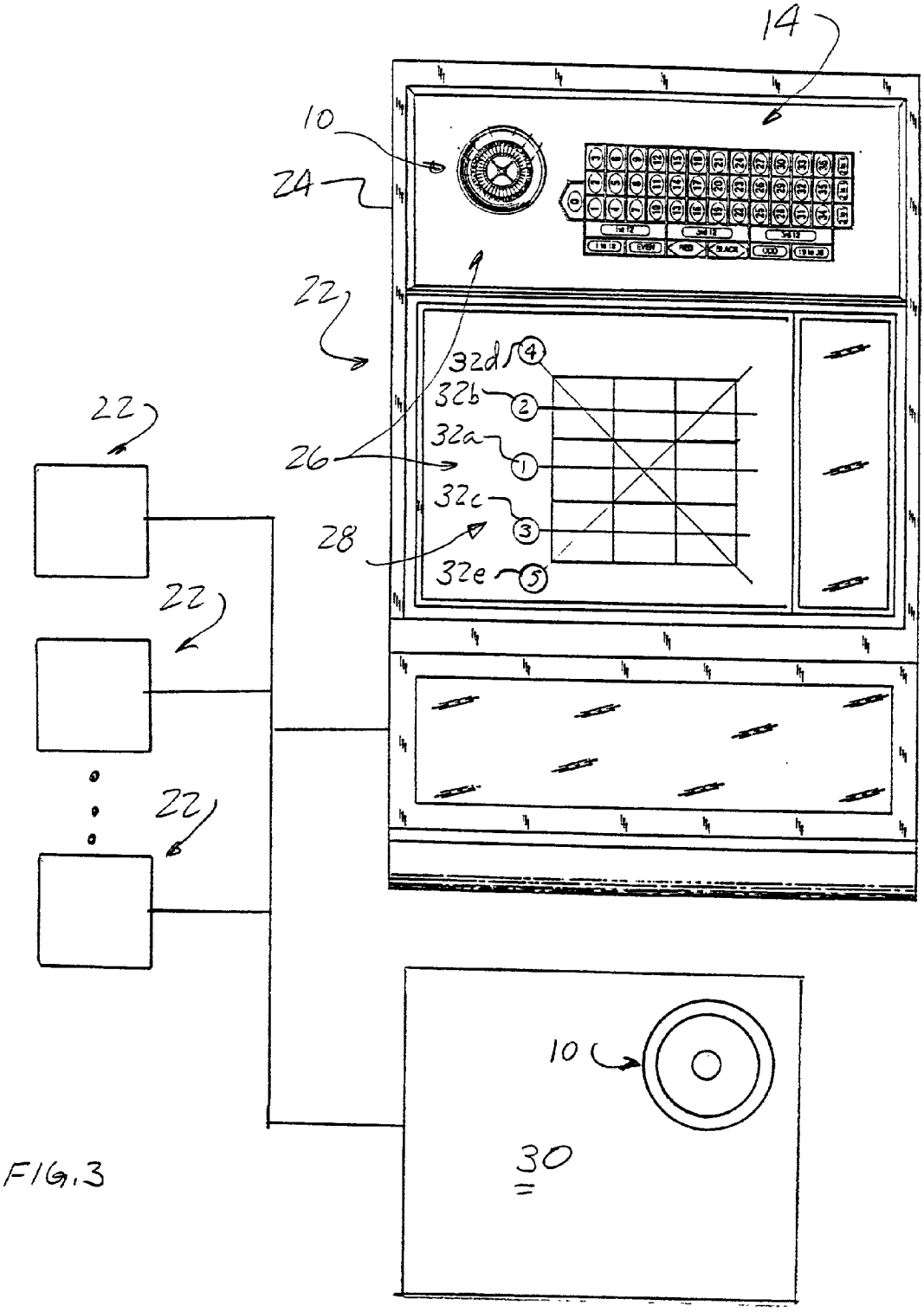


FIG. 3

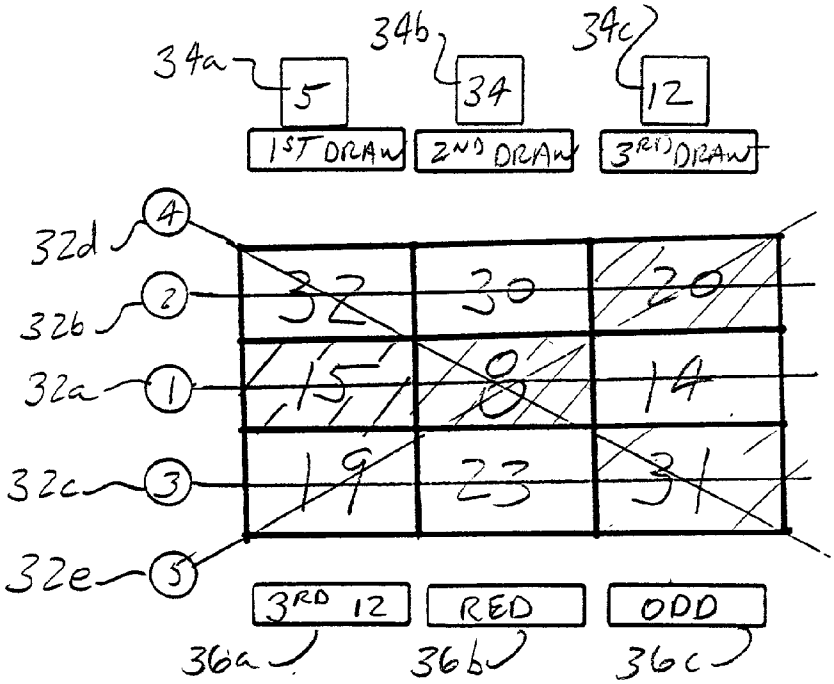


FIG. 4A

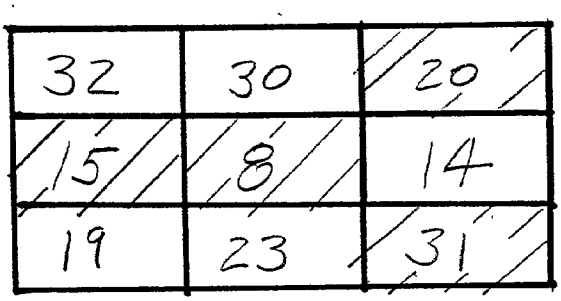


FIG. 4B

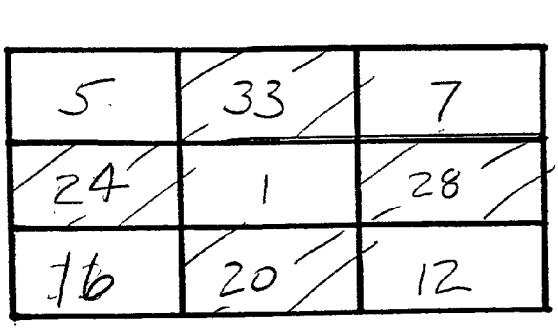


FIG. 4C

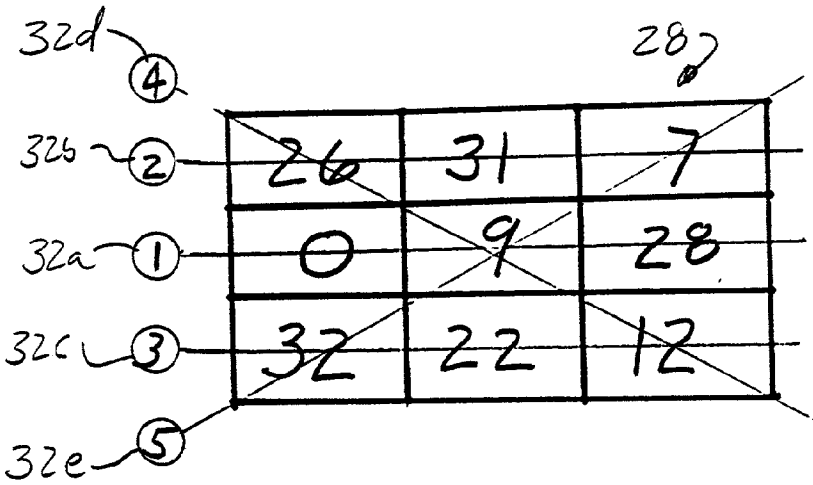


FIG. 5A

28

26	31	7
0	9	28
32	22	12

FIG. 5B

28

26	32	18
0	15	29
35	19	7

FIG. 5C

GAMING DEVICE AND SYSTEM RELATED TO ROULETTE

FIELD OF THE INVENTION

[0001] The present invention relates to gaming machines and methods such as slot machines and linked slot machines as well as the game of Roulette.

BACKGROUND

[0002] Slot machines are well known in the art. In the past these machines included one or more mechanical reels having symbols or indicia printed about the periphery. The player would insert a coin or token and initiate play by pulling on a handle. The pulling of the handle would result in spinning of the reels which would slow to random present indicia at one or more designated pay lines. If predetermined symbols or symbol combinations are aligned along an enabled pay line, the player would be issued a prize. If not, the spin or "hand" would be deemed a losing hand and the wager would be lost. Modernly, slot machine games are controlled by computer processors to select and display an outcome, to determine if a winning or losing outcome has been obtained and to control the other various aspects of the operation of the machines. Also, too, modernly the mechanical reels have been replaced by video displays which are controlled by the processor to display video simulations of reels. The operation and control of such games are described in Sunaga, U.S. Pat. No. 5,984,781 and Telnaes, U.S. Pat. No. 4,448,419.

[0003] Another wagering or casino game is the popular game of Roulette. In a 1961 publication titled, "Scarne's new Complete Guide to Gambling" by John Scarne, it was estimated that 13 millions of Americans played Roulette. In its table game version, a table is provided with a layout of the numbers for Roulette of 1-36 and a "0" or a "0" and "00". As is well known, and shown in **FIG. 2**, the