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(54) **HIGH CARD POKER 60-CARD DECK**

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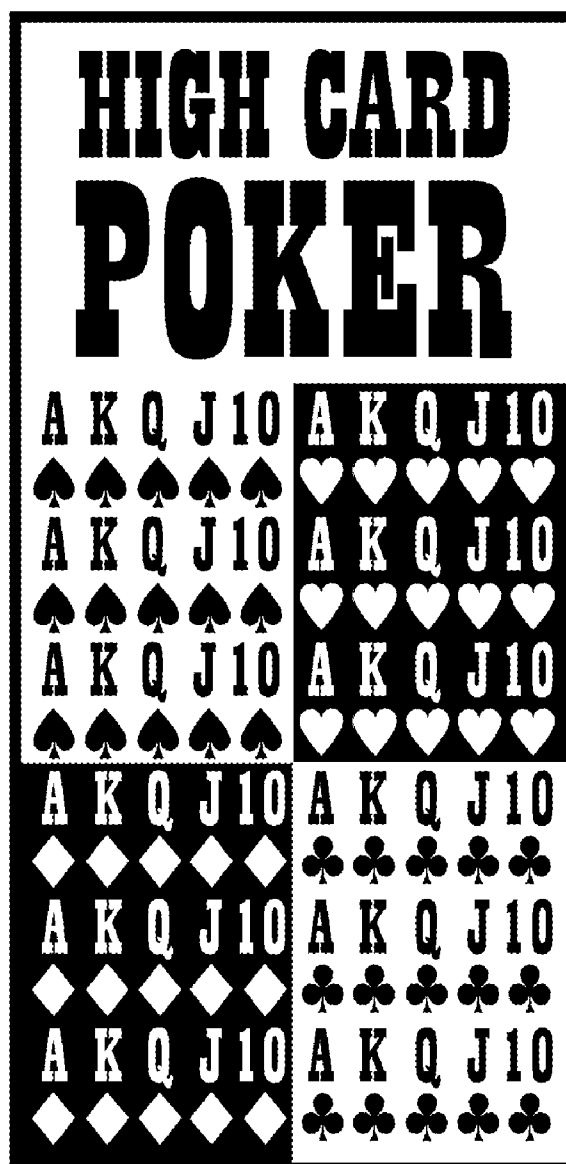
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**Related U.S. Application Data**

(57) **ABSTRACT**

(63) Continuation of application No. 12/626,568, filed on Nov. 25, 2009, which is a continuation-in-part of application No. 12/488,499, filed on Jun. 19, 2009, now abandoned.

A deck of playing cards consists of a 60-card deck, with the deck consisting of 3 sets of Ace, King, Queen, Jack, and "10," in each of the four suits: Spades, Hearts, Diamonds, and Clubs.



