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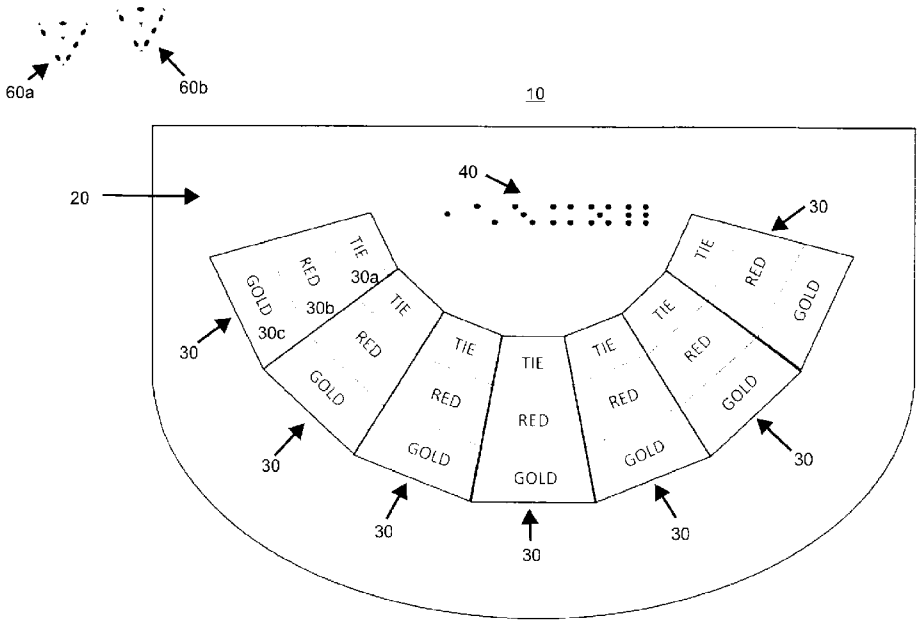


Figure 1

(57) Abstract: Embodiments of the invention include (i) providing a playfield including a gaming layout adapted for location and/or placement of at least two chance elements, and a wagering layout having indicia representing a plurality of different final game outcomes, where all of the at least two chance elements comprise a plurality of faces with different indicia on each said face distinguishing from the indicia on the other faces, and each of the at least two chance elements being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said chance elements; (ii) accepting placement of a wager, through use of said playfield wagering layout, in relation to a selected one of the plurality of final game outcomes; (iii) casting the at least two chance elements on said playfield so as to generate an outcome; (iv) settling the wager on the basis of the generated outcome.

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GAMING METHOD AND APPARATUS

RELATED APPLICATIONS

[001] This application claims priority to Australian Provisional Patent Application No. 2017900180 in the name of Club Gaming Pty Ltd, which was filed on 20 January 2017, entitled "Gaming Method and Apparatus" and the specification thereof is incorporated herein by reference in its entirety and for all purposes.

FIELD OF INVENTION

[002] The present invention relates to a gaming method and apparatus and, more particularly, to a gaming method and apparatus utilising chance elements that provide multiple wagering options and allows for improved active player participation. It will be convenient to hereinafter describe the invention in relation to a gaming method and apparatus using playing dice, however it should be appreciated that the present invention is not limited to that use, only.

[003] The invention may find application in casinos, gaming venues, cruise ships online gambling sites, and also in non-gambling sites, as well as games provided for social media websites, personal computers and mobile applications.

BACKGROUND ART

[004] The discussion throughout this specification comes about due to the realisation of the inventor and/or the identification of certain related art problems by the inventor and, moreover, any discussion of documents, devices, acts or knowledge in this specification is included to explain the context of the invention. It should not be taken as an admission that any of the material forms a part of the prior art base or the common general knowledge in the relevant art in Australia or elsewhere on or before the priority date of the disclosure and claims herein.

[005] In order to attract new players, and maintain the interest of existing patrons, casinos and other gaming operators periodically offer new games of skill and chance utilising different chance mediums, such as cards, rotating reels in slot machines, rotating wheels in roulette, or dice, for example. A majority of the new games do not find popular appeal amongst players, and the reasons for such failures typically relate to

common wagering game shortcomings. Typical shortcomings include slow pace of play, complex rules, poor player odds and, in some cases, the lack of a significant jackpot or large payout opportunity. Particular drawbacks include a lack of player interaction and a lack of ease of play for patrons that will avoid the drop off in interest that can apply to games with high levels of complexity. In combination a lack of interaction with high complexity will lower the appeal of games.

[006] Consider, for example, the game of Casino War™ which is a casino card game based on the well-known card game called "War". The game is one of the most easily understood casino card games, and is one of the only card games where players can beat the dealer more than fifty-percent of the time. The game has the advantages that it is easy to learn, is fast paced, and provides a high frequency of winning for the player. As a result, it has succeeded as a game for new players, particularly with those unfamiliar with table games. However, due to its simplicity the game lacks suspense and is not very exciting for players. Moreover, the game has limited player interaction and does not provide a good range of betting options. By way of example, given the betting on the player card being higher in each successive round, it is not possible to choose the dealer card being higher.

[007] Another game that has found success amongst new players unfamiliar with table games is the "Big Wheel", where a large vertically oriented wheel is divided into sections, and each section is represented by a symbol. The game is very easy to learn, it is suspenseful and exciting, allows for multiple bets, and provides a range of payout odds providing large payouts. It also allows for the possibility of selecting the winning outcome on every round. Regrettably, however, due to the nature of the wheel it spins slowly, which is not optimal for both player interest and gaming operator turnover.

[008] Numerous card games exist. Many players, however, do not wish to invest the time necessary to learn all of these games, including their intricate set of house-specific variations. Further, many players find these card games slow and inactive. Some games are objected to by players because play is against other players, and not against the house.

[009] A game that is fast and offers much player excitement is the dice game known as "Craps". This game involves the throwing of two dies. Unfortunately, the game is complex and difficult to learn, deterring many from playing it. For the gaming operator,

Craps is also relatively labour intensive, typically requiring four staff dedicated to a table, where other table games may require only one staff member. Casino floor space is a valuable asset, but a Craps table requires double the space required by, for example, a Blackjack table. Moreover, staff training is more complicated due to betting and payout complexities.

[0010] There are a number of table game variations available that are not adapted to or made in standard sizes and may require the buyer to purchase a full table of customised design and dimensions.

[0011] With respect to games utilising dice there exists the children's dice game of Tenzi™ that has been promoted by Carma Games LLC. Typically, in this game of 2 to 4 players, each player chooses a set of ten (10) dice. In one common form of this game, to begin players hold all ten dice in their hands and all players roll their dice at the same time. Each player must quickly look at their roll and decide which number they are going to go for. For example, if a player has more 3's than any other number, that will be the number that player will want to aim for. Putting all dice with that number aside, the player collects the remaining dice and quickly rolls again. Players do not have to wait for others to roll again. Everyone rolls together only on the first roll. Players keep rolling until all ten of their dice show the same number. The first player to get all ten of their dice to match (ten 3's, for example) shouts out "TENZI" and wins the game. Essentially, the object of this game is to achieve a full matching set of ten dice.

[0012] US 2012/0104694 (Horbury) is directed at dice games and addresses a need for alternatives to the known games of 'craps', discussed above with its relative complexities for new players and, 'sic bo' which is a dice game involving the use of three dice where all bets are decided in one roll, only. Horbury discloses a game comprising a) throwing a pair of dice at least twice and b) placing a wager on the outcome of the final throw of the dice. The game offered by Horbury requires a pair of dice, each die having six sides and each side bearing indicia that is different to that of the other five sides. Two dice are used to increase the odds of the game. To ease identification of the outcome, the dice are visually different from each other. For example, the dice may be of different sizes and/or colours. In a preferred embodiment, the dice are differentiated by colour, with one die being black and the other red. Horbury also includes a betting layout that renders and displays all combinations of two dice as thrown. By its level of

involvement and attention required of players, Horbury does not cover all gaps in a market requiring simple games.

[0013] WO 2012/075540 (Place Your Bet Pty Limited) discloses a dice game that addresses problems of popular dice games with overly complex rules which are played with only one set of dice. The solution provided by 'Place Your Bet' requires a comparison of at least two sets of dice being rolled.

[0014] US 5,556,101 (Jabro) discloses a betting game employing a first pair of dice or their equivalent for producing a random first set of numbers S1. The betting game includes a playing surface, at least one player station including a first betting zone and a second betting zone. The first betting zone includes indicia marked on the playing surface representing a second numerical set S2 corresponding to the total of the first pair of dice and the second betting zone includes indicia marked on the playing surface representing a third numerical set S3 mutually exclusive of the second set S2 and corresponding to the total of the first pair of dice. The betting game includes a dealer station having a first dice spinner for spinning the first pair of dice. Jabro involves more than a modicum of complexity for attracting new players.

[0015] US 2015/0161851 (Naicker et al.) discloses and electronic gaming machine that utilises a random result generator that incorporates one or more dice. The electronic gaming machine includes a processor and a non-transitory computer readable medium having stored thereon instructions that, when executed by the processor, cause the electronic gaming machine to perform a set of functions including (i) causing each of the at least one die to randomly land in one of the multiple resting positions of that die; (ii) for each of the at least one die, determining the symbol that corresponds with the landed resting position of that die; and (iii) performing an action in the course of the functions of the electronic gaming machine based, at least in part, on the at least one determined symbol.

[0016] GB 2063689 (White et al.) discloses a roulette game comprising two coloured dice, a surface bearing a square of six rows of six lines of numbers with a coordinate for the rows and a coordinate for the lines, and a surface bearing a betting layout. The winning number is determined by throwing the two dice and then matching symbols on the two dice with symbols in the two coordinates and finding the number in the number complication at which they intersect.

[0017] US 6,817,612 (Coleman) discloses a game similar to craps and involves a game using one die, a dice cup, a point marker, and a game board is disclosed. There is a come-out roll. If a six is rolled the player is paid, if a one is rolled the player loses. Any other number becomes the point. Three chances are given to roll the point again. If the point is rolled on the first opportunity, the player is paid two-to-one. If the point is rolled on the second or third opportunity, the player is paid one-to-one. If the point is not rolled in three tries, the player loses. If a one is rolled while trying to roll the point, the player also loses.

[0018] In view of the foregoing, it would thus be desirable to provide a new wagering process utilising chance elements that is easy to learn and play, is interactive from the player's perspective, involves no procedural decisions to be made by the player or dealer, offers multiple betting opportunities with a broad spectrum of payout values, and may be adaptable to an electronic form and/or existing table forms.

SUMMARY OF INVENTION

[0019] It is an aim of the present invention to provide an improved method and apparatus for conducting a wagering process using multiple dice, or simulations thereof. In particular the present invention aims to address one or more of the issues outlined hereinabove, or at least provide a useful alternative that facilitates enhanced player participation in games.

[0020] According to a first aspect of the present invention, there is provided a method of conducting a wagering process comprising the steps of:

(i) providing a playfield including a gaming layout adapted for location and/or placement of at least two chance elements, and a wagering layout having indicia representing a plurality of different final game outcomes, where all of the at least two chance elements comprise a plurality of faces with different indicia on each said face distinguishing from the indicia on the other faces, and each of the at least two chance elements being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said chance elements;

(ii) accepting placement of a wager, through use of said playfield wagering layout, in relation to a selected one of the plurality of final game outcomes;

(iii) casting the at least two chance elements on said playfield so as to generate an outcome;

(iv) settling the wager on the basis of the generated outcome.

[0021] Preferably, upon casting, each of the chance elements produce results comprising one of:

a '1' result where the resultant face displays indicia of '1';

a '2' result where the resultant face displays indicia of '2';

a '3' result where the resultant face displays indicia of '3';

a '4' result where the resultant face displays indicia of '4';

a '5' result where the resultant face displays indicia of '5';

a '6' result where the resultant face displays indicia of '6'.

[0022] The at least two chance elements preferably comprise one or a combination of dice and electronically simulated dice.