Roulette layout presents the numbers in order and provides, in addition to the numerical characteristic of each number, one or more secondary characteristics of: (i) Red or Black, (ii) even or odd, (iii) high or low (iv) 1st, 2nd, or 3rd dozen of numbers and (v) column. Each characteristic can be separately wagered upon, e.g. that the outcome will be a Red number, or will be an even number. In addition to wagering on numbers or groups of numbers, players often wager on these various number group, secondary characteristic, propositions.

[0004] To play the game, players wager their chips on one or more numbers an/or propositions and a ball is launched into the spinning Roulette wheel. The Roulette wheel has numbers corresponding to the numbers of the layout about its periphery separated by frets. The ball eventually comes to rest on a number defining the number and propositions outcome.

[0005] Drawbacks of table or "live" Roulette is that players may become bored with the game, the number and nature of winning propositions is limited and there is no mechanism to offer a large jackpot.

[0006] It has been known to provide an electronic Roulette game where either a physical or virtual wheel is provided and where players can make wagers. For example in Rubin, U.S. Pat. No. 5,857,909 issued Jan. 12, 1999 there is disclosed an electronic Roulette game which provides for number and proposition wagers as well as sequential event (sequential hands of Roulette) wagering. In Valdez, U.S. Pat. No. 5,934,999 issued Aug. 10, 1999 three outcomes are produced by launching three balls into a modified Roulette wheel. The player makes wagers based upon the anticipated outcome(s) produced by the three, launched balls.

[0007] The same drawbacks that are noted with respect to live Roulette apply to electronic Roulette and the games noted above.

[0008] There is a need for a device and method which provides for the excitement of both Roulette and slot machines, which can provide a large jackpots and which provides for more frequent and varied winning combinations.

