A method is provided for playing an interactive computerized game, the game including multiple rounds. The method includes the steps of providing a first set of game input having at least one element of a predetermined type, playing a first round of the game including the steps of processing at least the first set of game input in accordance with a first set of game rules, and generating a set of first round output having elements of the predetermined type, providing at least a portion of the elements of the predetermined type of the set of first round output as a second set of game input to a second round of the game, and playing the second round including the step of processing at least the second set of game input in accordance with a second set of game rules. In a preferred embodiment, the game rounds include at least video adaptations of keno, poker, and high-low. The game rounds are played sequentially where a final player hand of at least one card game round is used as a beginning player hand of the following card game round. Each of the plurality of game rounds uses at least one standard 52 card deck or a variation thereof, such as the inclusion of at least one joker or wild card. The game is preferably implemented as a casino-type video game system where the system is configured for receiving and awarding money.
Welcome to KENOKA

Another great game brought to you by the people that made SLINGO

Click here to play Kenoka.
Please choose which card in your hand you want the JOKER to represent.
You have zero Keno points and no poker hand.

FIG. 26
You have Zero Keno points.

CONTINUE TO POKER ROUND

FIG. 3b
Your best poker hand is a pair.

CONTINUE TO BONUS ROUND

FIG. 3c
Click on Hi or Lo to guess if the next card will be Higher or Lower. Double your score with each correct guess, or lose everything if you don't have a bailtoken. You may click “Cash Out” at any time to quit.
Click on Hi or Lo to guess if the next card will be Higher or Lower. Double your score with each correct guess, or lose everything if you don't have a balltoken. You may click "Cash Out" at any time to quit.

Congratulations, you have doubled your points!
Click on Hi or Lo to guess if the next card will be Higher or Lower. Double your score with each correct guess, or lose everything if you don’t have a bailotoken. You may click “Cash Out” at any time to quit.

Congratulations, you have doubled your points!

NEXT CARD VALUE

CASH OUT

FIG. 3f
GAME OVER

Congratulations, your final score is: 4,000

FIG. 3b
FIG. 4a
Please choose which card in your hand you want the JOKER to represent.
Congratulations, you have 1000 KENO points.

CONTINUE TO POKER ROUND
Click to Discard up to 2 cards (costs 500 points each)

5
5
A
K

FIG. 4d
Click to Discard up to 2 cards (costs 500 points each)

FIG 4e
Your best poker hand is a pair! 
CONTINUE TO BONUS ROUND

FIG. 46
Click on Hi or Lo to guess if the next card will be Higher or Lower. Double your score with each correct guess, or lose everything if you don't have a bailtoken. You may click "Cash Out" at any time to quit.

**FIG. 4g**
Incorrect, but you have a Bail Token! Continue to Play.

NEXT CARD VALUE

2,000

HI
LO

CASH OUT

FIG 46
FIG. 4
FIG. 5
INTERACTIVE COMPUTER GAME SYSTEM AND METHOD FOR PLAYING A PLURALITY OF SEQUENTIAL GAMES

PRIORITY

This application claims priority to a United States Provisional Application filed on Apr. 22, 2002 and assigned U.S. Provisional Application Serial No. 60/374,362, the contents of which are incorporated herein by reference.

FIELD OF THE INVENTION

The present invention relates generally to interactive computer game systems and more specifically to an interactive computer game system for playing a plurality of sequential interactive computer games where each interactive computer game uses at least one standard 52 card deck or a variation thereof.

BACKGROUND OF THE INVENTION

Interactive computer game systems for playing a video card game using at least one standard 52 card deck or a variation thereof are popular at traditional casinos. These video card game systems generally include a graphical user interface and a player console for interacting with the graphical user interface for playing a video adaptation of traditional card games, such as keno, poker, solitaire, high-low, etc. The video card game systems tabulate the player’s points which are then correlated with monetary winnings. The monetary winnings are awarded to the player after the player so directs via the player console, e.g., by pushing a button marked “CASH OUT” or upon the occurrence of a predetermined condition.

Video card games are also generally adapted for being played on a computer system, such as a personal computer or a PDA. In this case, a video card game is stored as a set of programmable instructions on a computer-readable medium, such as a CD, or within a memory of the computer system. The set of programmable instructions is capable of being executed by at least one processor of the computer system for enabling a player to play the video card game using the computer system.