[0023] Preferably, the step of casting comprises one or a combination of:

manual casting of the dice;

casting the plurality of dice by a mechanised or simulated tumbler;

casting the plurality of dice with a plurality of tumblers housing one dice each;

casting the plurality of dice as above in one of a sequential or simultaneous mode.

[0024] In preferred embodiments, the final game results comprise:

(a) the result of one of the plurality of chance elements is larger than the result of the other chance element(s);

(b) a tie resulting from all chance elements results being equal;

(c) one or all chance elements having a '1' result;

(d) one or all chance elements having a '2' result;

(e) one or all chance elements having a '3' result;

(f) one or all chance elements having a '4' result;

(g) one or all chance elements having a '5' result;

(h) one or all chance elements having a '6' result.

[0025] In another aspect of the present invention there is provided apparatus for conducting a wagering process comprising:

a playfield including a gaming layout adapted for location and/or placement of at least two chance elements;

a wagering layout having indicia representing a plurality of different final game outcomes;

where all of the at least two chance elements comprise a plurality of faces with different indicia on each said face distinguishing from the indicia on the other faces, and each of the at least two chance elements being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said chance elements.

[0026] In yet a further aspect of the present invention, there is provided apparatus for conducting a wagering process comprising:

electronic processing means adapted to simulate the roll of at least one die;

a display controlled by the electronic processing means, the display operatively depicting a playfield, the playfield including a gaming layout adapted for location of a plurality of dice, each of the plurality of dice being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said dice,

a wagering layout having indicia representing a plurality of different final game results, and;

an input device in operative communication with the electronic processing means by which a player may place wagers in relation to a plurality of game results presented on the playfield, wherein the electronic processing means is programmed to pay out wagers placed in relation to matching final game results according to predetermined payout ratios.

[0027] In still another aspect of the present invention there is provided an electronic gaming machine network comprising a plurality of operably connected electronic gaming apparatus, wherein each electronic gaming apparatus is adapted for conducting a wagering process and comprises:

electronic processing means adapted to simulate the roll of at least two dice;

a display controlled by the electronic processing means, the display operatively depicting a playfield, the playfield including a gaming layout adapted for location of a plurality of dice, each of the plurality of dice being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said dice;

a wagering layout having indicia representing a plurality of different final game results, and;

an input device in operative communication with the electronic processing means by which a player may place wagers in relation to a plurality of game results presented on the playfield, wherein the electronic processing means is programmed to pay out wagers placed in relation to matching final game results according to predetermined payout ratios.

[0028] The term 'playfield' is intended to mean a zone or area depicting different betting options for a player or players. It may be a part of a physical gaming table, or depicted on an electronic display. Typically, the playfield has associated therewith a game area and a plurality of wagering layouts depicting at least one outcome of a game instance involving one or more casts of a die or dice, in relation to which the player(s) may place wagers.

[0029] Throughout the specification, reference to the term 'die' or 'dice' is meant to be interpreted as a reference to either a physical die or dice or, where the context permits, a simulation of a die or dice such as an image on a video display. The die or dice may be in the standard cube form, or any other suitable three dimensional polygon.

[0030] Similarly, reference to a 'cast', 'throw' or 'roll' of a die or dice is meant to be interpreted as a reference either to an actual throw or cast of a physical die or dice to produce a random outcome, whether done by hand or through the use of a receptacle such as a cup, or a simulation thereof e.g. by a computer, electronic table game or electronic gaming device or by display means of either a computer, electronic table game or electronic gaming device.

[0031] The 'outcome' of a roll may be determined to be the 'rank', being the number or symbol on a predetermined side, typically the uppermost side, of the or each physical die when it comes to rest after a cast, or a simulation thereof, for example using an electronic random number or outcome generator in the computer, electronic table game or electronic gaming device. The apparatus may further include at least one dice tumbler for casting the dice.

[0032] The wagering process of the invention may be implemented as a simulated dice game in at least one electronic device. According to an aspect of the present invention there is provided an apparatus for conducting a wagering process, the apparatus including: electronic processing means adapted to simulate the cast of a plurality of dice, a display controlled by the electronic processing means, the display

operatively depicting a playfield having a gaming layout adapted for location of a plurality of dice, and a wagering layout including indicia representing a plurality of different final game results and an input device in operative communication with the electronic processing means by which a player may place bets in relation to at least the plurality of different final game results, wherein the electronic processing means is programmed to pay out wagers placed in relation to a final game result on the basis of the outcome of one or more casts of the dice.

[0033] The electronic processing means may use a random number generator to simulate the roll of the die or dice. The apparatus may be a portable electronic device or a personal computer. Alternatively, the apparatus may comprise a dedicated electronic gaming machine, a semi-automated table game or a fully automated table game.

[0034] The wagering process of the invention may be implemented as a simulated dice game in at least one electronic device. According to yet another aspect of the present invention there is provided an apparatus for conducting a wagering process, the apparatus including: electronic processing means adapted to simulate the roll of at least one die, a display controlled by the electronic processing means, the display operatively depicting a playfield as described above, and an input device in operative communication with the electronic processing means by which a player may place wagers in relation to a plurality of game results presented on the playfield, wherein the electronic processing means is programmed to pay out wagers placed in relation to matching final game results according to predetermined payout ratios.

[0035] The apparatus as described above may be a portable electronic device or a personal computer. Alternatively, the apparatus may be a dedicated electronic gaming machine, a semi-automated table game or a fully automated table game. A plurality of such electronic gaming machines may be operably linked by a local area network, or wider network such as the internet, to form a linked gaming system such as a gaming machine network.

[0036] In essence, embodiments of the present invention stem from the realization that having a unique distinction (by way of a distinguishing characteristic feature(s) that is readily discernible or perceptible) between at least two chance elements provides a readily and easily discernible set of betting options for game players with a

correspondingly substantial number of resultant payout combinations within a single round of play.

[0037] Advantages provided by the present invention comprise the following:

[0038] A choice of betting options is allowed, which maintains excitement for players.

[0039] A game that is easy to learn and has an element of patron interaction.

[0040] A game that offers the player a simple 'heads or tails' betting option using dice.

[0041] A game that is adaptable to either a traditional table game, semi-automated table game or fully automated table game, electronic gaming machine, mobile game or computer game.

[0042] A game with unique new mechanics and mathematics that offers a choice of betting options.

[0043] Further advantages of the embodiments described herein for the present invention along with other aspects and preferred forms are disclosed in the specification and/or defined in the appended claims, forming a part of the description of the invention.

[0044] From the perspective of a game or casino operator, there is an advantage with the invention over other games as in preferred forms the invention only requires the provision of a printed felt, to be fitted over a standard sized D shaped table. This will overcome the disadvantages of certain existing game variations that are not made in standard sizes and may require the buyer to purchase a full table.

[0045] An ability to interact and the simplicity of play for embodiments of the invention as mentioned below and herein are main drawcards for attracting players.

[0046] No intra-game decisions are required to be made by players.

[0047] By having non-matching dice, a whole new aspect of wagering is created with the probability of distinct events occurring for individual dice rather than two or more indistinguishable dice. In other words, the purpose of having distinctly non-matching dice is so that a player may make a bet on a specific dice and clearly tell whether one dice is larger than the other. For example, in embodiments described here within we have shown, the player can bet on red or gold, where red indicates the red dice is larger,

and gold indicates the gold dice is larger. If both die were the same colour the patron would not know which colour bet corresponds with which dice. Another advantage of this is it allows for theming, for example, when targeting an Australian demographic, it would be possible to use Australian colours like Green and Gold for the bets, when targeting a Chinese demographic, the lucky Asian colours Red and Gold may be used, etc.

[0048] One of the reasons why patrons do not like the appeal of current casino games is the lack of skill required in most games. However, with embodiments of the present invention the player interaction such as the ability to shake the dice gives patrons a sense of control of their destiny and a sense that there is an element of skill as it allows patrons to touch and influence the outcome of the game.

BRIEF DESCRIPTION OF THE DRAWINGS

[0049] Further disclosure, objects, advantages and aspects of the present invention may be better understood by those skilled in the relevant art by reference to the following description of exemplary embodiments taken in conjunction with the accompanying drawings, which are given by way of illustration only, and in which:

Figure 1 depicts a gaming table layout according to a first described embodiment of the present invention;

Figure 2 depicts a wagering layout according to the further described embodiment of the invention;

Figure 3 is a flow chart diagram outlining an instance of game play according to an exemplary embodiment of the present invention;

Figure 4 depicts a gaming table layout according to another preferred embodiment of the invention, which is an alternative to that shown in Figure 1;

Figure 5 depicts the wagering layout of Figure 2 according to embodiments of the invention having indicia included on a gaming table layout;

Figure 6 shows a gaming table layout including a playfield in accordance with another preferred embodiment of the invention, and;

Figure 7 is another flow chart diagram outlining an instance of game play according to another exemplary embodiment of the present invention.

DETAILED DESCRIPTION

[0050] The present invention relates to a method and apparatus for conducting a wagering process or gambling using dice. The invention may be implemented using actual physical dice, or simulated on electronic gaming machines, computers or other electronic devices. The invention is suitable for commercial use in casinos or other gaming establishments, in non gaming establishments or for individual use.

[0051] In a preferred form the present invention is implemented as a standalone table game that is not based on or reliant upon the result of any other proprietary table game.

[0052] Results in preferred forms of the game are determined by two six sided dice having standard value markings (eg pips) on each of the respective faces of each die but, where the dice are distinct from each other. The distinction of each die from the other may be a visual distinction presented by way of the two dice having non-matching colours, for example, one die being red whilst the other is gold. Alternatively, a visual distinction between the respective dice could be in the form of visual indicia or markings that do not detract from the standard value markings being discerned by players or gaming staff. As the distinction is for the benefit of players or gaming staff, it may cater to one or more of the five human senses where colour distinction clearly caters to the sense of sight. In this respect, the distinction between the two dice may be embodied for any one or more of the senses, namely, taste, sight, touch, smell, and hearing but in practical terms the distinction is adapted for one or a combination of sight, hearing or touch where smell or taste distinctions are considered feasible but more exotic. In preferred embodiments, each of the dice can be in any colour, but it is important that they do not match one another in order to convey the advantage gained by providing the whole aspect of probabilities associated with events occurring with distinguishable dice for players to bet upon as opposed to the much more limited consequences of all dice being of the same indistinguishable characteristic(s).

[0053] Figure 1 is a plan view of gaming table 10 including a playfield 20 according to an embodiment of the invention for implementation of a game of chance. As described above, each player is allocated a wagering layout 30. The dealer employs a set of two distinguishable die and a method of shaking the dice (which may be, for example, manually with a simple cup with lid, or semi automatically with one or more mechanical tumblers) as well as conventional facilities for administering gaming tokens and/or cash

(not shown). The player wagering layout 30 comprises three different betting boxes 30a, 30b and 30c representing different game outcomes on which the player make place a wager. These particular outcomes correspond to 'Red' at 30b for the result of the Red dice is larger than the value of the Gold dice, 'Gold' at 30c for the result of the Gold dice is larger than the value of the Red dice and, 'Tie' at 30a for the result of both Red and Gold dice match one another. In this instance, payouts will be higher if the tie is on the dice displaying six once cast.

[0054] Wagering layout 40 is also provided for the players. Layout 40 comprises a depiction of the six possible resultant faces of the dice where by selecting any one of the displayed faces of layout 40, the outcomes correspond to the following:

- '1' for the result of one or both dice has a 1 result (payouts are higher in the latter case)
- '2' – one or both dice has a 2 result (payouts are higher in the latter case)
- '3' – one or both dice has a 3 result (payouts are higher in the latter case)
- '4' – one or both dice has a 4 result (payouts are higher in the latter case)
- '5' – one or both dice has a 5 result (payouts are higher in the latter case)
- '6' – one or both dice has a 6 result (payouts are higher in the latter case)

[0055] In each instance of the game in this embodiment, the game outcome (final result) is determined by two six-sided dice 60 where each dice has the same numeric indicia on its respective six faces but each die is distinguished from the other 60a and 60b, for example, by having the characteristic of unique colour, one red and the other gold.