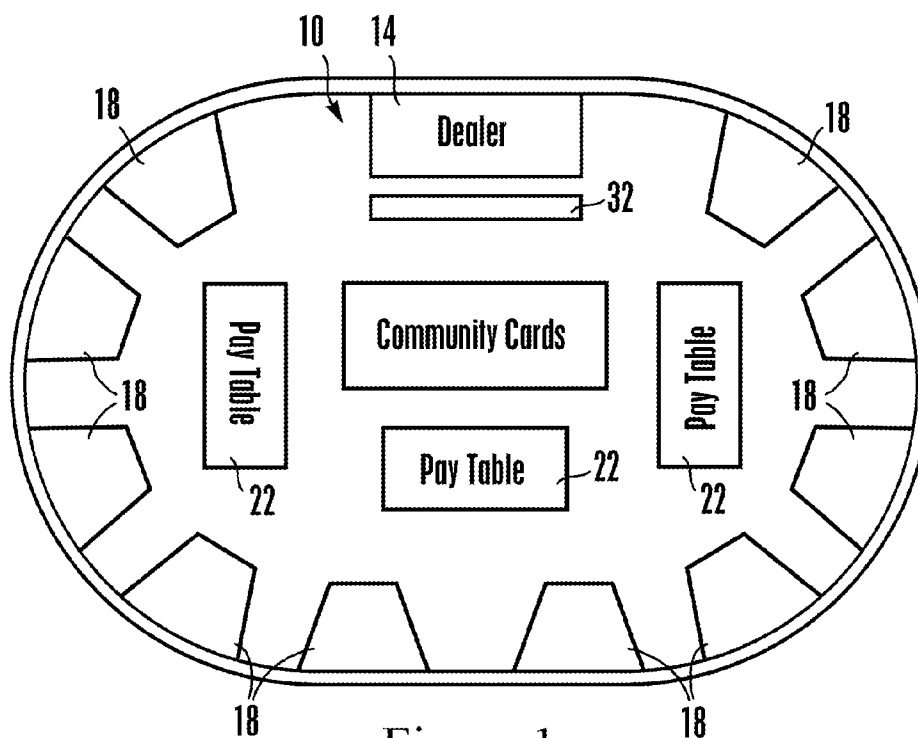


Figure 1

**Game 6**  
**High Card**  
**Easy Poker**  
**Player Betting Spots**

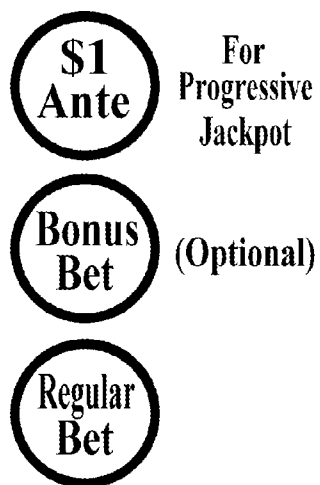


Figure 2

# **Game 7** **High Card** **5 Card Poker** **Player Betting Spots**



For  
Progressive  
Jackpot

Jackpot Shared  
By All Who Remain  
At End of Hand



(Optional)



## **Dealer Dealing Spots**

Dealer dealing 3 card FLOP,  
1 card TURN, 1 card RIVER



Figure 3

# **Game 8** **High Card** **River Poker**

## **Player Betting Spots**

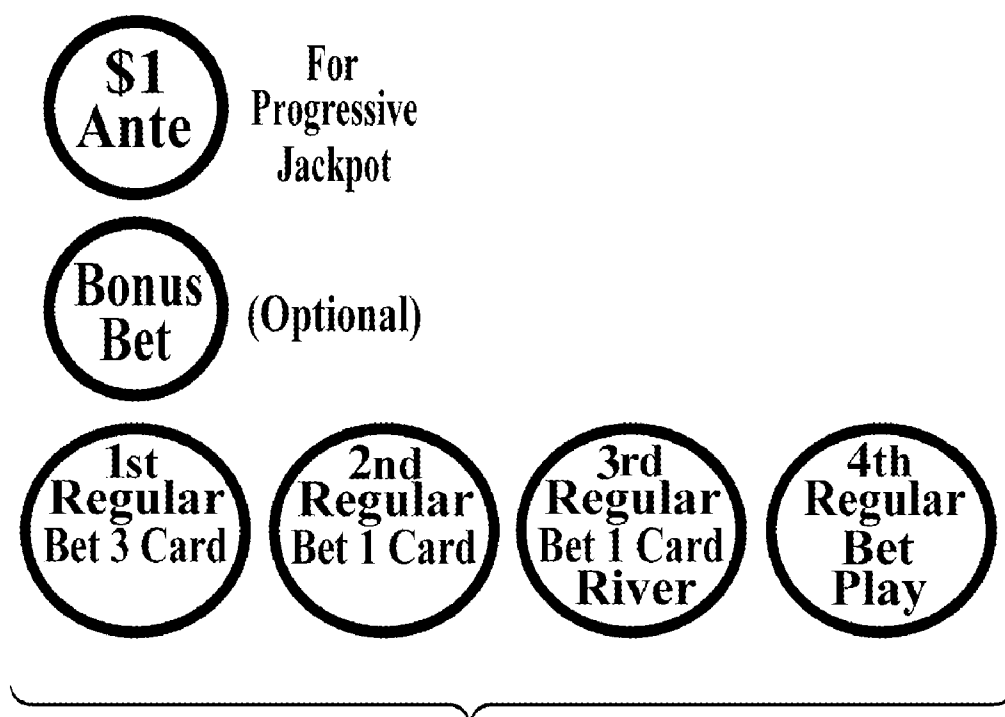
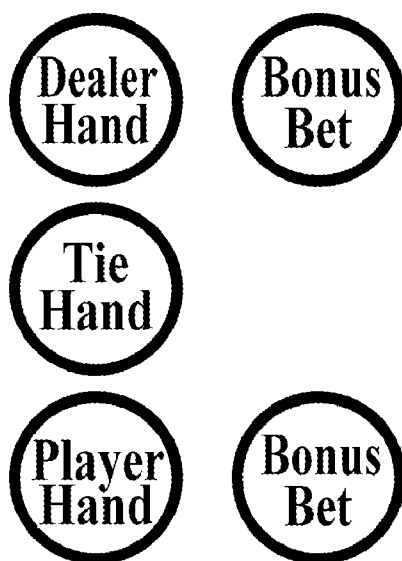