SUMMARY OF THE INVENTION

[0009] There is, therefor, provided according to the present invention a device and method which includes the familiarity of Roulette into a slot machine game, which provides the ability to offer large and varied winning outcomes, which is suitable to playing with games linked through a local or wide area network (LAN or WAN) or to be played over the Internet, which is fast-paced and easy to understand.

[0010] Toward this end there is set forth an electronic gaming device and method using ordered indicia such as the numbers of Roulette which are arranged in the predetermined, serial, ordered positions around a Roulette wheel as is well known.

[0011] Furthermore, and with reference to the indicia, e.g. Roulette numbers, the numbers also have secondary characteristics attributed according to the layout of a traditional Roulette layout and/or wheel of being (i) odd or even, (ii) red, black or green (iii) low or high, (iv) falling in the first, second or third twelve numbers and/or (v) falling in first, second or third rows of numbers. In a first embodiment the game processor is programmed to, in response to prompting by the player, to permit the player (or processor) to select on a 1×3 matrix secondary Roulette number characteristics, e.g. 3rd dozen group of numbers in the first column on the matrix, the color red for the second column and odd for the third column on the 1×3 matrix. These secondary characteristics for Roulette numbers include color (red or black), odd or even, high or low, 1st, 2nd or 3rd dozens of numbers and columns as presented on a Roulette layout. In response to prompting by the player, the processor is further programmed to permit the player (or the processor) to select on a further, separate 1×3 matrix, Roulette numbers, e.g. the number 30 for the first column, the number 11 for the second column and the number 3 for the third column. The numbers being numbers presented on a Roulette wheel.

[0012] The game processor is further programmed to, in response to prompting by the player, randomly select (or to obtain the results from a physical Roulette wheel, as is well known in the art) at least three Roulette numbers defining an outcome set of numbers. The outcome set of numbers is reported on a 3×3 matrix, where for each column of the matrix the outcome number and the number to either side of the outcome number as presented on a Roulette wheel, are used to fill the column coordinates for the matrix. For

example, on a Roulette wheel the numbers are displayed about the periphery in an ordered fashion as is well known and as shown in **FIG. 1**. The processor may select the numbers of: 8, 11 and 35 (or these numbers may be reported as the results of one or more spins on a physical Roulette wheel). Using the selected numbers and the numbers to either side as presented on the wheel reading the numbers in a clockwise direction) would yield a 3×3 matrix of the following numbers, for example:

30	36	12
8	11	35
23	30	3

[**0013**] The device also includes means for accepting a wager, for enabling one or more pay lines of the 3×3 matrix and for prompting play of the game.

[**0014**] The game processor is programmed to, once the selection on a 1×3 matrix of secondary Roulette number characteristics (as described above) and on a further 1×3 matrix the Roulette numbers (as also described above) are completed, in response to prompting of play, randomly select at least three Roulette numbers defining an outcome set of numbers, to display the outcome set of numbers on the middle row of a 3×3 matrix, display the numbers to either side of each number of the outcome set (as presented on a Roulette wheel) to fill the column coordinates of the 3×3 matrix, compare the characteristics of the outcome set of numbers as displayed on the 3×3 matrix to those of each of the two 1×3 matrices to determine matches and if a predetermined pattern of matches occurs on the 3×3 matrix, issue a prize. The secondary characteristics of the numbers of the 3×3 matrix are compared to the 1×3 matrix of the secondary characteristics and the numbers of the 3×3 matrix are compared to the 1×3 matrix of numbers. If, for example, matches occur along a pay line the player is entitled to a prize. If, for example, matches occur but are not on any particular pay line, the player is entitled to a prize for scatters, e.g. matches in any position on the 3×3 matrix.

[**0015**] In further and additional embodiments of the invention, for matches in exact order of selected outcome numbers on a certain pay line entitles the player to a bonus or jackpot.

[**0016**] In another embodiment, means are provided for the player or the processor for the game to select for each column of a 3×3 matrix a sequence of three Roulette numbers. The selected numbers and the numbers to either side of the selected number as presented on the Roulette wheel are used to fill the column coordinates for the matrix. For example, on a Roulette wheel the numbers are disposed about the periphery in an ordered fashion as is well known and as shown in **FIG. 1**. The player (or processor) may select the numbers sequence of: 30, 8 and 23 for the first column, the numbers sequence of 36, 11 and 30 for the second columns and the numbers sequence of 12, 35 and 3 for the third column to yield a 3×3 matrix of the following numbers, for example:

30	36	12
8	11	35
23	30	3

[**0017**] The device also includes means for accepting a wager, for enabling one or more pay lines of the matrix and for prompting play of the game. The game processor is programmed to, in response to prompting of play, randomly select at least three Roulette numbers (or report the selection of three numbers from a physical Roulette wheel) defining an outcome set of numbers, compare the characteristics of the outcome set to those of the 3×3 matrix to determine matches and if a predetermined pattern of matches occurs issue a prize. The processor compares the outcome set numbers to those of the 3×3 and is controlled to mark or highlight matches. If, for example, matches occur along a pay line the player is entitled to a prize. The Roulette numbers are selected and compared to the numbers of the matrix and if a predetermined number or pattern of corresponding numbers occur in the matrix the player wins a prize.

BRIEF DESCRIPTION OF THE DRAWINGS

[**0018**] These and other features and advantages will become appreciated as the same becomes better understood with reference to the description claims and drawings wherein:

[**0019**] **FIG. 1** the layout of a typical Roulette wheel;

[**0020**] **FIG. 2** shows a typical Roulette wagering layout;

[**0021**] **FIG. 3** illustrates a system including wagering games according to the present invention;

[**0022**] FIGS. **4**A-C illustrate the play of the game according to one embodiment of the present invention; and

[**0023**] FIGS. **5**A-C illustrate play of the game according to another embodiment of the present invention.