[0056] In one preferred embodiment, a game according to the invention is played as follows with two distinctly coloured or marked dice, one red and the other gold:

[0057] An objective of the game is to achieve one of nine possible combinations from the tumbling of the dice, namely:

1. Red – the result of the Red dice is larger than the value of the Gold dice
2. Gold – the result of the Gold dice is larger than the value of the Red dice

3. Tie – the result of both Red and Gold dice match one another (payouts are higher if the tie is on six)
4. '1' – one or both dice has a 1 result (payouts are higher in the latter case)
5. '2' – one or both dice has a 2 result (payouts are higher in the latter case)
6. '3' – one or both dice has a 3 result (payouts are higher in the latter case)
7. '4' – one or both dice has a 4 result (payouts are higher in the latter case)
8. '5' – one or both dice has a 5 result (payouts are higher in the latter case)
9. '6' – one or both dice has a 6 result (payouts are higher in the latter case)

[0058] Of the nine permissible wagers that a player may place, a player places at least one and may place up to all nine of the wagers. The game involves the two dice being thrown consecutively each generating random values between 1 and 6. The basic betting option is to choose which die will achieve the highest value in each round of play. This concept uses a dice outcome generator to provide a familiar roll of the dice, but offers a unique offering by providing a distinction between the dice characteristics and simple betting option. The rules also allow for a Tie bet, which pays higher odds for a Tie on 6, and the option to bet on a particular value between 1 and 6 which pays if either die shows this value, and pays higher odds if both die show this value. Patrons may be given the option to activate the dice tumbler to allow for a level of interaction, and anticipation is built by generating a result on each die consecutively rather than simultaneously. The player or dealer shakes the dice for a roll of the dice where the method of shaking is discussed with the description of 'Physical Components', below. Following this roll, a round is complete and the result displayed by the rolled two dice make the players hand. Table 1 shown below provides the payouts for each of wagers corresponding to the nine possible outcomes and includes the probability and house edge for each result event.

Event	**Pays**	**Probability**	**Edge**
Red	1 to 1	41.67%	2.78%
Gold	1 to 1	41.67%	2.78%
Tie	8 to 1 (tied 6) 4 to 1 (tied other)	2.78% 13.89%	5.56%
Number bet (i.e. 1, 2, 3, 4, 5, or 6)	2 to 1 (match 1) 4 to 1 (match 2)	27.78% 2.78%	2.78%

Table 1

[0059] Preferred embodiments of the present invention lend themselves to being implemented as minor gaming attractions in casinos and other gaming and/or non-gambling outlets where the games may be pitched or directed to infrequent casino customers. The nature of the payouts can favourably allow for a low table minimum bet, for example, $5 whereas there can be no limit to the table maximum.

Physical Components

[0060] Three variations for table game layout are provided in preferred embodiments.

[0061] In a first variation, a sit down layout is provided in the form of the gaming table 10 according to the embodiment of the invention that is depicted in Figure 1. The gaming table 10 includes the playfield 20 in the form of an arrangement of at least the gaming indicia 30-40 on the table surface, for example printed on the surface of a felt overlay. The table structure may be generally similar to known gaming tables, such as those used for Blackjack or the like, adapted to accommodate a plurality of players in a semi-circular or 'D' configuration facing the dealer. In the embodiment illustrated in Figure 1 the gaming table is suitable for seven players, with each individual player allocated a respective wagering layout 30(a-c) and 40. The game further employs at least two six-sided dice 60a and 60b, and a dice tumbler (not shown) used for 'throwing' the dice may be used, otherwise the dice may be thrown manually. Such a dice shaking device can be situated upon the layout 20 and payouts may also be displayed on this layout. In other embodiments, as stated hereinbelow, variations may be made without departing from the essence of the invention. For example, other variations may cater for a different number of players, such as for example, five or less.

[0062] In a second variation, a stand-up version is provided in the form of a gaming layout 202 according to an embodiment of the invention that is depicted in Figure 2. Similar to the layout provided in Figure 1, a wagering layout 302 is provided for players to select either the 'red', 'gold' or 'tie' outcome events and there is a wagering layout 402 also provided for the players to select the six possible outcomes for the dice faces. One or more players can be accommodated in this embodiment. A dice shaking device can be situated upon this layout and payouts may also be displayed on this layout.

[0063] In a third variation, an electronic table game (eTG) version is provided in the form of a gaming table display (not shown). A standard eTG setup with gaming software running to accommodate the game rules may be provided. Effectively, a provider of a

game according to this embodiment may include something like a full eTG terminal, complete with what would typically be expected to be provided by existing eTG companies that manufacture and distribute such devices, which includes a terminal with screen and area for entering money (if gambling), buttons, and optionally a physical table game layout if semi-automatic as would be understood by the person skilled in the art.

[0064] The dice shaking may be performed in one of several ways. Firstly, the dice may be manually shaken where the two dice are placed in a tumbler or cup with lid. Secondly, the dice may be shaken with the press of a button, which triggers a mechanised and sealed dice tumbler housing the two dice. Thirdly, the dice may be shaken with the press of a button, which triggers two dice tumblers housing one dice each. Fourthly, the dice may be shaken with two presses of two different buttons – one which triggers one dice tumbler housing one dice, and once that settles, the other button is pressed which triggers the other dice tumbler housing another dice. This option is more theatrical but at the cost of round speed.

[0065] Shaking of the dice, or pressing of the button can be performed by either the dealer or player, the former granting more control over round speed, the latter providing a more entertaining experience.

[0066] Using the option of two mechanised and sealed dice tumblers, players and dealers may interact to perform the following play of the game in a preferred embodiment.

1. The dealer indicates to patrons to place their bets.
2. After a set amount of time, the dealer indicates to place no more bets.
3. The dealer operates the dice tumblers with the press of a button. Alternatively, the dealer may select a patron to press the button.
4. A result is generated within the tumblers.
5. The dealer announces the result e.g. “6 red, 3 gold”.
6. The dealer retrieves all losing bets.
7. The dealer pays out all winning bets.

[0067] The game procedure 100 of this embodiment is outlined in the form of a flow chart diagram in Figure 3 comprising a sequence of operations 102 – 130. Starting at operation 102, in execution the game is played with the dealer and one or more

participating players interacting with the physical gaming components as described below.

1. There are nine permissible wagers that a player may place corresponding to the possible outcomes from the tumbling of the dice. A participating player must place at least one and may place up to all nine of the wagers and the dealer indicates to players to place their bets (operation 104). During this period players may place wagers on the available different outcomes by locating gaming tokens (e.g. 'chips') on the corresponding indicia 30a to 30c and 40 as shown in Figure 1 or indicia 302 and 402 as shown in Figure 2, as desired.

2. After a set amount of time, the dealer indicates to place no more bets. (operation 106)

4. Based on a predetermined choice of the method of casting the dice (operations 108, 110 or 112), the dealer and or player rolls or places the dice in the tumbler(s) and activates the tumbler(s) (operations 114, 116, or 118). As one option, the dealer hands the tumbler with the dice to a selected player (the player may be selected randomly so that everyone gets a turn, or given to the player with the highest bet, for example) and instructs the player to shake the tumbler.

5. Upon casting the dice, the dealer may declare the result (operation 120, 122, 124).

6. The dealer assesses the wagers placed by participating players against the final game result, retrieves all losing bets (e.g. collects chips), and pays out all winning bets. (operation 126, 128, 130)

[0068] As may further be apparent to those skilled in the relevant art, payout odds such as those indicated in the table above may be varied for given outcomes within the scope of the present invention and any of its described embodiments. For example, a Match Two number outcome described herein above with a payout of 4:1 with a corresponding house edge of 2.78% could alternatively be utilised with a payout of 3:1 with a house edge of 5.56%. The invention can also be embodied in a wide variety and forms of other media such as single player slot video machines, multi-player slot video machines, electronic games and devices, software, as well as in-flight, home and Internet entertainment. In addition, the invention can be readily implemented as a computer program product (e.g., floppy disk, compact disc, memory stick, etc.)

comprising a computer readable medium having control logic recorded therein to implement the features of the invention as described in relation to the other preferred embodiments. Control logic can be loaded into the memory of a computer and executed by a central processing unit (CPU) to perform the operations described herein.

[0069] In this context, an electronic gaming arrangement may be configured and employed for playing the game according to the invention. Such apparatus may include a display means, a player interface, and circuitry such as a CPU for effecting game play according to the rules of the game. The operation of electronic gaming machines in general, such as slot machines and video poker machines, is well known in the industry so that the minute details are not set forth herein. In general terms, electronic gaming machines are controlled by processors including, or in communication with, a random number generator. The random number generator ultimately determines the game outcomes, in this case the casts of the dice. A display in communication with the processor provides visual and graphic information to players. The processor then controls the game play and associated operations, including tracking wagers and payouts.

[0070] The general external features of the gaming machine may include a display, coin slot and/or banknote reader, a card reader and a credit display. The gaming machine may also include several player buttons which act as interfaces between the player and the machine processor, such as for making wager selections and amounts, and for casting the dice button. It is noted that any of the functions facilitated by the gaming machine buttons can alternatively be accomplished using a display employing touch-screen technology.

[0071] It is considered that currently there is a lack of games suitable for attracting new players that utilise four dice where a player can be an integral part of the game. Moreover, it is considered that alterations of the present invention may be provided, which tailor the games to different types of patrons in a gaming establishment, for example, novices or high rollers. Therefore, in a variation of the game of chance provided in accordance with embodiments of the present invention, wagers may be placed on the outcome of the roll of two sets of two dice, distinguishable from each other. With reference to the playfield depicted in Figure 6, a player may bet on which side (ie which set of two dice) they believe will roll highest, ie “RED” or “BLUE”. In the playfield of Figure 6, a standard D-size table is shown, with even money bets located closer

towards the players and the higher odds bets closer towards the dealer. If they are correct they win with even money odds. In the event of a tie, both sides stand-off, unless it is a tie on a dice set score of 7, in which case both sides lose. Figure 7 illustrates a preferred play and operation of the game in accordance with this embodiment.

[0072] Aside from standard RED and BLUE bets, the player also has a variety of side bets to choose from, including a selection of different TIE bets (ranging from odds of 7-1 to 200-1), as set out below in Table 2:

Tie Bets

Tie on	**Payout**
Any Tie	7 : 1
6 / 7 / 8	13 :1
4 / 5	45 : 1
9 / 10	45 : 1
2 / 3	200 : 1
11 / 12	200 : 1

Table 2

[0073] In a more refined version, the Tie Bets may be as follows in Table 3:

Tie on (totals)	**Paid at**	**House edge**
2 & 3	200-1	22.54%
4 & 5	40-1	21.32%
6, 7 & 8	12-1	14.71%
9 & 10	40-1	21.32%
11 & 12	200-1	22.54%
Any total	7-1	11.13%

Table 3

[0074] "Bonus" bets for either/both RED and BLUE may be provided where the BONUS bets pay out on a win of 4 or more points, ranging from even money to 100-1 for a win of 10 points. Exemplary BONUS bets with corresponding payouts are set out in Table 4, below, as follows:

RED/BLUE Bonus Bets

Difference	Payout
4	Even Money
5	2 : 1
6	4 : 1
7	8 : 1
8	20 : 1
9	50 : 1
10	100 : 1

Table 4

[0075] A list of alternate odds for both TIE and BONUS, as well as their corresponding house edges is illustrated below with the inclusion of a third alternate side bet:

TIE Bets

Structure A:

Bet (Tie on)	Pay Out	House Edge
11, 12	200-1	22.4537%
9, 10	45-1	11.2654%
6, 7 or 8	13-1	7.0988%
4, 5	45-1	11.2654%
2, 3	200-1	22.4537%
Any	7-1	9.8765%

Structure B:

Bet (Tie on)	**Pay Out**	**House edge**
11, 12, 2 or 3	100-1	22.0678%
4, 5, 9 or 10	23-1	7.4074%
6, 7 or 8	13-1	7.0988%
Any	7-1	9.8765%

Structure C:

Bet (Tie on)	**Pay Out**	**House Edge**
12	1000-1	22.7623%
11	250-1	22.5309%
10	125-1	12.5000%
9	70-1	12.3457%
8	45-1	11.2654%
7	32-1	8.3333%
6	45-1	11.2654%
5	70-1	12.3457%
4	125-1	12.5000%
3	250-1	22.5309%
2	1000-1	22.7623%
Any	7-1	9.8765%

RED/BLUE Bonus Bets

Structure A:

Wins by a Difference of	**Pay Out**
4	1-1
5	2-1
6	4-1
7	8-1
8	20-1
9	50-1
10	100-1
House Edge	**7.5617%**

Structure B:

Wins by a Difference of	**Pay Out**
4	1-1
5	2-1
6	4-1
7	8-1
8	20-1
9	40-1
10	80-1
House Edge	**12.1914%**

Alternative Bets:

TRIPS PLUS
A Bet where the player places a single bet and is payed if any of the below result.