Figure 4

## High Card 2 Star Poker

### Player Betting Spots



### Dealer Dealing Spots

Dealer Deals Five Cards For

**Player Hand**

Dealer Deals Five Cards For

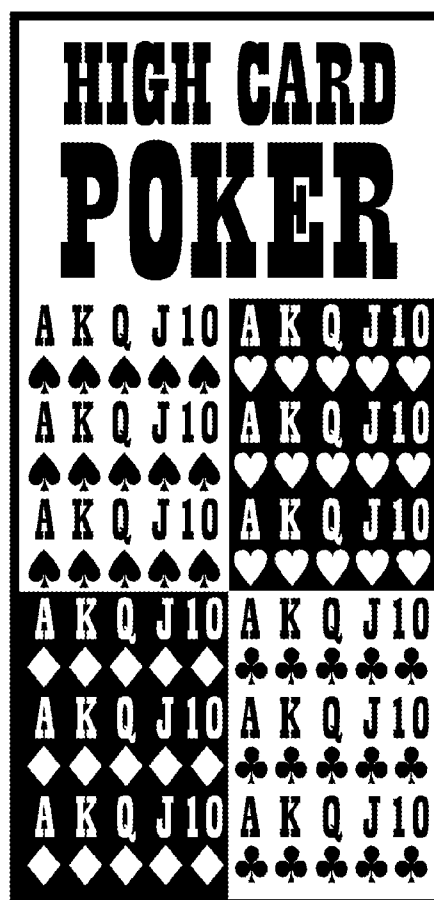
**Dealer Hand**

Figure 5

Figure 6



Figure 7



## HIGH CARD POKER 60-CARD DECK

### RELATED APPLICATIONS

**[0001]** The present application is a continuation-in-part of co-pending U.S. patent application Ser. No. 12/488,499, which was filed on Jun. 19, 2009, and claims the benefit of U.S. Provisional Patent Application Ser. No. 61/074,080, filed Jun. 19, 2008; both identified applications are incorporated by reference herein for all that they contain.

### BACKGROUND OF THE INVENTION

**[0002]** 1. Field of the Invention

**[0003]** This invention is in the field of gaming and, more particularly, wagering games using playing cards or images of playing cards. More specifically, the present invention relates to poker games based upon a 60 playing card deck, consisting of 4 suits and of only high cards.

**[0004]** 2. Description of the Related Art

**[0005]** Televised gaming, and in particular, televised poker events, has resulted in casino poker growing from perhaps only two tables in the Las Vegas of 1976 to where there are now hundreds of such games and many thousands of players.