DESCRIPTION

[**0024**] Turning to **FIGS. 1 and 2** a typical single zero Roulette wheel **10** is shown. The wheel **10** is rotatable within a frame **12** as is well known. The wheel **10** has about its periphery in an ordered fashion (clockwise or counter clockwise) Roulette numbers of "0" through "36". As can be appreciated, the ordering of the numbers on the wheel **10** is not in numeric sequence but rather the numbers, as to their numeric values, are mixed about the periphery. Furthermore, the numbers each bear at least one secondary characteristic other than their numerical value. For example, each number has a secondary characteristic of color with "0" usually being the color green and the other numbers evenly and alternatively distributed between the colors red and black as is also well known. Thus, while not illustrated in **FIG. 1**, each number on the wheel **10** would have a color associated with them. As can be appreciated, the fixed arrangement of the numbers on the wheel **10** provide a fixed ordering of numbers such that any selected number on the wheel has known clockwise and counter clockwise adjacent numbers. For example, the number "34" on the wheel **10** has adjacent numbers of "17" and "6".

[0025] Also as is well known, the game of Roulette has a wagering layout **14** as shown in **FIG. 2**. The layout **14** is presented for players to make wagers on the various Roulette wagering propositions. The numbers on the layout **14** are presented in numerical order in three columns **16***a-c* and in three groups **18***a-c* of twelve numbers. These propositions include wagering on the numbers as well as the various secondary characteristics of those numbers. These secondary characteristics include: (i) color, e.g. red or black, (ii) odd or even, (iii) low (numbers 1-18) or high (numbers 19-16), (iv) the columns **16***a-c* and (v) the groups **18***a-c*.

[0026] For traditional Roulette, after each player has made their wager(s), the wheel **10** is spun and a ball is launched into the wheel. The ball eventually lands on a number which defines the outcome for the spin. The outcome number and its secondary characteristics are compared to each player's wagers to determine if the player has a winning outcome. Players are paid at pre-determined odds for their wagers based upon the proposition wagered upon.

[0027] With the description of Roulette in mind, the various embodiments of the present invention will now be described.

[0028] Turning to **FIG. 3, a** system **20** including a plurality of electronic gaming machine devices **22** is shown. Each device **22** includes a housing **24** including a device controlling processor (not shown) which controls the device **22** and a video display **26**. As shown, the video display **26** is controlled to display a video representation of a wheel **10** and layout **14** as well as a game matrix **28**. The displayed matrix has X vertical columns and preferably three horizontal rows. In a preferred embodiment and the embodiments described herein, the matrix **28** has three columns and three rows.

[0029] Each device **22** processor is in communication with a host processor unit **30** which controls the play of the game. The communication may be through a local area network (LAN) wide area network (WAN) or though the Internet. As shown in **FIG. 3**, the host processor unit **30** may include a wheel **10** or a video representation of a wheel **10**. Where the wheel **10** at the host processor unit is a physical wheel **10**, means are provided to spin the wheel **10**, launch Roulette balls and to record and report the outcomes such as with a suitable sensor. In regards to selecting the outcome, preferably the unit **30** controls each wheel **10** at each device **22** display **26** to replicate the selection of thee outcomes so that each player at each device can observe the outcome.

[0030] In lieu of replicating the selection of the outcome at each display **26**, the unit **30** may include a common display of the wheel **10** for each player at a device **22** to observe such as by arranging the devices **22** about the common unit **30** and having a Roulette wheel **10** in a position to be seen by players of all devices **22**. In an Internet embodiment of the system **20**, the wheel **10** may be displayed to the player via a television broadcast or by streaming digital video images (not shown).

[0031] In lieu of replicating the layout **14** at each display **26**, a separate unit (not shown) may include a common layout **14** for each player at the device **22** to observe such as by arranging the devices **22** about a common unit and having a layout **14** in a position to be seen by players of all devices **22**. In another embodiment the layout **14** may not be displayed at all.

[0032] Each device **22** also includes means for a player of the device **22** to make a wager (not shown) to enable one or more pay lines **32***a-e* shown at the matrix **28**. With continuing reference to **FIG. 3**, the horizontal rows define first, second and third pay lines **32***a-c* and two diagonals define fourth and fifth pay lines **32***d-e*. It is to be understood that the game matrix **28** could have more columns and/or rows so as to define more pay lines as desired. As a player places wagers, pay lines **32***a-e* are enabled. For example, the player may only enable the first pay line **32***a*, several pay lines such as pay lines **32***a, b* or all pay lines **32***a -e*. For purposes of this description, it will be assumed that the player has made a wager sufficient to enable all pay lines **32***a-e*.

[0033] To play the game according to a first embodiment of the present invention reference is made to **FIGS. 3 and 4**A-C. According to this embodiment, the player at each device **22** wagers to enable the selected pay lines **32***a-e*. For purposes of explanation, the player has enabled all five pay lines **32***a-e*. The player then, using a touch screen or other data entry means, selects three Roulette numbers displayed at the display **26** as jackpot numbers **34***a-c*. For purposes of this example, the player has selected the numbers "5", "34" and "12". The jackpot numbers **34***a-c* as they are selected are positioned in order in a 1×3 matrix over the columns of the matrix **28** as shown in **FIG. 4A**. In addition to selecting the jackpot numbers, the player selects for each column of the matrix **28** a secondary characteristic **36***a-c* or result type. The player may use a touch screen over the displayed layout **14** or other data input means to make his selections. As shown in **FIG. 4**A, for purposes of the example, the player has selected for the first column of the matrix **28** a secondary characteristic of "3rd12", for the second column "Red" and for the third column "Odd". The selection of the secondary characteristics are applied in order for each column and displayed as a 1×3 matrix below each column as illustrated. At this point there is nothing displayed at the coordinates of the matrix **28**.

[0034] After the player has made their selections, they await the selection of the outcome. Where the machines are linked as shown on **FIG. 3, a** timer for the unit **30** may provide a countdown to each device **22** before the next spin to enable the players to make their selections.