Result	
3 of a Kind	2-1
2 Pair	3-1
Straight (eg. 2,3,4,5)	4-1
4 of a Kind	10-1
House Edge	**11.57%**

[0076] The embodiment described here advantageously has potential to quickly become one of the most popular games provided by a casino.

[0077] In one aspect, the game's versatility has something for everyone. In contrast, quite regularly on roulette players within the age group of millennials tend to play the outside bets, especially Red and Black. The embodiments described here encompass this with its core structure being a choice between RED and BLUE. It is envisioned that a results screen besides the table be provided so the players who bet based on previous results can do so. However, this embodiment will perform better in that it requires a smaller floor space, and would have a much faster hand rate. It might even increase the hand rate of the roulette tables as a bi-product of less people playing outside bets.

[0078] This embodiment also has a large selection of higher paying odds, from ANY TIE paying 7-1, to both TIE ON 2 & 3 and TIE ON 11 & 12 paying 200-1. The BONUS bets would also be attractive to players, as they can pay up to 100-1, whilst maintaining a healthy house edge. It is also envisaged that, based on historic Jackpot Bets, there will be players in the casino willing to bet on these sorts of long odds bets.

[0079] In a second aspect this embodiment provides simplicity. For any curious player approaching the table it would become immediately apparent how the game is played, including the side bets which are essentially self-explanatory. This is important, as the casino tries to attract new patrons, they can easily be intimidated by seemingly complex games, and will often choose to play simpler, easier to understand games, such as Money Wheel and Casino War.

[0080] A third aspect to the advantageous features of this embodiment involves the camaraderie experienced during the game. This embodiment provides a game where when the big payouts come, they can be won by everyone on the table. It will not be uncommon for multiple players to be playing the BONUS bets, or the TIE bets, and when one of the bigger pay outs occur there will undoubtedly be cheering by the winners. This makes the win even more fun for the winners as they get to share this joy with the people around them. This will in turn attract the attention of other players in the casino, who will be wondering what the commotion is all about.

[0081] A fourth aspect which makes this an attractive option for any player is that it is unique. There are very few dice games in Australia, for example, there is craps, which has a very large table 'footprint', has a very low house-edge (especially if played by experienced players), and is one of the most difficult games to learn and is therefore very intimidating for newer players. There is also Sic Bo, which is enjoyed everywhere but the sheer amount of bets make it appear complex, as well as appearing foreign and unusual. Embodiments of the present invention have all the appeal of these games, without the steep learning curve.

[0082] In summary, presently described embodiments will quickly become a core element of the casino experience. They has something for everyone, are easy to learn, and the fun is shared with fellow patrons. The novelty of being a new game, especially one using dice, which are sadly under-represented in Australian casinos, should also help to attract the growing younger market.

[0083] The described embodiments of the present invention will be appealing to a casino, for example, for the game's speed. Embodiments of the invention provide a very quick game, the main limiting factor in how fast the game can be dealt is how quickly the players place their bets. With further reference to Figure 7, once all the players have placed their bets, the dealer will call "No More Bets" and push a button to begin the

popping of the dice. A result will be reached, recorded, and announced within 5 seconds. The layout is also relatively simple and any experienced dealer should be able to pay and take as quickly (if not more so) as on any other casino game. Even when the game is at its busiest, the speed at which the game can be dealt will not be as affected as other games (such as blackjack or casino war) as the results are shared by everyone, and the only delay is in having to take or pay to more patrons.

[0084] The embodiments of the present invention comprise a very competitive house edge. Despite offering some of the biggest paying odds of any game in any casino, the present invention maintains a very healthy edge, especially in the bigger pay outs. The main structure of the game (RED or BLUE) has a 1/36 house edge, slightly better than single-zero roulette. But with respect to house edge, it is in the side bets that embodiments of the invention truly shine. The beauty of using two dice is that the difficulty of rolling especially high or low numbers is disguised. When a person rolls two dice, it is hard to reconcile the fact that despite there being 11 possible results, they are not created equal. It is this fact coupled with the extremely enticing odds on offer that will ensure that high pay-out bets will be especially popular.

[0085] Another feature which makes embodiments of the invention stand out from the rest is its adaptability. The core structure of preferred embodiments is fairly set and straight forward, but the possible side bets and how the game is played can be adapted. As described herein is a list of possible variations in terms of the odds payed out for various results, as well as other possible ways the bets could be offered, meaning a casino could customize the payouts to their desires.

[0086] A preferred embodiment of the invention may start on a simple blackjack-sized layout, but there are a couple other possibilities that are worth mentioning. Firstly, a large, craps table-sized game could be implemented, for example, for other VIP players. The player could get to choose their dice (similar to Craps), and roll for themselves. The sense of satisfaction in a player that would come from rolling a well-timed 12 would be palpable.

[0087] On the other end of the scale there is an ever-growing popularity of the multi-stadium style of gaming, where all that is required is a dealer and two sets of dice poppers. This would allow people to play more affordable stakes whilst still able to cover all the high paying bets. In this setting, it would even be possible to have a compound

embodiment with 4 different coloured poppers, creating 6 unique tables at once, i.e. Red vs Blue, Red vs Green, Red vs Yellow, Blue vs Green, etc. This would spread the risk, and encourage players to play multiple tables at once.

[0088] While this invention has been described in connection with specific embodiments thereof, it will be understood that it is capable of further modification(s). This application is intended to cover any variations uses or adaptations of the invention following in general, the principles of the invention and including such departures from the present disclosure as come within known or customary practice within the art to which the invention pertains and as may be applied to the essential features hereinbefore set forth.

[0089] As the present invention may be embodied in several forms without departing from the spirit of the essential characteristics of the invention, it should be understood that the above described embodiments are not to limit the present invention unless otherwise specified, but rather should be construed broadly within the spirit and scope of the invention as defined in the appended claims. The described embodiments are to be considered in all respects as illustrative only and not restrictive. For example, in addition to the embodiments described hereinabove, it is also envisaged that embodiments of the invention may be implemented in a 'not for real money' gaming form online. For example, as a mobile app playing with virtual coins. Alternatively, an implementation may be through a social media platform such as Facebook where these may or may not include a virtual currency, that monetises by selling virtual currency [called 'pay to play'] which players may use to play more casino games. Furthermore, whereas embodiments described cater for up to seven players, other embodiments within the scope of the invention as defined in the appended claims may cater for five or less players. By way of illustration, Figure 4 depicts another gaming layout according to a preferred embodiment of the invention, where the elements and functions of the layout in conjunction with the operation of the game are functionally equivalent to the that described in association with the layout depicted in Figure 1. Figure 5, by way of further illustration, depicts the wagering layout of Figure 2 according to embodiments of the invention having indicia included on a gaming table layout.

The following sections I – VII provide a guide to interpreting the present specification.

I. Terms

[0090] The term "product" means any machine, manufacture and/or composition of matter, unless expressly specified otherwise.

[0091] The term "process" means any process, algorithm, method or the like, unless expressly specified otherwise.

[0092] Each process (whether called a method, algorithm or otherwise) inherently includes one or more steps, and therefore all references to a "step" or "steps" of a process have an inherent antecedent basis in the mere recitation of the term 'process' or a like term. Accordingly, any reference in a claim to a 'step' or 'steps' of a process has sufficient antecedent basis.

[0093] The term "invention" and the like mean "the one or more inventions disclosed in this specification", unless expressly specified otherwise.

[0094] The terms "an embodiment", "embodiment", "embodiments", "the embodiment", "the embodiments", "one or more embodiments", "some embodiments", "certain embodiments", "one embodiment", "another embodiment" and the like mean "one or more (but not all) embodiments of the disclosed invention(s)", unless expressly specified otherwise.

[0095] The term "variation" of an invention means an embodiment of the invention, unless expressly specified otherwise.

[0096] A reference to "another embodiment" in describing an embodiment does not imply that the referenced embodiment is mutually exclusive with another embodiment (e.g., an embodiment described before the referenced embodiment), unless expressly specified otherwise.

[0097] The terms "including", "comprising" and variations thereof mean "including but not limited to", unless expressly specified otherwise.

[0098] The terms "a", "an" and "the" mean "one or more", unless expressly specified otherwise.

[0099] The term "plurality" means "two or more", unless expressly specified otherwise.

[00100] The term "herein" means "in the present specification, including anything which may be incorporated by reference", unless expressly specified otherwise.

[00101] The phrase "at least one of", when such phrase modifies a plurality of things (such as an enumerated list of things), means any combination of one or more of those things, unless expressly specified otherwise. For example, the phrase "at least one of a widget, a car and a wheel" means either (i) a widget, (ii) a car, (iii) a wheel, (iv) a widget and a car, (v) a widget and a wheel, (vi) a car and a wheel, or (vii) a widget, a car and a wheel. The phrase "at least one of", when such phrase modifies a plurality of things, does not mean "one of each of" the plurality of things.

[00102] Numerical terms such as "one", "two", etc. when used as cardinal numbers to indicate quantity of something (e.g., one widget, two widgets), mean the quantity indicated by that numerical term, but do not mean at least the quantity indicated by that numerical term. For example, the phrase "one widget" does not mean "at least one widget", and therefore the phrase "one widget" does not cover, e.g., two widgets.

[00103] The phrase "based on" does not mean "based only on", unless expressly specified otherwise. In other words, the phrase "based on" describes both "based only on" and "based at least on". The phrase "based at least on" is equivalent to the phrase "based at least in part on".

[00104] The term "represent" and like terms are not exclusive, unless expressly specified otherwise. For example, the term "represents" do not mean "represents only", unless expressly specified otherwise. In other words, the phrase "the data represents a credit card number" describes both "the data represents only a credit card number" and "the data represents a credit card number and the data also represents something else".

[00105] The term "whereby" is used herein only to precede a clause or other set of words that express only the intended result, objective or consequence of something that is previously and explicitly recited. Thus, when the term "whereby" is used in a claim, the clause or other words that the term "whereby" modifies do not establish specific further limitations of the claim or otherwise restricts the meaning or scope of the claim.

[00106] The term "e.g." and like terms mean "for example", and thus does not limit the term or phrase it explains. For example, in the sentence "the computer sends data (e.g., instructions, a data structure) over the Internet", the term "e.g." explains that "instructions" are an example of "data" that the computer may send over the Internet, and also explains that "a data structure" is an example of "data" that the computer may send over the Internet. However, both "instructions" and "a data structure" are merely

examples of "data", and other things besides "instructions" and "a data structure" can be "data".

[00107] The term "i.e." and like terms mean "that is", and thus limits the term or phrase it explains. For example, in the sentence "the computer sends data (i.e., instructions) over the Internet", the term "i.e." explains that "instructions" are the "data" that the computer sends over the Internet.