**[0006]** To continue this interest in poker games there is a need to provide both player-versus-player games and “stud” forms of poker where players play against a house dealer—with both preferably played at standard gaming tables. Player-versus-player games, such as five-card draw poker, involve inter-player skill and psychology. “Stud” poker variations tend to minimize requirements of player skill, with the primary reliance being upon luck. In both cases, such new games should provide appropriate mixes of skill and luck, along with faster play times, both to increase excitement as well as provide more income for the house.

### DISCLOSURE OF THE INVENTION

**[0007]** In accordance with aspects of embodiments of the present invention, a method of playing a wagering game, comprising the steps of: providing a 60 playing card deck consisting of 3 sets of the following makeup: Ace, King, Queen, Jack, and “10,” of each of the following suits: Spades, Hearts, Diamonds, and Clubs; accepting from each player a wager; dealing five face-down cards to each player and dealing five face-up cards as community cards; each player forming a best poker card combination using said community cards and the respective five face-down cards dealt said player; and resolving said accepted wagers by evaluating said best poker card combination of each player according to a predetermined hierarchy of poker hands.

**[0008]** In a further aspect of the present invention, a method of playing a wagering game, comprising the steps of: providing a 60 playing card deck consisting of 3 sets of the following makeup: Ace, King, Queen, Jack, and “10,” of each of the following suits: Spades, Hearts, Diamonds, and Clubs; accepting from each player a wager; dealing three face-down cards to each player and dealing three face-up cards as community cards; dealing a final face-down card; each player checking or betting after said final face-down card is dealt; each player forming a best poker card combination using said community cards, said final, face-down card, and the respective three face-down cards dealt said player; and resolving said accepted wagers by evaluating said best poker card combination of each player according to a predetermined hierarchy of poker hands.

**[0009]** In a still further aspect of the present invention, a method of playing a wagering game, comprising the steps of: providing a 60 playing card deck consisting of 3 sets of the following makeup: Ace, King, Queen, Jack, and “10,” of each of the following suits: Spades, Hearts, Diamonds, and Clubs; accepting from each player a wager; dealing five face-down cards to each player and dealing five face-down cards to a dealer; each player viewing their respective five face-down cards and electing to check or bet; each of those players electing to bet placing their respective five face-down cards face down; each of those players electing to check forfeiting their respective said wager; the dealer placing the cards dealt to the dealer face up; and the dealer resolving said accepted wagers by evaluating a best poker card combination of each five face-down cards for each said player according to a predetermined hierarchy of winning poker hands.

### BRIEF DESCRIPTION OF THE DRAWINGS

**[0010]** The foregoing aspects and other aspects of this disclosure are described in detail below in connection with the accompanying drawing figures in which:

**[0011]** FIG. 1 is a plan view of a table layout for use in playing live casino versions of the player-versus-player versions of poker games in accordance with the invention;

**[0012]** FIG. 2 is a plan view of a player wagering area in accordance with a High Card Easy Poker preferred embodiment of the present invention;

**[0013]** FIG. 3 is a plan view of a player wagering area and Dealer Dealing Spots areas in accordance with a High Card 5-Card Poker preferred embodiment of the present invention;

**[0014]** FIG. 4 is a plan view of a player wagering area in accordance with a High Card River Poker preferred embodiment of the present invention;

**[0015]** FIG. 5 is a plan view of a player wagering area and Dealer Dealing Spots areas in accordance with a High Card 2 Star Poker preferred embodiment of the present invention;

**[0016]** FIG. 6 is a plan view of a player wagering area in accordance with a High Card Royals Poker preferred embodiment of the present invention; and

**[0017]** FIG. 7 is a schematic representation of the present invention, including a graphic depiction of a specialized deck of sixty high-value playing cards, the different suits grouped in separate quadrants.

### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

**[0018]** Reference is now made to the drawings wherein like numerals refer to like parts throughout. In FIG. 1, a playing surface **10** is configured to overlie a table of the type typically used for the play of poker games—generally circular or oval and sized to accommodate up to 10 players. Preferably inscribed in the playing surface **10** are locators for the various participants, forming a dealer area **14** and a plurality of player areas **18**. Additionally inscribed are a plurality of pay tables **22** that include descriptions of certain card combinations and the payoff odds thereof in accordance with the play of the present wagering game.