[0035] In lieu of the player making the selections of one or both of the jackpot numbers **34***a-c* or secondary characteristics, this may be done by the device **22** or host processor unit computers for the player.

[0036] Further it should be understood that the devices **22** may be arranged to be played independently whereby the player would make their wager and selections and prompt play of the game. According to this embodiment, the unit **30** and the linking of the devices **22** would not be required.

[0037] To select the outcome, the wheel **10** is spun to either serially select three Roulette numbers or three balls are launched to simultaneously select three numbers. Any other means could be used to select three Roulette numbers. For purposes of the example, and with reference to **FIG. 4**B, three Roulette numbers of "15", "8" and "14" are randomly selected by the wheel **10**. In addition to the selected numbers, the outcome also includes the numbers, with reference to the arrangement of numbers on a Roulette wheel **10**, the numbers to either side of the selected numbers resulting in an outcome set of nine Roulette numbers, i.e. the three numbers selected by the wheel **10** and the numbers to either side of each of the selected numbers. For the present example, the Roulette wheel **10** has selected the numbers of "15", "8" and "14". These numbers and the neighboring numbers on the wheel 10 are displayed in the matrix 28 as

shown in **FIGS. 4A, B**. In addition to the numbers, the secondary aspect of color may also by shown with the numbers in the matrix **28** since the color characteristic cannot be derived from the numerical value of the number. With reference to FIGS. **4A-4C**, the cross hatching shows the numbers that are black, with the others being red numbers. The outcome set is displayed at each device display **26** or is displayed in a manner for each player to see.

[**0038**] After the selection and display of the outcome set, the host processor unit **30** or each device **22** processor compares the characteristics of the outcome set to the jackpot numbers **34***a-c* as well as the secondary characteristics **36***a-c* to the secondary characteristics applied to the matrix **28**.

[**0039**] With reference to **FIG. 4**B, It can be seen that the outcome set of numbers (i.e. 15, 32, 19, 8, 30, 23,14, 20 and 31) do not include any of the jackpot numbers **34***a-c*. Further, with reference to the secondary characteristics, there is no winning combination along any enabled pay line **32***a-e*. Only coordinate of the matrix **28** having the "32" in the first column matches the secondary characteristic of "3rd 12"**18***c*, for the second column the numbers "30" and "23" match the secondary characteristic of the color red and only the number "31" matches the secondary characteristic of odd for the third column. None of the aforesaid matching characteristics match along any pay line **32***a-e*. Thus the player would lose their wager(s).

[**0040**] With reference to **FIG. 4C** another selected outcome set is shown which produces a winner. As shown, the wheel **10** has selected the numbers of "24", "1" and "28" resulting in the outcome set of: 24, 5, 16, 1, 33, 20, 28, 7 and 12. In regards to the jackpot numbers **34***a-c*, it is seen that the numbers of "5" and "12" appear in the outcome set and are disposed along pay line **32***d*. In regards to the jackpot numbers, the game may be played having the prize schedule of Table 1 below.

TABLE 1

Match Type	Prize
3 exact	7000
3 mixed order	1000
3 in any position	125
2 in any position	15

[**0041**] Thus, in the example of **FIG. 4**C, for the jackpot numbers **34***a-c*, the player would receive a prize of 15 units since he has obtained two numbers on the matrix.

[**0042**] As for an award based upon the secondary characteristics, the player does not receive a prize since the matching characteristics for each column do not result in a match along any pay line **32***a-e*.

[**0043**] Other example of outcomes for this embodiment of the game are demonstrated below where "B" refers to black numbers and where the numbers would be placed in the matrix **28**.

Outcome 3		
7	15B	36
28B	19	11B
12	4B	30

[**0044**] Pay line **32***a* is a winner of "28" (in the "3rd 12"), "19" (Red) and "11" (Odd).

Outcome 4		
35B	24B	6B
3	16	27
26B	33B	13B

[**0045**] Pay line **32***d* is a winner because "35" is in the 3rd 12, "16" is red and "13" is odd.

[**0046**] As can be appreciated the player could have winning combinations along several one or pay lines and receive an award therefor.

[**0047**] After the outcomes for each device **22** have been resolved, the timer is initiated for the players of the devices **22** to make their wagers and selections and at the expiration of the preselected time, an outcome set is chosen and the outcome set is resolved against the chosen numbers, secondary characteristics and the matrices.

[**0048**] With reference to FIGS. **5**A-C a further embodiment of the present invention is shown. According to this embodiment, after the player makes a wager to enable selected pay lines **32***a-e*, the player selects three numbers from the Roulette wheel **10** such as by a touch screen at the display **26** or the like or use other data input means to make his selection. In response to selecting a number the game processor locates the selected number and the numbers to either side in the matrix **28**. For example, if the player selected the numbers of "0", "9" and "28" the processor controls the display **26** to display the matrix as shown in **FIGS. 5A, B** including the selected numbers as well as the numbers to either side as presented on the wheel **10**.

[**0049**] At the expiration of the timer, the host processor unit **30** controls the wheel **10** thereof to randomly select three Roulette numbers, e.g. "26", "15" and "7", representing the outcome set. The host unit **30** compares the numbers of the matrices at each enabled device **22** or, in the alternative, transmits the outcome set to the devices **22** for comparison thereat, to determine if the player has a winning combination. For example, the outcomes (matches) and prizes of Table 2 may be used.

TABLE 2

	Prize
Prizes for Matches on a pay line	
3 exact order matches	7000
3 mixed order matches	1000
Prizes for Scattered Matches (Any position on the matrix)	
3 Matches, any position	25
2 Matches, any position	3

[0050] With reference to **FIGS. 5A, B** it is seen that with an outcome set of 26, 15 and 7 the player is entitled to a scatters prize of 3 units since the numbers "26" and "7" appear in the matrix. If the numbers selected by the player had been "0", "15" and "29" as shown in **FIG. 5C** with the outcome set of 35, 15 and 18, the player would be entitled to an exact order prize (three matches) since all three numbers are in order along pay line **32***e*.