[00108] Any given numerical range shall include whole and fractions of numbers within the range. For example, the range "1 to 10" shall be interpreted to specifically include whole numbers between 1 and 10 (e.g., 2, 3, 4, . . . 9) and non-whole numbers (e.g., 1.1, 1.2, . . . 1.9).

II. Determining

[00109] The term "determining" and grammatical variants thereof (e.g., to determine a price, determining a value, determine an object which meets a certain criterion) is used in an extremely broad sense. The term "determining" encompasses a wide variety of actions and therefore "determining" can include calculating, computing, processing, deriving, investigating, looking up (e.g., looking up in a table, a database or another data structure), ascertaining and the like. Also, "determining" can include receiving (e.g., receiving information), accessing (e.g., accessing data in a memory) and the like. Also, "determining" can include resolving, selecting, choosing, establishing, and the like.

[00110] The term "determining" does not imply certainty or absolute precision, and therefore "determining" can include estimating, extrapolating, predicting, guessing and the like.

[00111] The term "determining" does not imply that mathematical processing must be performed, and does not imply that numerical methods must be used, and does not imply that an algorithm or process is used.

[00112] The term "determining" does not imply that any particular device must be used. For example, a computer need not necessarily perform the determining.

III. Indication

[00113] The term "indication" is used in an extremely broad sense. The term "indication" may, among other things, encompass a sign, symptom, or token of something else.

[00114] The term "indication" may be used to refer to any indicia and/or other information indicative of or associated with a subject, item, entity, and/or other object and/or idea.

[00115] As used herein, the phrases "information indicative of" and "indicia" may be used to refer to any information that represents, describes, and/or is otherwise associated with a related entity, subject, or object.

[00116] Indicia of information may include, for example, a symbol, a code, a reference, a link, a signal, an identifier, and/or any combination thereof and/or any other informative representation associated with the information.

[00117] In some embodiments, indicia of information (or indicative of the information) may be or include the information itself and/or any portion or component of the information. In some embodiments, an indication may include a request, a solicitation, a broadcast, and/or any other form of information gathering and/or dissemination.

IV. Forms of Sentences

[00118] Where a limitation of a first claim would cover one of a feature as well as more than one of a feature (e.g., a limitation such as "at least one widget" covers one widget as well as more than one widget), and where in a second claim that depends on the first claim, the second claim uses a definite article "the" to refer to the limitation (e.g., "the widget"), this does not imply that the first claim covers only one of the feature, and this does not imply that the second claim covers only one of the feature (e.g., "the widget" can cover both one widget and more than one widget).

[00119] When an ordinal number (such as "first", "second", "third" and so on) is used as an adjective before a term, that ordinal number is used (unless expressly specified otherwise) merely to indicate a particular feature, such as to distinguish that particular feature from another feature that is described by the same term or by a similar term. For example, a "first widget" may be so named merely to distinguish it from, e.g., a "second widget". Thus, the mere usage of the ordinal numbers "first" and "second" before the term "widget" does not indicate any other relationship between the two widgets, and

likewise does not indicate any other characteristics of either or both widgets. For example, the mere usage of the ordinal numbers "first" and "second" before the term "widget" (1) does not indicate that either widget comes before or after any other in order or location; (2) does not indicate that either widget occurs or acts before or after any other in time; and (3) does not indicate that either widget ranks above or below any other, as in importance or quality. In addition, the mere usage of ordinal numbers does not define a numerical limit to the features identified with the ordinal numbers. For example, the mere usage of the ordinal numbers "first" and "second" before the term "widget" does not indicate that there must be no more than two widgets.

[00120] When a single device or article is described herein, more than one device/article (whether or not they cooperate) may alternatively be used in place of the single device/article that is described. Accordingly, the functionality that is described as being possessed by a device may alternatively be possessed by more than one device/article (whether or not they cooperate).

[00121] Similarly, where more than one device or article is described herein (whether or not they cooperate), a single device/article may alternatively be used in place of the more than one device or article that is described. For example, a plurality of computer-based devices may be substituted with a single computer-based device. Accordingly, the various functionality that is described as being possessed by more than one device or article may alternatively be possessed by a single device/article.

[00122] The functionality and/or the features of a single device that is described may be alternatively embodied by one or more other devices which are described but are not explicitly described as having such functionality/features. Thus, other embodiments need not include the described device itself, but rather can include the one or more other devices which would, in those other embodiments, have such functionality/features.

V. Disclosed Examples and Terminology Are Not Limiting

[00123] Neither the Title nor the Abstract in this specification is intended to be taken as limiting in any way as the scope of the disclosed invention(s). The title and headings of sections provided in the specification are for convenience only, and are not to be taken as limiting the disclosure in any way.

[00124] Numerous embodiments are described in the present application, and are presented for illustrative purposes only. The described embodiments are not, and are not intended to be, limiting in any sense. The presently disclosed invention(s) are widely applicable to numerous embodiments, as is readily apparent from the disclosure. One of ordinary skill in the art will recognise that the disclosed invention(s) may be practised with various modifications and alterations, such as structural, logical, software, and electrical modifications. Although particular features of the disclosed invention(s) may be described with reference to one or more particular embodiments and/or drawings, it should be understood that such features are not limited to usage in the one or more particular embodiments or drawings with reference to which they are described, unless expressly specified otherwise.

[00125] The present disclosure is not a literal description of all embodiments of the invention(s). Also, the present disclosure is not a listing of features of the invention(s) which must be present in all embodiments.

[00126] Devices that are described as in communication with each other need not be in continuous communication with each other, unless expressly specified otherwise. On the contrary, such devices need only transmit to each other as necessary or desirable, and may actually refrain from exchanging data most of the time. For example, a machine in communication with another machine via the Internet may not transmit data to the other machine for long period of time (e.g. weeks at a time). In addition, devices that are in communication with each other may communicate directly or indirectly through one or more intermediaries.

[00127] A description of an embodiment with several components or features does not imply that all or even any of such components/features are required. On the contrary, a variety of optional components are described to illustrate the wide variety of possible embodiments of the present invention(s). Unless otherwise specified explicitly, no component/feature is essential or required.

[00128] Although process steps, operations, algorithms or the like may be described in a particular sequential order, such processes may be configured to work in different orders. In other words, any sequence or order of steps that may be explicitly described does not necessarily indicate a requirement that the steps be performed in that order. The steps of processes described herein may be performed in any order practical.

Further, some steps may be performed simultaneously despite being described or implied as occurring non-simultaneously (e.g., because one step is described after the other step). Moreover, the illustration of a process by its depiction in a drawing does not imply that the illustrated process is exclusive of other variations and modifications thereto, does not imply that the illustrated process or any of its steps are necessary to the invention(s), and does not imply that the illustrated process is preferred.

[00129] Although a process may be described as including a plurality of steps, that does not imply that all or any of the steps are preferred, essential or required. Various other embodiments within the scope of the described invention(s) include other processes that omit some or all of the described steps. Unless otherwise specified explicitly, no step is essential or required.

[00130] Although a process may be described singly or without reference to other products or methods, in an embodiment the process may interact with other products or methods. For example, such interaction may include linking one business model to another business model. Such interaction may be provided to enhance the flexibility or desirability of the process.

[00131] Although a product may be described as including a plurality of components, aspects, qualities, characteristics and/or features, that does not indicate that any or all of the plurality are preferred, essential or required. Various other embodiments within the scope of the described invention(s) include other products that omit some or all of the described plurality.

[00132] An enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are mutually exclusive, unless expressly specified otherwise. Likewise, an enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are comprehensive of any category, unless expressly specified otherwise. For example, the enumerated list "a computer, a laptop, a PDA" does not imply that any or all of the three items of that list are mutually exclusive and does not imply that any or all of the three items of that list are comprehensive of any category.

[00133] An enumerated list of items (which may or may not be numbered) does not imply that any or all of the items are equivalent to each other or readily substituted for each other.

[00134] All embodiments are illustrative, and do not imply that the invention or any embodiments were made or performed, as the case may be.

VI. Computing

[00135] It will be readily apparent to one of ordinary skill in the art that the various processes described herein may be implemented by, e.g., appropriately programmed general purpose computers, special purpose computers and computing devices. Typically a processor (e.g., one or more microprocessors, one or more micro-controllers, one or more digital signal processors) will receive instructions (e.g., from a memory or like device), and execute those instructions, thereby performing one or more processes defined by those instructions.

[00136] A "processor" means one or more microprocessors, central processing units (CPUs), computing devices, micro-controllers, digital signal processors, or like devices or any combination thereof.

[00137] Thus a description of a process is likewise a description of an apparatus for performing the process. The apparatus that performs the process can include, e.g., a processor and those input devices and output devices that are appropriate to perform the process.

[00138] Further, programs that implement such methods (as well as other types of data) may be stored and transmitted using a variety of media (e.g., computer readable media) in a number of manners. In some embodiments, hard-wired circuitry or custom hardware may be used in place of, or in combination with, some or all of the software instructions that can implement the processes of various embodiments. Thus, various combinations of hardware and software may be used instead of software only.

[00139] The term "computer-readable medium" refers to any medium, a plurality of the same, or a combination of different media, that participate in providing data (e.g., instructions, data structures) which may be read by a computer, a processor or a like device. Such a medium may take many forms, including but not limited to, non-volatile media, volatile media, and transmission media. Non-volatile media include, for example, optical or magnetic disks and other persistent memory. Volatile media include dynamic random access memory (DRAM), which typically constitutes the main memory. Transmission media include coaxial cables, copper wire and fibre optics, including the

wires that comprise a system bus coupled to the processor. Transmission media may include or convey acoustic waves, light waves and electromagnetic emissions, such as those generated during radio frequency (RF) and infra-red (IR) data communications. Common forms of computer-readable media include, for example, a floppy disk, a flexible disk, hard disk, magnetic tape, any other magnetic medium, a CD-ROM, DVD, any other optical medium, punch cards, paper tape, any other physical medium with patterns of holes, a RAM, a PROM, an EPROM, a FLASH-EEPROM, any other memory chip or cartridge, a carrier wave as described hereinafter, or any other medium from which a computer can read.

[00140] Various forms of computer readable media may be involved in carrying data (e.g. sequences of instructions) to a processor. For example, data may be (i) delivered from RAM to a processor; (ii) carried over a wireless transmission medium; (iii) formatted and/or transmitted according to numerous formats, standards or protocols, such as Ethernet (or IEEE 802.3), SAP, ATP, Bluetooth™, and TCP/IP, TDMA, CDMA, and 3G; and/or (iv) encrypted to ensure privacy or prevent fraud in any of a variety of ways well known in the art.

[00141] Thus a description of a process is likewise a description of a computer-readable medium storing a program for performing the process. The computer-readable medium can store (in any appropriate format) those program elements which are appropriate to perform the method.

[00142] Just as the description of various steps in a process does not indicate that all the described steps are required, embodiments of an apparatus include a computer/computing device operable to perform some (but not necessarily all) of the described process.

[00143] Likewise, just as the description of various steps in a process does not indicate that all the described steps are required, embodiments of a computer-readable medium storing a program or data structure include a computer-readable medium storing a program that, when executed, can cause a processor to perform some (but not necessarily all) of the described process.

[00144] Where databases are described, it will be understood by one of ordinary skill in the art that (i) alternative database structures to those described may be readily employed, and (ii) other memory structures besides databases may be readily employed.

Any illustrations or descriptions of any sample databases presented herein are illustrative arrangements for stored representations of information. Any number of other arrangements may be employed besides those suggested by, e.g., tables illustrated in drawings or elsewhere. Similarly, any illustrated entries of the databases represent exemplary information only; one of ordinary skill in the art will understand that the number and content of the entries can be different from those described herein. Further, despite any depiction of the databases as tables, other formats (including relational databases, object-based models and/or distributed databases) could be used to store and manipulate the data types described herein. Likewise, object methods or behaviours of a database can be used to implement various processes, such as the described herein. In addition, the databases may, in a known manner, be stored locally or remotely from a device which accesses data in such a database.