Video card games can also be played via the Internet, where a player connects to a remote server via a web browser and provides commands to the remote server for enabling the player to play a video card game stored therein. The remote server typically stores the player’s points for awarding the player prizes, money, etc.

To keep players interested and to make them feel more challenged, game makers are always designing new video card game systems and new video card games capable of being loaded on a computer system or being played via the Internet.

SUMMARY

It is an aspect of the present invention to provide a novel interactive computer game enabling a player to play a plurality of interactive computer game rounds.

It is also an aspect of the present invention to provide a plurality of interactive computer game rounds where each interactive computer game round uses at least one standard 52 card deck and the plurality of interactive computer game rounds are played sequentially.

Further, it is an aspect of the present invention to provide an interactive computer game system for playing a plurality of interactive computer game rounds.

Further still, it is an aspect of the present invention to provide a video card game system for playing a plurality of video card game rounds where each video card game round uses at least one standard 52 card deck and the plurality of video card game rounds are played sequentially.

Finally, it is an aspect of the present invention to provide a set of programmable instructions capable of being stored within a memory of a computer system, a remote server accessible via the Internet, or on a computer-readable medium and configured for execution by at least one processor for enabling a player to play a plurality of interactive computer game rounds.

The present invention provides a method for playing at least one game including multiple rounds. The method includes the steps of providing a first set of game input having at least one element of a predetermined type, playing a first round of the game including the steps of processing at least the first set of game input in accordance with a first set of game rules, and generating a set of first round output having elements of the predetermined type, providing at least a portion of the elements of the predetermined type of the set of first round output as a second set of game input to a second round of the game, and playing the second round including the step of processing at least the second set of game input in accordance with a second set of game rules.

In a preferred embodiment, the game rounds include at least video adaptations of card games including keno, poker, and high-low. The game rounds are played sequentially where a final player hand of at least one card game round is used as a beginning player hand of the following card game round. Each of the plurality of game rounds uses at least one standard 52 card deck or a variation thereof, such as the inclusion of at least one joker or wild card.

The game is preferably implemented as a casino-type video game system where the system is configured for receiving and awarding money. The present invention also provides the game being implemented as a stand-alone computer system, i.e., video card game system, or as a set of programmable instructions configured for being executed by a computer system, such as a personal computer or PDA, or a remote server accessible via the Internet. The set of programmable instructions can be stored within a memory of the computer system, a memory of the remote server, or on a computer-readable medium, such as a CD or a 3.5" diskette.

BRIEF DESCRIPTION OF THE FIGURES

FIG. 1 is an illustration of an opening screen view of the video game according to the present invention;

FIGS. 2a-b are illustrations showing operational screen views of a first example of the video card game according to the present invention;

FIGS. 3a-b are illustrations showing operational screen views of a second example of the video card game according to the present invention;
FIGS. 4a-j are illustrations showing operational screen views of a third example of the video card game according to the present invention; and

FIG. 5 is a perspective view of an interactive computer game system for playing the video card game according to the present invention.

DETAILED DESCRIPTION OF THE INVENTION

The present invention provides an interactive computerized game system and a method for playing a game which includes a plurality of game rounds. The game rounds preferably include at least video adaptations of card games including keno, poker, and high-low and the object of the video card game is to get the highest scores possible in the keno round, the poker round, and the bonus round, i.e., the high-low round. The rounds are played sequentially where a final player hand of at least one card game round is used as a beginning player hand of the following card game round. Each of the plurality of video card game rounds uses at least one standard 52 card deck or a variation thereof, such as the inclusion of at least one joker or wild card.

The interactive computerized game may be adapted for interactivity with a user via means other than or in combination with a video display. For example, data may be output to the user via sensory means such as audio means such as speakers or headphones, tactile means, or a combination thereof. User input may be entered via input means such as a keyboard, mouse, joystick, microphone, etc., or a combination thereof.

The interactive computerized game may include rounds which are adaptations of games other than card games, such as dice, etc. An output from playing of one round is a set of elements of a predetermined type which is provided to a following round as input for playing the following round. The rounds may be card games other than poker, keno and hi-low, provided that the final player hand of one round is provided as a beginning player hand for a following round. Furthermore, the game may be a non-computerized game played with manipulatives.