[0051] After the prizes have been paid, players make new wagers within the time allotted and the host unit **30** thereafter selects and displays the outcome set.

[0052] As can be appreciated, the games according to the prior art can be played in a linked fashion as suggested in **FIG. 3** with a host processor unit **30** controlling the play of the devices **22** linked thereto. The host processor unit **30** would display the wheel **10** and selection of the outcome sets by controlling the displays **26** at the individual devices **22** to show the selection or by including a common display or physical wheel **10** to select the outcome sets.

[0053] Further, the wheel **10** may be adapted to accept three balls simultaneously for the simultaneous selection of the outcome sets.

[0054] Also as discussed above, the selection of the number characteristics for the game matrix may be done by the player or may be done by the host or device processor as desired.

[0055] The games according to the present invention provide the player an opportunity to play a slot machine having characteristics of the numbers of Roulette. Further the games provide the player with multiple opportunities to win.

[0056] While I have shown and described certain embodiments of the present invention, it is to be understood that the same is subject to modification without departing form the spirit and scope of the appended claims.

I claim:

1. An electronic wagering game using the characteristics of the numbers of Roulette, said game comprising:

a display;

a processor to control the display, said processor preprogrammed to control the display to display a matrix of at least 3 columns and Y horizontal rows;

means for selecting at least one characteristic pertaining to a Roulette number for each coordinate of the matrix;

means for accepting a wager and for prompting play of the game; and

said processor programmed to, in response to prompting of play, randomly selecting at least three Roulette numbers defining an outcome set of numbers, compare the characteristics of the outcome set to those of the matrix to determine matches and if a predetermined pattern of matches occurs issue a prize.

2. The game of claim 1 wherein said selecting means includes means for a player to select for each column of the matrix a Roulette number characteristic other than said number selected from the group consisting substantially of color, even or odd, high or low, first, second or third group of twelve numbers or column on a Roulette layout.

3. The game of claim 1 wherein said processor includes a data structure storing data corresponding to winning patterns for the matrix, said processor programmed to compare the positions on the matrix where said selection set characteristics match the characteristics of the outcome set to said patterns and if a winning pattern of matches is obtained, said processor issuing an award to the player.

4. The game of claim 3 including said matrix including at least one pay line for the game, said pay line being defined by at least two adjacent coordinates of the said matrix and said data structure storing data corresponding to patterns of characteristics matching along said pay line.

5. The game of claim 4 including said matrix including a plurality of rows defining horizontal pay lines.

6. The game of claim 4 including said matrix defining at least one diagonal pay line.

7. An electronic wagering game using the characteristics of the numbers of Roulette, said game comprising:

a display;

a processor to control the display, said processor preprogrammed to control the display to display a matrix having at least X vertical columns and Y horizontal rows, X and Y being at least 3;

means for selecting one or more characteristics pertaining to a Roulette number for each column of the matrix defining one or more selection sets;

means to accept a wager and for prompting play of the game; and

said processor programmed to, in response to prompting of play, randomly select at least three Roulette numbers and to identify the Roulette numbers to either side of the randomly selected numbers as positioned on the Roulette wheel to define an outcome set of at least nine Roulette numbers, display each number of said outcome set at a coordinate of the matrix, compare the characteristic of the outcome set as displayed in the matrix to those of each selection set to determine matches and if a predetermined pattern of matches occurs issue a prize.

8. The game of claim 7 wherein said processor includes a data structure storing data corresponding to winning patterns on the matrix, said processor comparing the positions on the matrix where said outcome set characteristics match the characteristics of the selection set to the patterns and if a winning pattern is obtained, said processor programmed to issue an award to the player.

9. The game of claim 8 including said matrix defining at least one pay line for the game, said pay line being defined by at least two adjacent coordinates of said matrix.

10. The game of claim 7 wherein said selecting means includes means for a player to define a selection set by selecting for each column of the matrix a Roulette number secondary characteristic selected from the group consisting substantially of color, even or odd, high or low, first, second or third group of twelve numbers or column on a Roulette layout.

11. The game of claim 7 wherein said selecting means includes means for a player to define two of said selection sets be selecting for the first selection set for each column of the matrix a Roulette number and for the second selection set for each column of the matrix a Roulette number secondary characteristic selected from the group consisting substan-

tially of color, even or odd, high or low, first, second or third group of twelve numbers or column on a Roulette layout.

12. The game of claim 7 wherein said selecting means includes means for a player to define a said selection set by selecting for each column of the matrix at least one of a Roulette number or a Roulette number secondary characteristic selected from the group consisting substantially of color, even or odd, high or low, first, second or third group of twelve numbers or column on a Roulette layout.

13. An electronic wagering game using the characteristics of the numbers of Roulette and means for selecting Roulette outcomes, the game comprising:

a display;

a processor to control the display, said processor preprogrammed to control the display to display a matrix having at least three columns and three rows and at least one pay line defined by at least two adjacent coordinates of the matrix;

means for selecting for each column two Roulette number characteristics defining a selection set;

means for accepting a wager and for prompting play; and

said processor programmed to, in response to prompting play, (i) randomly select at least three Roulette numbers, said randomly selected Roulette numbers and the numbers to either side as disposed on a Roulette wheel defining an outcome set of nine Roulette numbers, (ii) display each number of said outcome set at a coordinate of the matrix, (iii) compare the Roulette number characteristic of the outcome set as displayed in the matrix to those of the selection set and (iv) if a predetermined pattern of matching characteristics occur in the matrix, issue a prize.

14. The game of claim 13 wherein said selecting means includes means for a player to define the said selection set as each of a Roulette number and a Roulette number secondary characteristic selected form the group consisting substantially of color, even or odd, high or low, first, second or third group of twelve numbers or column on a Roulette layout.