[00145] Various embodiments can be configured to work in a network environment including a computer that is in communication (e.g., via a communications network) with one or more devices. The computer may communicate with the devices directly or indirectly, via any wired or wireless medium (e.g. the Internet, LAN, WAN or Ethernet, Token Ring, a telephone line, a cable line, a radio channel, an optical communications line, commercial on-line service providers, bulletin board systems, a satellite communications link, a combination of any of the above). Each of the devices may themselves comprise computers or other computing devices that are adapted to communicate with the computer. Any number and type of devices may be in communication with the computer.

[00146] In an embodiment, a server computer or centralised authority may not be necessary or desirable. For example, the present invention may, in an embodiment, be practised on one or more devices without a central authority. In such an embodiment, any functions described herein as performed by the server computer or data described as stored on the server computer may instead be performed by or stored on one or more such devices.

[00147] Where a process is described, in an embodiment the process may operate without any user intervention. In another embodiment, the process includes some human intervention (e.g., a step is performed by or with the assistance of a human).

CLAIMS

1. A method of conducting a wagering process comprising the steps of:

(i) providing a playfield including a gaming layout adapted for location and/or placement of at least two chance elements, and a wagering layout having indicia representing a plurality of different final game outcomes, where all of the at least two chance elements comprise a plurality of faces with different indicia on each said face distinguishing from the indicia on the other faces, and each of the at least two chance elements being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said chance elements;

(ii) accepting placement of a wager, through use of said playfield wagering layout, in relation to a selected one of the plurality of final game outcomes;

(iii) casting the at least two chance elements on said playfield so as to generate an outcome;

(iv) settling the wager on the basis of the generated outcome.

2. A method as claimed in claim 1, wherein, upon casting, each of the chance elements produce results comprising one of:

a '1' result where the resultant face displays indicia of '1';

a '2' result where the resultant face displays indicia of '2';

a '3' result where the resultant face displays indicia of '3';

a '4' result where the resultant face displays indicia of '4';

a '5' result where the resultant face displays indicia of '5';

a '6' result where the resultant face displays indicia of '6'.

3. A method as claimed in claim 1 or 2, wherein the at least two chance elements comprise one or a combination of:

dice;

electronically simulated dice.

4. A method as claimed in claim 3, wherein step (iii) comprises one or a combination of:

manual casting of the dice;

casting the plurality of dice by a mechanised or simulated tumbler;

casting the plurality of dice with a plurality of tumblers housing one dice each;

casting the plurality of dice as above in one of a sequential or simultaneous mode.

5. A method as claimed in any one of claims 1, 2 or 3 wherein the final game results comprise:

(a) the result of one of the plurality of chance elements is larger than the result of the other chance element(s);

(b) a tie resulting from all chance elements results being equal;

(c) one or all chance elements having a '1' result;

(d) one or all chance elements having a '2' result;

(e) one or all chance elements having a '3' result;

(f) one or all chance elements having a '4' result;

(g) one or all chance elements having a '5' result;

(h) one or all chance elements having a '6' result.

6. A method as claimed in any preceding claim, wherein one or more of the method steps are implemented by computer simulation.

7. Apparatus for conducting a wagering process comprising:

a playfield including a gaming layout adapted for location and/or placement of at least two chance elements;

a wagering layout having indicia representing a plurality of different final game outcomes;

where all of the at least two chance elements comprise a plurality of faces with different indicia on each said face distinguishing from the indicia on the other faces, and each of the at least two chance elements being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said chance elements.

8. Apparatus as claimed in claim 7, wherein the at least two chance elements comprise one or a combination of:

dice;

electronically simulated dice.

9. Apparatus for conducting a wagering process comprising:

electronic processing means adapted to simulate the roll of at least one die;

a display controlled by the electronic processing means, the display operatively depicting a playfield, the playfield including a gaming layout adapted for location of a plurality of dice, each of the plurality of dice being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said dice,

a wagering layout having indicia representing a plurality of different final game results, and;

an input device in operative communication with the electronic processing means by which a player may place wagers in relation to a plurality of game results presented on the playfield, wherein the electronic processing means is programmed to pay out wagers placed in relation to matching final game results according to predetermined payout ratios.

10. An electronic gaming machine network comprising a plurality of operably connected electronic gaming apparatus, wherein each electronic gaming apparatus is adapted for conducting a wagering process and comprises:

electronic processing means adapted to simulate the roll of at least two dice;

a display controlled by the electronic processing means, the display operatively depicting a playfield, the playfield including a gaming layout adapted for location of a plurality of dice, each of the plurality of dice being uniquely discernible by having a characteristic that is distinctly non-matching with each of the other of said dice;

a wagering layout having indicia representing a plurality of different final game results, and;

an input device in operative communication with the electronic processing means by which a player may place wagers in relation to a plurality of game results presented on the playfield, wherein the electronic processing means is programmed to pay out wagers placed in relation to matching final game results according to predetermined payout ratios.

11. A method of conducting a wagering process substantially as herein described with reference to the accompanying drawings.

12. Apparatus for conducting a wagering process substantially as herein described with reference to the accompanying drawings.