Preferably, the number of set elements of the output by one game and provided as input to the following game may vary. Furthermore, the final round is awarded as a bonus round, provided that a predetermined condition is met, where the predetermined condition is preferably attainment of at least a predetermined score. The bonus game includes a series of rounds, where play of the series of rounds is terminated upon occurrence of a predetermined event, preferably losing the last round played or not meeting predetermined criteria in the last round played. Additional rounds may be awarded after termination, in accordance with a portion of results obtained through play of a previous game. The portion of results is preferably a set of elements of a type different than the set of element of the predetermined type.

A detailed description is first provided of a preferred embodiment of the interactive computer game exemplified as a video card game having a series of video card game rounds followed by detailed descriptions of exemplary play of the video card game. The following detailed description describes the video card game as being implemented as a set of programmable instructions configured for being executed by a computer system, such as a personal computer or PDA, or a remote server accessible via the Internet. The set of programmable instructions can be stored within a memory of a computer system, a memory of the remote server, or on a computer-readable medium, such as a CD or a 3.5" diskette.

When a player accesses the video card game, if the player is a registered player, the player is greeted with an introductory game banner, which may include an advertisement and/or a message to the player. Following the introductory game banner, the player is provided with an opening screen of the video card game. If the player is not a registered player, the player is provided with a registration screen. Upon successfully registering, the player is then greeted with the introductory game banner, which is then followed by the opening screen.

FIG. 1 illustrates a view of the opening screen designated generally by reference numeral 100. The opening screen 100 (and every screen thereafter) includes four soft buttons, RESTART 102 for restarting the video card game, QUIT 104 for quitting the video card game, RULES 106 for being provided with a set of rules for the video card game, and HELP 108 for being provided with a page or pop-up window containing helpful information on how to proceed or what to do next with respect to the video card game.

The opening screen 100 (and every screen thereafter) further includes a score table 110 indicating the score for each video card game round, i.e., the keno round, the poker round, and the bonus round. The score table 110 further indicates the combined total score of the keno round and the poker round. The opening screen 100 (and every screen thereafter) further includes a player's score table 112 indicating the total combined score for the player for all the rounds played of each video card game.

The opening screen 100 (and each screen thereafter depending on which round is being played) further includes a pay table 114 for indicating the number of points with respect to the number of cards matched in the keno round, for indicating the number of points with respect to the highest poker hand created in the poker round, and for indicating to select "HI" or "LO" to guess if the next card will be higher or lower in the bonus round.

The pay table 114 in the bonus round further indicates that the player's score will be doubled with each correct guess, and that the player will lose everything with an incorrect guess if the player does not have a bail token. The pay table 114 in the bonus round also indicates that the player may "cash out" at any time to quit. After the bonus round, the pay table 114 indicates the message "GAME OVER."

The opening screen 100 (and every screen thereafter) further includes a welcome/round indicator display 116 for displaying the message "Welcome to KenoX" when the video card game begins and for indicating the round currently being played during play of the video card game. The opening screen 100 (and every screen thereafter) further includes a round indicator 117 positioned on the left side of the pay table 114 for indicating the round currently being played by highlighting either "keno", "poker", or "bonus".

The opening screen 100 (and every screen thereafter) further includes a dealer table 116, a player table 118,
a keno deck 120, a player deck 122, a bail token counter 124, and a game play message window 126.

[0031] Keno Round

[0032] In the keno round, a first set of game input is provided, including first and second sets of elements. The player table 118 is used for dealing the first set of elements, such as ten cards, from the player deck 122 to the player face up. A subset of the first set of elements, such as four of the ten cards dealt to the player, are randomly associated with, contain or conceal hidden bail tokens, where the bail tokens are included in the second set of elements. Once the player is dealt the ten cards, twenty cards are dealt from the keno deck 120 one-at-a-time to the dealer table 116 face up.

[0033] As each card is dealt from the keno deck 120, if a card appears in the player table 118, then that card in the player table 118 “slides” up to indicate that it has been matched with a card in the dealer table 116. The card in the dealer table 116 would then appear highlighted or shaded to indicate that it has been matched with a card in the player table 118. If the matched card in the player table 118 “slides” up to reveal a bail token, then the revealed bail token, i.e., an intermediate result during play of the keno round, is credited to the bail token counter 124.