15. A method for playing game using the characteristics of the numbers of Roulette and means for selecting Roulette outcomes, said method comprising:

providing a processor to control a display, said processor controlling the display to display a matrix having at least three columns and three rows, at least two adjacent coordinates of said matrix defining pay line for the game;

displaying said matrix and pay line;

selecting for each coordinate of the matrix at least one Roulette number characteristic, said selected characteristics defining a selection set;

accepting a wager; and

prompting play of the game, said processor, in response to prompting of play, randomly selecting at least three Roulette numbers defining an outcome set Roulette numbers, comparing the characteristics of the outcome set to those of the selection set and matrix to determine matches and if a predetermined pattern of matches occurs issuing a prize.

16. The method of claim 15 including selecting for each column of the matrix a plurality of Roulette number characteristics defining said selection set.

17. The method of claim 15 including selecting for each column a Roulette number, said processor for each selected number selecting the numbers to either side of the selected numbers as presented on a Roulette wheel to define a selection set including three Roulette numbers for each column.

18. A system including a plurality of linked electronic wagering devices each using the characteristics of the numbers of Roulette, a Roulette layout and of a Roulette wheel, said game comprising:

each device including;

(i) a display,

(ii) a processor to control the display, said processor preprogrammed to control the display to display a matrix of at least X columns and three horizontal rows,

(iii) means for selecting at least one characteristic pertaining to a Roulette number for each coordinate of the matrix,

(iii) means for accepting a wager;

a host processor;

a communication link between said host processor and each device, said host processor programmed to, in response to prompting of play, randomly select at least three Roulette numbers defining an outcome set of numbers, compare the characteristics of the outcome set to those of the matrix at each device to determine matches and if a predetermined pattern of matches occurs issue a prize.

19. An electronic gaming device using the numbers of Roulette, said numbers arranged in the predetermined, serial, ordered positions around a Roulette wheel and said numbers grouped according to the layout of said wheel and using the secondary characteristics of a traditional Roulette wagering layout by having secondary characteristics of at least (i) odd or even, (ii) red, black or green (iii) low or high, (iv) first, second or third twelve numbers and/or (v) first, second or third rows of numbers, said game comprising:

a display;

a processor to control the display, said processor preprogrammed to control the display to display a matrix having at least three vertical columns and at least three horizontal rows;

means for selecting for each coordinates of the matrix at least one of a Roulette number and Roulette number secondary characteristic defining a section set;

means for accepting a wager and for prompting play of the game; and

said processor programmed to, in response to prompting play, randomly select a preselected number of Roulette numbers defining an outcome set, compare the characteristics of the outcome set to said selection sets and issue an award to the player if a predetermined number of the outcome set characteristics match the characteristics of the selection set.

20. The device of claim 19 wherein said processor includes a data structure storing winning patterns for the matrix, said processor comparing the positions in on the matrix where said outcome number characteristics match the characteristics of the displayed selection sets to said patterns and if a winning pattern is obtained, said processor issuing a reward to the player.

21. The device of claim 19 including said processor programmed to control the display to display at least two pay lines corresponding to said rows and said data structure stores winning patterns of characteristics matching along said pay line.

22. A system for playing a game including a plurality of linked game device terminals and using a field indicia arranged in a predetermined, serial, ordered positions, each indicia including at least one distinguishing characteristic, said game comprising:

a display for each terminal;

a processor in communication with each linked gaming device, said processor programmed to control the displays to display at each terminal a matrix of at least X columns and Y horizontal rows;

means at each terminal for selecting an X number of indicia characteristics, said processor assigning said characteristics to coordinates of said matrix;

means at each terminal for accepting a wager and for prompting play of the game; and

said processor in response to prompting play randomly selecting a set of outcome indicia, comparing the outcome indicia to the characteristics for the coordinates of the matrix displayed at each terminal and issuing an award if a predetermined arrangement of outcome set indicia characteristics match the indicia characteristics of said selection sets.

23. The system of claim 22 wherein said processor is programmed to select for at least one coordinate of said matrix said characteristic.

24. A system for playing a game including a plurality of linked game device terminals and using the numbers of Roulette, said numbers arranged in the predetermined, serial, ordered positions around a Roulette wheel and said numbers grouped according to the layout of said wheel and using the secondary characteristics of a traditional Roulette wagering layout by having secondary characteristics of at least (i) odd or even, (ii) red, black or green (iii) low or high, (iv) first, second or third twelve numbers and/or (v) first, second or third rows of numbers, said game comprising:

a display for each terminal;

a processor in communication with each linked gaming device, said processor programmed to control the displays to display at each terminal a matrix of at least X columns and Y horizontal rows;

means at each terminal for a player to select for each coordinates of the matrix at least one of a Roulette number and Roulette number secondary characteristic defining a section set;

means at each terminal for accepting a wager and for prompting play of the game; and

said processor programmed to, in response to prompting play, randomly select a preselected number of Roulette numbers defining an outcome set, compare the characteristics of the outcome set to those of each of said selection sets and issue an award to players if a predetermined number of the outcome set characteristics match the characteristics of the selection set.

25. The system of claim 24 wherein said Roulette number selecting means includes means for the player to select for each column of the matrix a Roulette number characteristic for a selected Roulette number, said processor programmed to, in response to said selection, select for the other coordinates of each column Roulette number characteristics for Roulette numbers related to said selected number.

26. The system of claim 24 wherein said processor is preprogrammed to select for each column a characteristic of Roulette numbers arranged adjacent to the selected number.

27. The system of claim 24 including means for a player to select for one or more coordinates a Roulette number characteristic, said processor programmed to select characteristics for the remaining coordinates.

28. The system of claim 24 wherein said processor is preprogrammed to select for each column of the matrix a Roulette number as the outcome set and compare for each column the Roulette number characteristics of said selected number with the characteristics of the coordinates of said column.