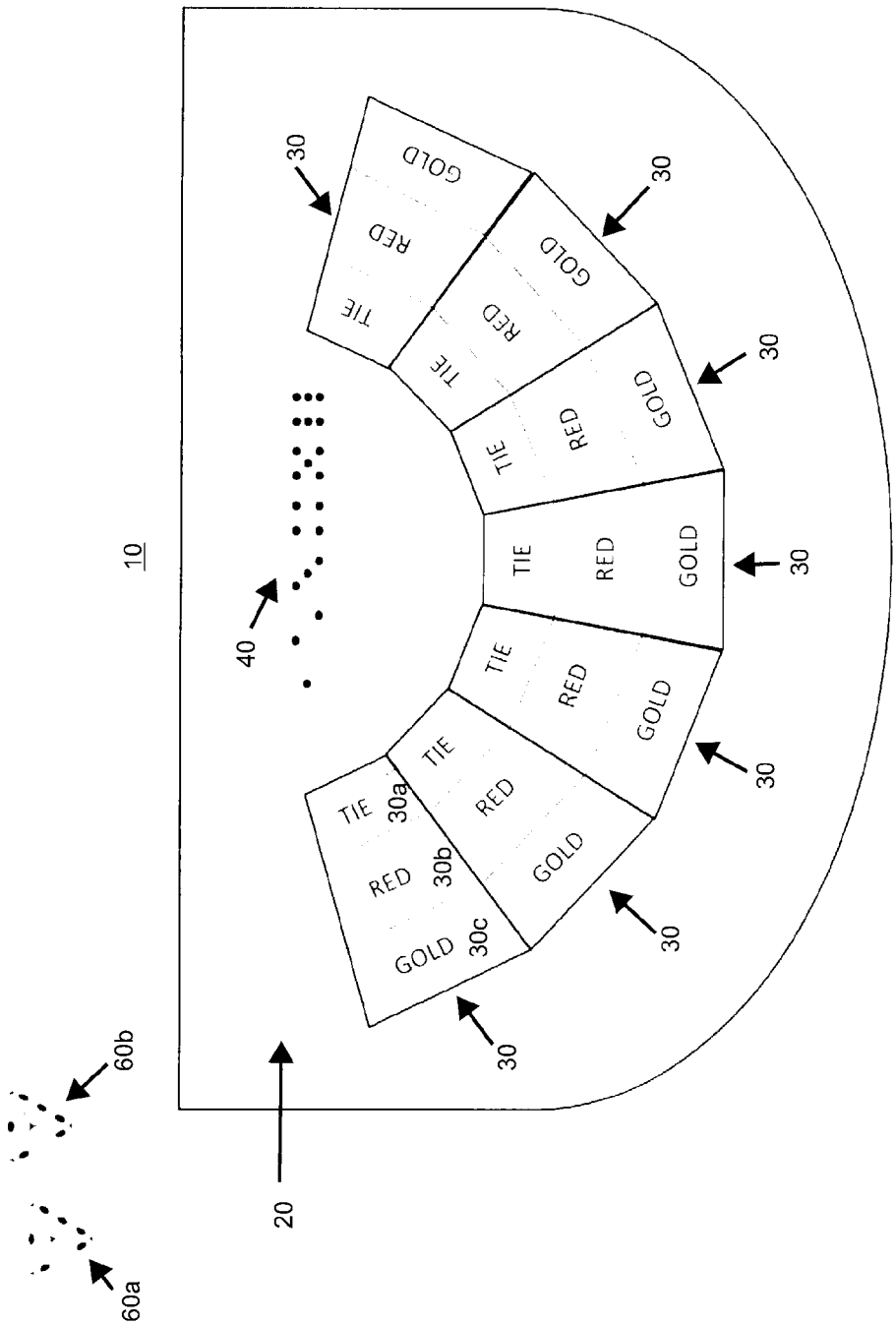


Figure 1

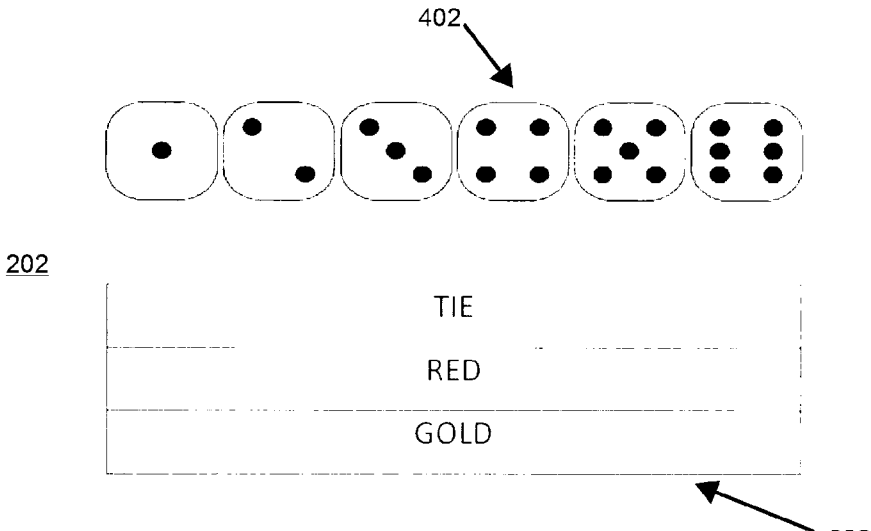


Figure 2

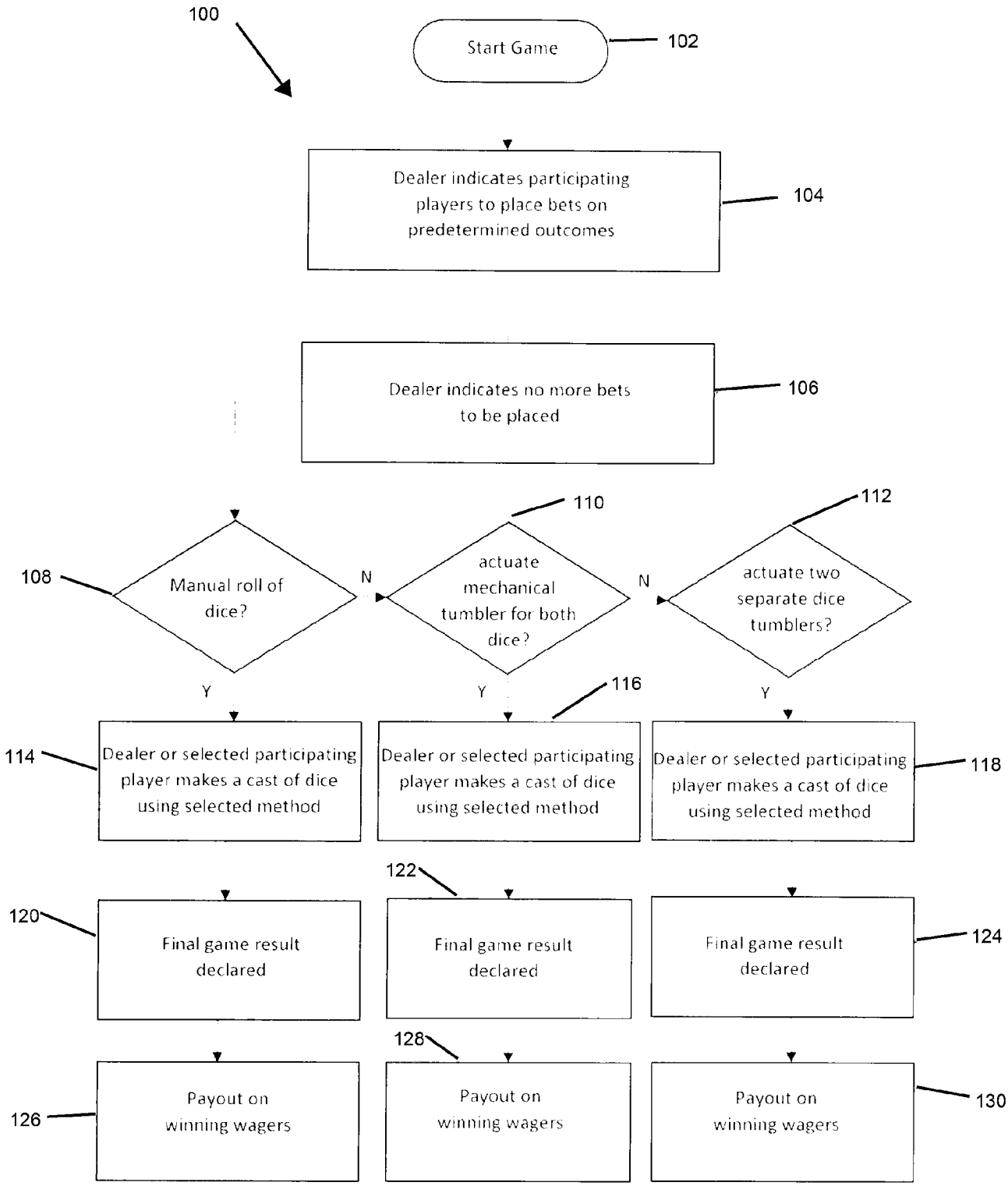

100
Start Game
102
Dealer indicates participating players to place bets on predetermined outcomes
104
Dealer indicates no more bets to be placed
106
108
Manual roll of dice?
N
110
actuate mechanical tumbler for both dice?
N
112
actuate two separate dice tumblers?
Y
Y
Y
116
114
Dealer or selected participating player makes a cast of dice using selected method
Dealer or selected participating player makes a cast of dice using selected method
Dealer or selected participating player makes a cast of dice using selected method
118
120
Final game result declared
122
Final game result declared
Final game result declared
124
128
126
Payout on winning wagers
Payout on winning wagers
Payout on winning wagers
130