[0034] During the deal from the keno deck 120, a joker may appear. If a joker is dealt, a message appears in the game play message window 126. The message states, “Please choose which card in your hand you want the joker to represent.” The player then selects a card in the player table 118 that has not yet been matched with a card in the dealer table 116 which the player wishes the joker to represent. Whatever card is chosen by the player, that card is electronically removed from the keno deck 120 so it is not dealt to the dealer table 116.

[0035] As cards in the player table 118 are matched with cards in the dealer table 116, a message in the game play message window 126 states, “You have [number] of matches.” The number is updated as more matches are made. Once all twenty cards have been dealt into the dealer table 116 or ten matches have been made in the player table 118, the keno round is over.

[0036] As each match is made during the keno round, the match count and total keno score increase accordingly. Also, as each match is made during the keno round, the appropriate area of the pay table 114 is highlighted. For example, if 1-3 cards are matched, the area of the pay table 114 indicating “1-3 cards” is highlighted, and if one more card is matched, the area indicating “4 cards” is highlighted. Output of the first round is generated as the matched cards, and the output of the first round is provided as a second set of game input for playing the next round of the game.

[0037] After the keno round, the total keno round score is indicated in the score table 110. Table 1 indicates the number of points correlating to the number of cards matched during the keno round in accordance with the set of scoring rules provided by pay table 114. The information indicated by Table 1 is displayed by the pay table 114 during the keno round:

<table>
<thead>
<tr>
<th>Cards Matched</th>
<th>Total Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>5,000</td>
</tr>
<tr>
<td>1-3</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>1,000</td>
</tr>
<tr>
<td>5</td>
<td>2,000</td>
</tr>
<tr>
<td>6</td>
<td>3,000</td>
</tr>
<tr>
<td>7</td>
<td>5,000</td>
</tr>
<tr>
<td>8</td>
<td>7,000</td>
</tr>
<tr>
<td>9</td>
<td>10,000</td>
</tr>
<tr>
<td>10</td>
<td>100,000</td>
</tr>
</tbody>
</table>

[0038] Poker Round

[0039] At the completion of the keno round, the poker round is played using the second set of game input, i.e., cards which were matched during the keno round, as the player’s starting poker hand. These cards are continued to be displayed by the player table 118 portion of the screen. Prior to determining the highest poker hand represented by the player’s starting poker hand, the player is given the opportunity to discard any cards in the player’s starting poker hand if the player has accumulated enough points (at least 1,000 points) during the keno round by making zero matches or at least four matches.

[0040] If these two conditions are not met, the player is not given the opportunity to discard any cards in the player’s starting poker hand and the player’s starting poker hand is used to determine the number of points earned during the poker round by using Table 2.

[0041] Each card which the player opts to discard costs the player 500 points. This is made known to the player by a message displayed by the game play message window 126. The message states, “You currently have [number] keno points, you can discard up to [number] cards.” A maximum of three cards can be selected and discarded by the player. If too many cards are selected by the player for being discarded, the game play message window 126 displays the message “You can only replace [number] cards.”

[0042] After the player selects the cards in the player’s starting poker hand he wishes to discard, the selected cards are flipped face down. The selected cards are then replaced by new cards face up from the player deck 122.

[0043] Once the selected cards are discarded and replaced by new cards, the video card game then determines the highest poker hand represented by the player’s final poker hand as indicated by Table 2. The highest determined poker hand is indicated to the player by a message displayed by the game play message window 126. The message states, “Your best poker hand is [poker hand].” The information indicated by Table 2 is displayed by the pay table 114, i.e. scoring rules for the poker round, during the poker round. The highest determined poker hand is indicated by highlighting the appropriate area of the pay table 114.
### TABLE 2

<table>
<thead>
<tr>
<th>Poker Hand</th>
<th>Total Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Pair</td>
<td>500</td>
</tr>
<tr>
<td>2 Pair</td>
<td>1000</td>
</tr>
<tr>
<td>3 of a Kind</td>
<td>1500</td>
</tr>
<tr>
<td>Straight</td>
<td>2000</td>
</tr>
<tr>
<td>Flush</td>
<td>2500</td>
</tr>
<tr>
<td>Full House</td>
<td>3000</td>
</tr>
<tr>
<td>4 of a Kind</td>
<td>5000</td>
</tr>
<tr>
<td>Straight Flush</td>
<td>10,000</td>
</tr>
<tr>
<td>Royal Flush</td>
<td>25,000</td>
</tr>
</tbody>
</table>