29. A method for playing game using the characteristics of the numbers of Roulette and means for selecting Roulette outcomes, said method comprising:

providing a processor to control a display, said processor controlling the display to display a matrix having at least three columns and three rows, at least two adjacent coordinates of said matrix defining pay line for the game;

displaying said matrix and pay line;

selecting for each coordinate of the matrix at least one Roulette number characteristic, said selected characteristics defining a selection set;

accepting a wager; and

prompting play of the game, said processor, in response to prompting of play, randomly selecting at least three Roulette numbers defining an outcome set Roulette numbers, comparing the characteristics of the outcome set to those of the selection set and matrix to determine matches and if a predetermined pattern of matches occurs issuing a prize.

30. The method of claim 29 including selecting for each column a Roulette number and the processor selecting numbers adjacent to the selected number as arranged on a Roulette wheel and displaying in each coordinate of the column at least one characteristic of the selected and adjacent numbers.

31. The method of claim 29 wherein said processor is programmed to select for at least one coordinate said characteristic.

32. The method of claim 29 including said processor selecting a Roulette number for each column of the matrix defining an outcome set Roulette numbers, comparing the characteristics of the outcome set to those of the selection set and matrix to determine matches and if a predetermined pattern of matches occurs issuing a prize.

33. A system for playing a game including a plurality of linked game device terminals and using the characteristics of

Roulette numbers as arranged in a predetermined, serial, ordered positions, about a Roulette wheel, said game comprising:

a display for each terminal;

a processor in communication with each linked gaming device, said processor programmed to control the displays to display at each terminal a matrix of at least 3 columns and 3 horizontal rows;

means at each terminal for selecting for each coordinate of the matrix at least one number characteristics;

means at each terminal for accepting a wager and for prompting play of the game; and

said processor in response to prompting play randomly selecting a set of outcome Roulette numbers, comparing the characteristics of the outcome numbers to the characteristics for the coordinates of the matrix displayed at each terminal and issuing an award if a predetermined arrangement of outcome set characteristics match the characteristics of said selection sets.

34. The system of claim 33 wherein said Roulette number selecting means includes means for the player to select for each column of the matrix a Roulette number characteristic for a selected Roulette number, said processor programmed to, in response to said selection, select for the other coordinates of each column Roulette number characteristics for Roulette numbers related to said selected number.

35. The system of claim 34 wherein said processor is preprogrammed to select for the other coordinates of each column a characteristic of Roulette numbers arranged adjacent to the selected number.

36. The system of claim 33 wherein said processor is programmed to select for at least one coordinate said characteristic.

37. The system of claim 33 including means for a player to select for one or more coordinates a Roulette number characteristic, said processor programmed to select characteristics for the remaining coordinates.

38. The system of claim 33 wherein said processor is preprogrammed to select for each column of the matrix a Roulette number as the outcome set and compare for each column the Roulette number characteristics of said selected number with the characteristics of the coordinates of said column.

39. A method for playing game using a field indicia arranged in a predetermined, serial, ordered positions, each indicia including at least one characteristic and means for selecting outcome indicia, said method comprising:

providing a processor to control a display, said processor controlling the display to display a matrix having X columns and Y rows,

selecting for coordinates of the matrix at least one indicia characteristic, said selected characteristics defining a selection set;

accepting a wager; and

prompting play of the game, said processor, in response to prompting of play, randomly selecting a set of outcome indicia, comparing the characteristics of the outcome indicia to those of the selection set and matrix to determine matches and if a predetermined pattern of matches occurs issuing a prize.

40. The method of claim 39 including selecting for each coordinates of the matrix at least one indicia characteristic, said selected characteristics defining a selection set;

41. The method of claim 39 wherein said processor is programmed to select for at least one coordinate said characteristic.

42. The method of claim 39 including said processor selecting at least one indicia characteristic for each column of the said matrix defining a set of outcome indicia, comparing the characteristics of the outcome indicia to those of the selection set and matrix to determine matches and if a predetermined pattern of matches occurs issuing a prize.

43. The method of claim 39 including selecting for each column at least one indicia characteristic, assigning the selected indicia characteristics to coordinates of the matrix, said processor selecting for the other coordinates of the said matrix indicia characteristics related to said selected indicia to define a selection set.

44. A method for playing game using a field indicia arranged in a predetermined, serial, ordered positions, each indicia including at least one characteristic and means for selecting outcome indicia, said method comprising:

providing a processor to control a display, said processor controlling the display to display a matrix having X columns and Y rows,

selecting for columns of the matrix at least one indicia characteristic, said selected characteristics defining one or more selection sets;

accepting a wager; and

prompting play of the game, said processor, in response to prompting of play, randomly selecting a set of outcome indicia, assigning the outcome indicia to coordinates of the matrix, comparing the characteristics of the indicia for the matrix to those of the selection set or sets to determine matches and if a predetermined pattern of matches occurs issuing a prize.

45. The method of claim 44 including selecting for each column of the matrix at least one indicia characteristic, said selected characteristics defining one or more selection sets.

46. The method of claim 44 wherein said processor is programmed to select for at least one characteristic of a said selection set.

47. The method of claim 44 wherein said processor is programmed to in response to prompting of play, randomly selecting a set of at least an X number of outcome indicia, assigning the X outcome indicia to coordinates of the matrix, selecting for the other coordinates of the said matrix indicia related to said outcome indicia, comparing the characteristics of the indicia for the matrix to those of the selection set or sets to determine matches and if a predetermined pattern of matches occurs issuing a prize.

48. The method of any of the claims **39** wherein said processor includes a data structure storing data corresponding to winning patterns for the matrix, said processor programmed to compare the positions on the matrix where said selection set characteristics match the characteristics of the outcome set to said patterns and if a winning pattern of matches is obtained issuing a prize.

49. The method of claim 48 including said matrix including at least one pay line, said pay line being defined by at least two coordinates of the said matrix and said data structure storing data corresponding to patterns of characteristics matching along said pay line defining a winning pattern for the matrix.

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