Figure 3

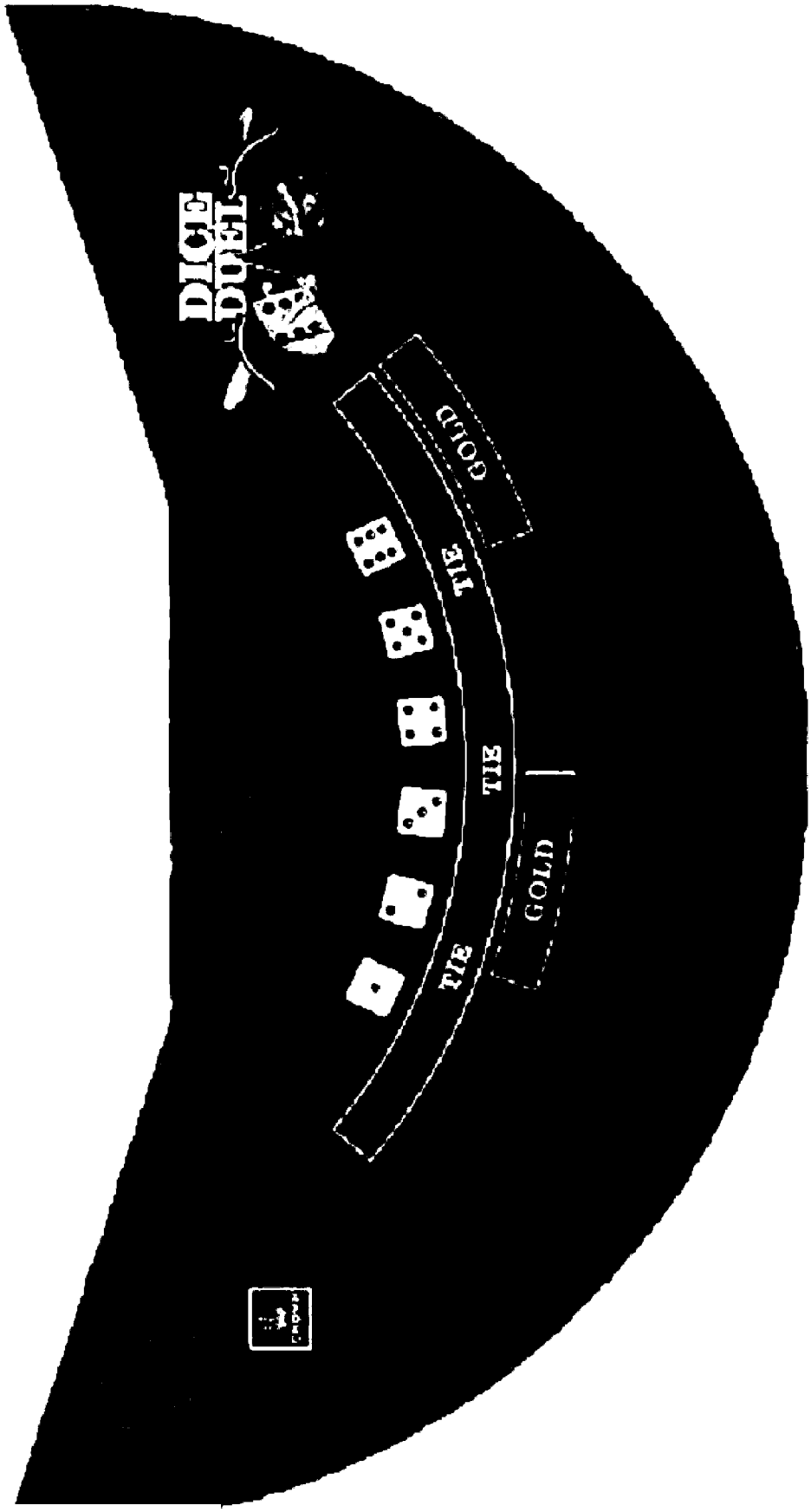


Figure 4

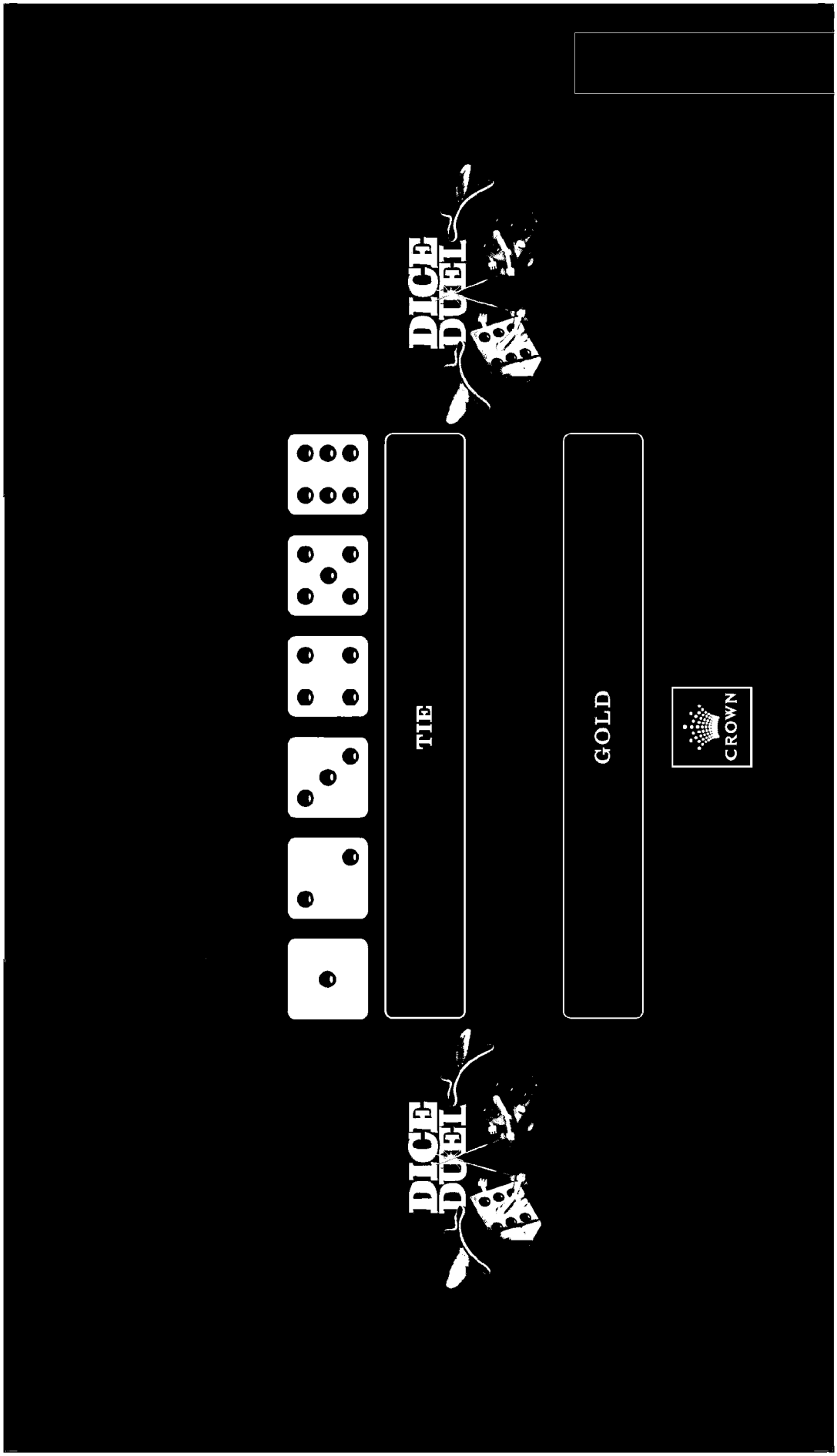


Figure 5

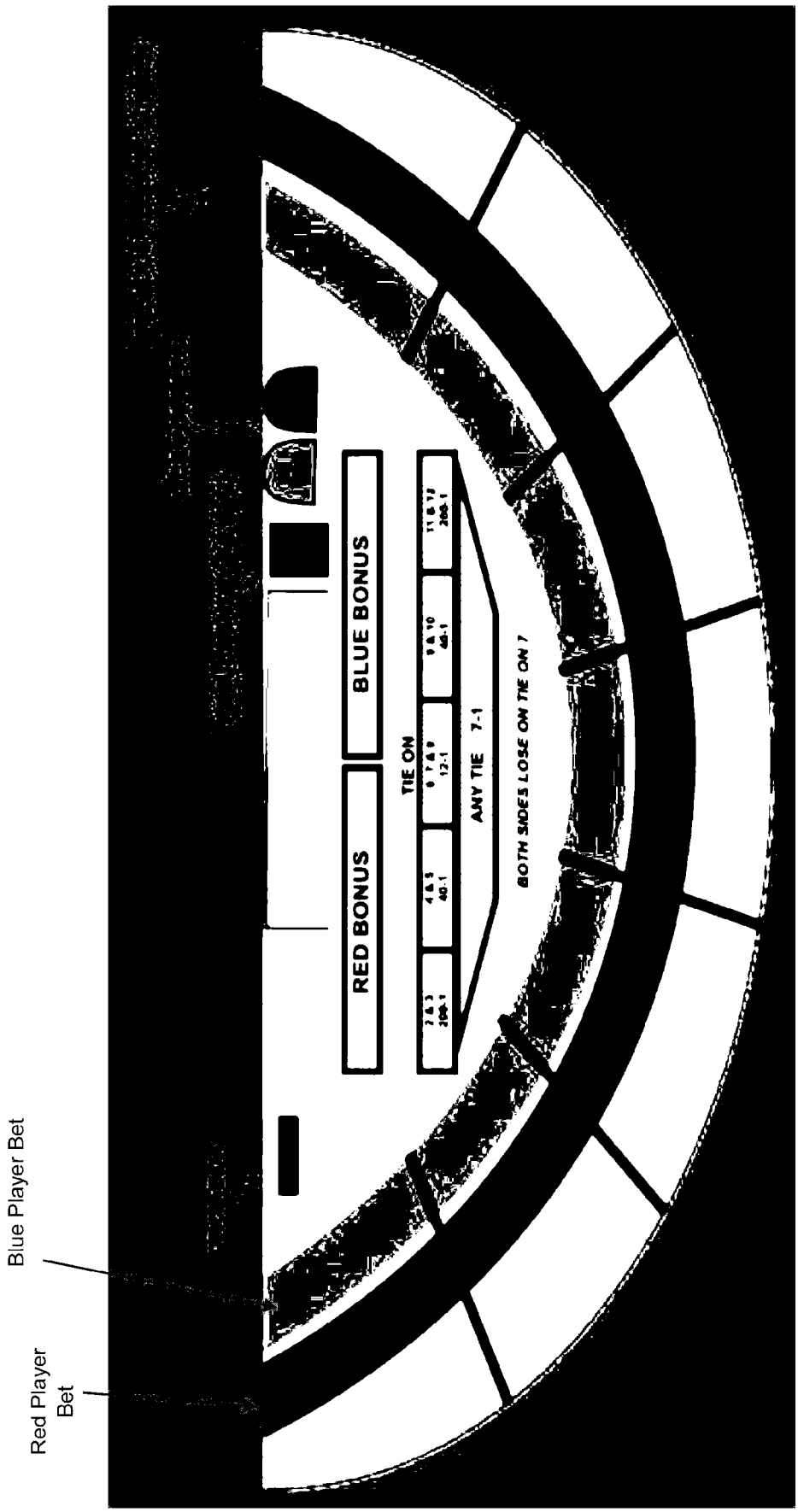

Blue Player Bet
Red Player Bet
RED BONUS
BLUE BONUS
TIE ON
ANY TIE 7-1
BOTH SIDES LOSE ON THE ON 7

Figure 6

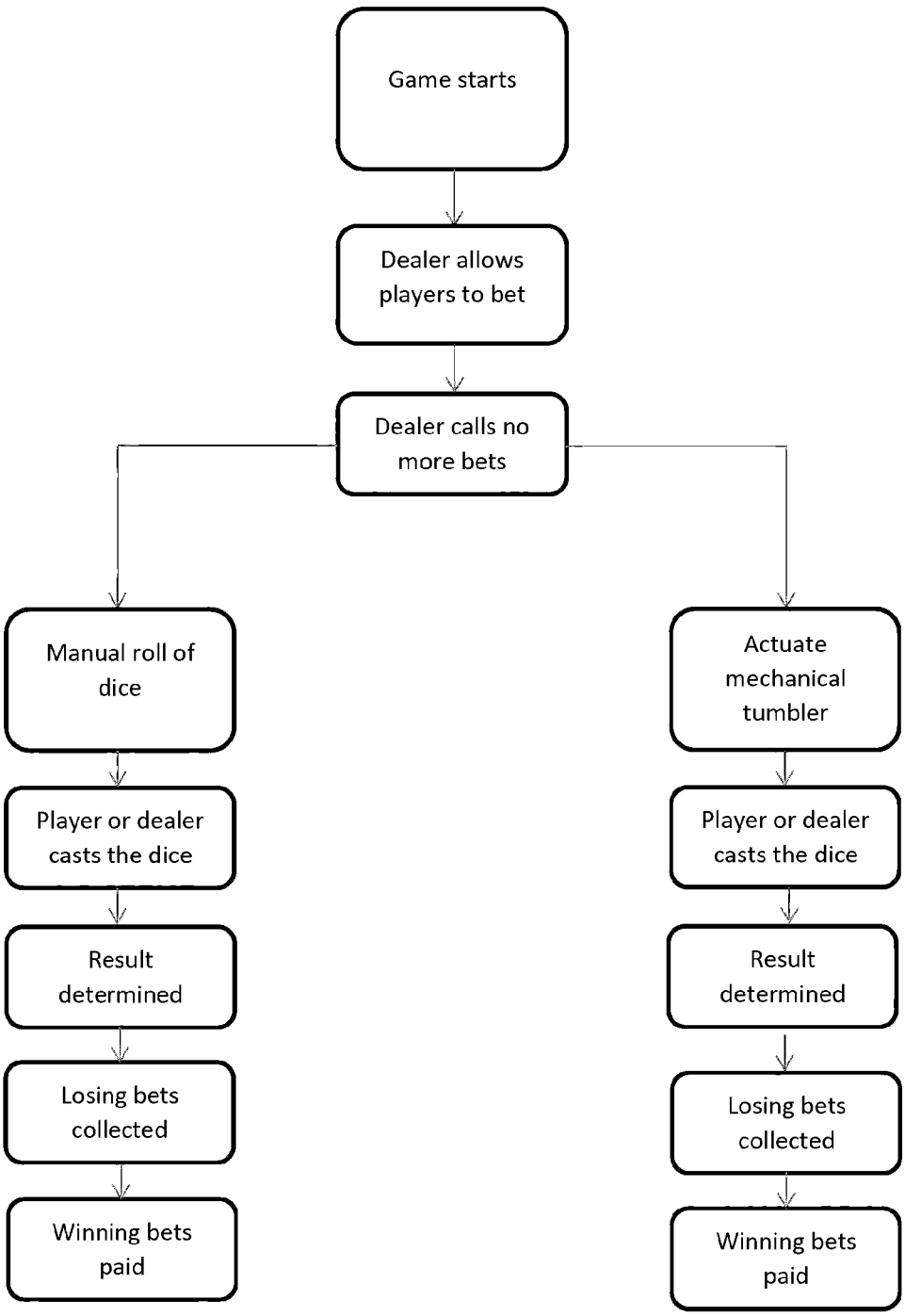

Game starts
Dealer allows players to bet
Dealer calls no more bets
Manual roll of dice
Player or dealer casts the dice
Result determined
Losing bets collected
Winning bets paid
Actuate mechanical tumbler
Player or dealer casts the dice
Result determined
Losing bets collected
Winning bets paid

Figure 7

INTERNATIONAL SEARCH REPORT

International application No.
PCT/AU2018/000004

A. CLASSIFICATION OF SUBJECT MATTER

A63F 9/04 (2006.01) A63F 3/00 (2006.01)

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

Google, Google Patents: table or surface, dice, A63F3/00157
Espacenet/PAMS: "Club Gaming" as Applicant; "Stewart, Paula" "Bruce, Daryl" "Dupre, Peter" "Bachman, Brennan" "Pellegrino, Marcus" as Inventor
IPC/CPC: A63F3/00, A63F3/00157, A63F9/04
EPOQUE (PATENW): A63F3/00, A63F3/00157, A63F9/04, two, dice, surface, zone, wager, chips, high, low, double, draw, dealer, roll, electronic, different, size, colour, symbol, indicia, and other similar terms/marks

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
	Documents are listed in the continuation of Box C	

[X] Further documents are listed in the continuation of Box C [X] See patent family annex

* Special categories of cited documents:

"A" document defining the general state of the art which is not considered to be of particular relevance

"E" earlier application or patent but published on or after the international filing date

"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

"&" document member of the same patent family

Date of the actual completion of the international search	Date of mailing of the international search report
27 February 2018	27 February 2018

Name and mailing address of the ISA/AU	**Authorised officer**
AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA Email address: pct@ipaustralia.gov.au	David Carberry AUSTRALIAN PATENT OFFICE (ISO 9001 Quality Certified Service) Telephone No. +61 (0)2 6225 6191

INTERNATIONAL SEARCH REPORT

International application No.
PCT/AU2018/000004

Box No. II Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)

This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. ☐ Claims Nos.:

because they relate to subject matter not required to be searched by this Authority, namely:

the subject matter listed in Rule 39 on which, under Article 17(2)(a)(i), an international search is not required to be carried out, including

2. ☒ Claims Nos.: **11-12**

because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:

See Supplemental Box

3. ☐ Claims Nos:

because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a)

Box No. III Observations where unity of invention is lacking (Continuation of item 3 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:

1. ☐ As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims.
2. ☐ As all searchable claims could be searched without effort justifying additional fees, this Authority did not invite payment of additional fees.
3. ☐ As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:
4. ☐ No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

Remark on Protest

☐ The additional search fees were accompanied by the applicant's protest and, where applicable, the payment of a protest fee.

☐ The additional search fees were accompanied by the applicant's protest but the applicable protest fee was not paid within the time limit specified in the invitation.

☐ No protest accompanied the payment of additional search fees.

INTERNATIONAL SEARCH REPORT C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		International application No. **PCT/AU2018/000004**
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 2012/0104694 A1 (HORBURY) 03 May 2012 Abstract, Figs 1A, 1B, 11-12C, [0023]-[0024], [0029]-[0031], [0048], [0051]-[0054], [0057], [0063], [0066]-[0067]	1-10
X	WO 2012/075540 A2 (PLACE YOUR BET PTY LIMITED) 14 June 2012 Figs 1-4, 6; p1 L4-8; p2 L1-10, L20-26, L31-32; p3 L1-6 L7-24; p7 L12-19, p7 L31 - p8 L2; p9 L10-14; p10 L2-7; p12 L2-3, L18-21, L29-31; p14 L15-24	1-10
X	US 5556101 A (JABRO) 17 September 1996 Figs 1-3, Col 1 L46 - Col 2 L54, Col 3 L16 – Col 5 L38.	1-10
X	US 2015/0161851 A1 (NAICKER et al.) 11 June 2015 Figs 1-3B, [0028]-[0056]	1-10
X	GB 2063689 A (WHITE et al.) 10 June 1981 Abstract, p1 L61-L72, p2 L3-L11	1-4, 7-8
A	US 6817612 B1 (COLEMAN) 16 November 2004 Fig 1	5

INTERNATIONAL SEARCH REPORT	International application No. PCT/AU2018/000004

Supplemental Box

Continuation of **Box II**

The claims do not comply with Rule 6.2(a) because they rely on references to the description and/or drawings.

INTERNATIONAL SEARCH REPORT Information on patent family members	International application No. **PCT/AU2018/000004**

This Annex lists known patent family members relating to the patent documents cited in the above-mentioned international search report. The Australian Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent Document/s Cited in Search Report		**Patent Family Member/s**	
Publication Number	**Publication Date**	**Publication Number**	**Publication Date**
US 2012/0104694 A1	03 May 2012	US 2012104694 A1	03 May 2012
WO 2012/075540 A2	14 June 2012	WO 2012075540 A2	14 Jun 2012
		CN 104023801 A	03 Sep 2014
		US 2014001704 A1	02 Jan 2014
US 5556101 A	17 September 1996	US 5556101 A	17 Sep 1996
US 2015/0161851 A1	11 June 2015	US 2015161851 A1	11 Jun 2015
		US 9685043 B2	20 Jun 2017
		AU 2014271303 A1	25 Jun 2015
		AU 2014271303 B2	11 Feb 2016
		CA 2874287 A1	11 Jun 2015
		EP 2884472 A1	17 Jun 2015
		GB 2522609 A	05 Aug 2015
GB 2063689 A	10 June 1981	GB 2063689 A	10 Jun 1981
US 6817612 B1	16 November 2004	US 6817612 B1	16 Nov 2004

End of Annex

Due to data integration issues this family listing may not include 10 digit Australian applications filed since May 2001.