[0044] It is noted that in the event that less than five cards were matched, only two poker hands that use less than five cards can be counted, i.e., a pair, two pair, three of a kind, and four of a kind. The player's poker round score is displayed by the score table 110. Also, the player's keno round score and poker round score are added and the sum is indicated by the score table 1190. If the player has any accumulated points after the poker round, the bonus round is initiated. If the player does not have any accumulated points after the poker round, the video card game is over.

[0045] Bonus Round

[0046] Prior to starting the bonus round, the dealer table 116 and the player table 118 are cleared and replaced with five randomly drawn bonus round game cards 128a-e from a standard 52 card deck, with the first bonus round game card 128a being face up and the other four bonus round game cards 128b-e being face down, and bonus round high and low buttons 130a-b, respectively. A score window 132 is included adjacent the low button 130b and a “CASH OUT” button 134 for indicating the score value of the succeeding bonus round game card 128.

[0047] Also, as indicated above, the pay table 114 during the bonus round indicates that the player's score will be doubled with each correct guess, and that the player will lose everything with an incorrect guess if the player does not have a bail token. The pay table 114 in the bonus round also indicates that the player may “cash out” at any time to quit.

[0048] The high button 130a is used to indicate that the next bonus round game card 128 will be higher than the previous bonus round game card 128. The low button 130b is used to indicate that the next bonus round game card 128 will be lower than the previous bonus round game card 128. The “CASH OUT” button 134 can be used by the player at any time during the bonus round to quit the current game and record whatever amount of points the player has earned up to that point.

[0049] During the bonus round, the ace is the highest ranking card and the two is the lowest ranking card. If the player guesses that the next card will be higher than the previous card, the player clicks on the high button 130a. If the player guesses that the next card will be lower than the previous card, the player clicks on the low button 130b. If the player is correct, the player’s total score is indicated by the score table 110 is doubled and the player can continue to guess on the remaining face down bonus round game cards 128. Also, a message is displayed on the game play message window 126 stating, “Congratulations, you have doubled your points.”

[0050] If the player is incorrect and does not have any bail tokens, the player loses all of his accumulated points and the game is over. A message is displayed on the game play message window 126 stating, “Incorrect—Please play another game.”

[0051] However, if the player is incorrect and does have at least one bail token obtained during play of the keno round, a message is displayed on the game play message window 126 stating, “Incorrect, but you have a Bail Token! Continue to Play.” Also, the player does not lose any points.

[0052] If the player has a push during the bonus round, a message is displayed by the game play message window 126 stating, “PUSH! Click Hi, Lo or Cash Out to continue.”

[0053] At any point during the bonus round, the player can exit the bonus round by clicking the “CASH OUT” button 134. This allows the player to keep all of his points accumulated up to that point with no penalty. A message is displayed by the game play message window 126 stating, “CASH OUT—You have earned [number] points!” The player cannot change his mind once the “CASH OUT” button 134 is clicked.

[0054] If the “CASH OUT” button 134 is not clicked, the bonus round continues by the player selecting either the high or low buttons 130 until there are no more bonus round game cards 128 face down, or the player makes an incorrect guess and has no bail tokens or decides not to use a bail token. Once the last bonus round game card 128e is revealed, the bonus round and the video card game are over. A bail token cannot be used for an incorrect guess on the last bonus round game card 128e. An incorrect guess on the last bonus round game card 128e results in a score of zero points for the player.

[0055] At the conclusion of the bonus round, the pay table 114 indicates the message “GAME OVER” and the score table 110 indicates the player’s final score. The player’s score table 112 indicates the sum of the player’s final score and the player’s final scores of any preceding games. The player’s final score is also indicated by the game play message window 126. The message displayed by game play message window 126 is “Congratulations, your final score is: [number].”

[0056] The game play message window 126 then asks if the player wants to quit or play again. If the player elects to play again, the opening screen 100 is displayed and the video card game starts from the beginning, i.e., the keno round.

[0057] FIGS. 2a-b are illustrations showing operational screen views of a first example of the video card game according to the present invention. FIGS. 3a-h are illustrations showing operational screen views of a second example of the video card game according to the present invention. FIGS. 4a-j are illustrations showing operational screen views of a third example of the video card game according to the present invention. It is noted that even though it is not apparent from the figures, the cards dealt during the keno round to the player table 118 from the player deck 122 are dealt face up.

[0058] With reference to FIG. 5, there is shown the interactive computer game of the present invention implemented as a stand-alone computer system, i.e., a casino-type
video card game system, designated generally by reference numeral 500. The video card game system 500 includes a graphical user interface 502 displaying the various screen shots, such as the exemplary screen shots illustrated by FIGS. 1-4, a player console 504 for interacting with the graphical user interface 502, and a light/sound alarm 503 for sounding sounds and providing flashes of light during play. The player can also interact with the graphical user interface 502 via a touch screen display 506 as known in the art. The player console: 504 includes a plurality of buttons 508, including buttons for selecting cards in the player hand field, i.e., which card to have the joker represent during the keno round and which card(s) to discard during the keno round, for selecting between high and low, for continuing to the succeeding video card game round, for dealing cards to start the keno round, for using a bail token, and a "CASH OUT" button.

[0059] The system 500 also includes a coin slot 510 for accepting coins and a payout bin 512 for awarding coins to the player. The amount of coins awarded is determined according to the number of points earned by the player either during a single play of the video card game or multiple plays of the video card game (i.e., progressive jackpot) as shown by the score table 110 and the player's score table 112, respectively.

[0060] What has been described herein is merely illustrative of the principles of the present invention. For example, the video card game described above and implemented as the best mode for operating the present invention are for illustration purposes only. Other arrangements and methods may be implemented by those skilled in the art without departing from the scope and spirit of this invention.

In the claims:

1. A method for playing at least one game comprising the steps of:

   providing a first set of game input having at least one element of a predetermined type;

   playing a first round of the game including the steps of:

   processing at least the first set of game input in accordance with a first set of game rules; and

   generating a set of first round output having elements of the predetermined type;

   providing at least a portion of the elements of the predetermined type of the set of first round output as a second set of game input to a second round of the game; and

   playing the second round including the step of processing at least the second set of game input in accordance with a second set of game rules.

2. The method according to claim 1, wherein the at least one game is played over a network.

3. The method according to claim 1, wherein the first set of game input includes a predetermined number of elements, and a number of the elements of the set of first round output is variable.

4. The method according to claim 1, further including the steps of:

   generating a first score for the first round in accordance with at least the set of first round output and a first set of scoring rules; and

   generating a second score for the second round in accordance with at least the results of the second round and a second set of scoring rules.

5. The method according to claim 4, further including the step of providing a third round of the game if the first score plus the second score meets a predetermined condition.

6. The method according to claim 5, wherein a portion of results of the processing in accordance with the first set of game rules is included in a third set of game input provided for the third round, and

   wherein the method further includes the step of playing the third round including the step of processing at least the third set of game input in accordance with a third set of game rules.

7. The method according to claim 6,

   wherein the first set of game input includes first and second sets of elements having first and second types, respectively;

   wherein elements of the second set of elements are randomly associated with respective elements of the first set;

   wherein the step of processing at least the first set of game input includes the step of processing at least the first set of elements in accordance with the first set of game rules;

   wherein the step of generating a set of first round output includes the step of generating a first set of first round output elements including a subset of the first set of elements in accordance with results of processing at least the first set of elements;

   wherein the step of playing the first round further includes the step of generating a second set of first round output elements including elements of the second set of elements associated with elements of the subset of the first set of elements;

   wherein the first set of first round output is the second set of game input; and

   wherein the second set of first round output is included in the third set of game input.

8. The method according to claim 5, wherein the third round includes a plurality of subrounds, the method further including the steps of:

   providing another set of game input; and

   processing at least the another set of game input in accordance with a third set of game rules; and

   terminating the third round if results of processing at least the another set of game input meets a predetermined condition.

9. The method according to claim 8, further including the step of providing an extra subround when termination occurs prior to playing all of the subrounds, the plurality of subrounds and play of the first round included occurrence of a predetermined event.

10. The method according to claim 1, wherein the first round is keno, and the first set of game rules are keno game rules; and
wherein the second round is poker and the second set of game rules are poker rules.

11. The method according to claim 5, wherein the third round includes at least one hi-lo subround.

12. The method according to claim 1, wherein the playing the second round step further includes, prior to the step of processing at least the second set of game input, the steps of:
   - discarding up to a predetermined number of elements of the second set of game input; and
   - replacing the discarded elements with new elements;

wherein the steps of discarding and replacing are performed if a predetermined condition is met during the second round.

12. The method according to claim 1, wherein the second set of game input is provided as a second set of game input to the second round if a predetermined condition is met at the end of the first round; and

the step of generating a set of first round output includes the step of generating the set of first round output in accordance with results of the step of processing at least the first set of game input.

13. A gaming device for playing a game having multiple sequential rounds, the gaming device comprising a processor configured to enable game play, the processor comprising:
   - means for providing a first set of game input having at least one element of a predetermined type;
   - means for playing a first round of the game including:
     - means for processing at least the first set of game input in accordance with a first set of game rules; and
     - means for generating a set of first round output having elements of the predetermined type;
   - means for providing at least a portion of the elements of the predetermined type of the set of first round output as a second set of game input to a second round; and
   - means for playing the second round including the means for processing at least the second set of game input in accordance with a second set of game rules.

14. A computer-readable medium storing a set of programmable instructions configured for execution by at least one processor for providing a player an opportunity to play a plurality of sequential interactive computerized game rounds, the computer code comprising:
   - means for providing a first set of game input having at least one element of a predetermined type;
   - means for playing a first round of the game including:
     - means for processing at least the first set of game input in accordance with a first set of game rules; and
     - means for generating a set of first round output having elements of the predetermined type;
   - means for providing at least a portion of the elements of the predetermined type of the set of first round output as a second set of game input to a second round of the game; and
   - means for playing the second round including the means for processing at least the second set of game input in accordance with a second set of game rules.

15. A video gaming device for playing a video card game having multiple rounds, the gaming device comprising:
   - a processor configured to enable game play, the processor comprising:
     - means for providing a first set of player playing cards;
     - means for providing a set of dealer playing cards;
     - means for playing a keno round of the game including:
       - means for processing at least the first set of player playing cards and the set of dealer playing cards in accordance with a set of keno game rules; and
     - means for generating a second set of player playing cards in accordance with results of the processing at least the first set of player playing cards step; and
   - means for playing a poker round of the game including:
     - means for processing at least the second set of player playing cards in accordance with a set of poker rules.

16. The video gaming device according to claim 15, wherein the second set of player playing cards includes cards of the first set of playing cards that match cards of the set of dealer playing cards.

17. The video gaming device according to claim 16, further including means for generating a score in accordance with at least one of results of the keno round and the poker round;

   - means for playing at least one bonus round of the game when the score meets a predetermined condition.

18. The video gaming device according to claim 17, further including:
   - means for providing at least one token associated with a respective card of the first set of player playing cards; and
   - means for awarding an extra bonus round when a card of the first set of player playing cards that matches a card of the set of dealer playing cards has an associated token.

19. The video gaming device according to claim 15, wherein the means for processing at least the second set of player playing cards further includes:
   - means for discarding up to a predetermined number of cards of the second set of player playing cards; and
   - means for replacing the discarded cards with new cards.

20. A casino video gaming device for playing an interactive computerized game comprising:
   - user input means;
   - a processor responsive to the user input means configured to enable game play, the processor comprising:
     - means for providing a first set of game input having at least one element of a predetermined type;
     - means for playing a first round of the game including:
       - means for processing at least the first set of game input in accordance with a first set of game rules; and
means for generating a set of first round output having elements of the predetermined type;
means for providing at least a portion of the elements of the predetermined type of the set of first round output as a second set of game input to a second round of the game;
means for playing the second round including means for processing at least the second set of game input in accordance with a second set of game rules;
means for generating a first score for the first round in accordance with at least the set of first round output and a first set of scoring rules; and
means for generating a second score for the second round in accordance with at least results of the second round and a second set of scoring rules; and
means for awarding an award in accordance with at least one of the first and second score.

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