**[0019]** A community card area **28** is also inscribed in the playing surface **10**, providing a location in which the dealer can place the various community cards as they are turned over during play of the game. Additionally, a dealer dealing and

betting spot area 32 is provided to assist the dealer in tracking the wagers placed and, where required, providing an area for the dealer's cards.

[0020] The following ten playing card wagering games each utilize a traditional poker game layout, and may be played by 2 to 8 and 2 to 10 players or 1 to 6 or 1 to 10 players (as noted)—in the first five games, players play against one-another, and not the dealer, the next five games players play against the dealer not one-another.

[0021] The games require a specialized deck of 60 playing cards, which consists of 3 sets of the following makeup: Ace, King, Queen, Jack, and 10 of each of the following suits: Spades, Hearts, Diamonds and Clubs. There are no other cards utilized in the play of these games. Thus, for example the deck includes 3 sets of the following royal flushes (also known as “royals”): Spades (♠), A♠, K♠, Q♠, J♠, and 10♠, and 3 sets of the royals, Hearts (♥), Diamonds (♦) and Clubs (♣).

#### Game 1

##### 10 Card Kamikaze

[0022] In this game players play against one another not the Dealer.

[0023] Play of the game (for 2-10 people). Dealer deals 5 cards to every player face down. The Dealer then deals 5 community cards; face up, consisting of a 3-card flop, check or bet, then 1 “turn” card, check or bet, and 1 “river” card, check or bet from the players. These 5 community cards are available to all players, who combine one or all with selected cards from their individual hands to create the “best” poker card combination.

[0024] For example two hands:

Five community cards consist of: A♦, A♣, 10♥, 10♠, K♥.

Player 1's hand consists of: A♠, A♦, A♣, K♣, Q♦.

Player 2's hand consists of: 10♣, 10♠, 10♦, 10♠, K♠.

[0025] By utilizing the 5 community cards, Player 1 has 5 Aces; Player 2 has 6 10's, so Player 2 wins this hand. Where two or more players “tie” in the best hand, the pot is split. Kickers do not play in this game.

[0026] For example two hands:

[0027] Five community cards consist of: A♥, A♦, A♠, J♦, 10♣.

Player 1's hand consists of: A♣, K♠.

Player 2's hand consists of: A♠, Q♣.

[0028] By utilizing the 5 community cards, Player 1 has as 4 Aces; Player 2 has 4 Aces also. The hand is tied the pot is split.

[0029] The winning hands rank as follows—(highest to lowest):

- [0030] 10 of a kind
- [0031] 9 of a kind
- [0032] 8 of a kind
- [0033] 7 of a kind
- [0034] 6 of a kind
- [0035] Royal flush
- [0036] 5 of a kind
- [0037] 4 of a kind

[0038] And

[0039] Full house

#### Game 2

##### 7 Card Kamikaze

[0040] In this game players play against one another not the Dealer.

[0041] Play of the game (for 2-8 people). Dealer deals 3 face down cards to every player. After checking or betting, for those players still in the hand, an additional 3 cards are dealt face up, one card at a time, with betting or checking after each card dealt. For those players still in the hand after the 3 face up cards are dealt, a final card is dealt face down. Then players check or bet.

[0042] For example three hands:

Player 1's hand: A♣, A♠, A♥, 10♦, 10♥, Q♠, J♠ (Full house)

Player 2's hand: A♦, K♦, Q♦, J♦, 10♦, K♠, 10♠ (Royal flush)

Player 3's hand: Q♣, Q♠, Q♥, Q♥, Q♦, Q♠, 10♥ (Six of a kind)

In the above example the 6 of a kind is the winning hand. Where two or more players “tie” in the best hand, the pot is split. Kickers do not play in this game.

[0043] For example two hands:

Player 1's hand: J♠, J♦, J♠, J♥, J♠, A♠, K♥. (5 of a kind)

Player 2's hand: J♠, J♥, J♦, J♠, J♥, A♦, Q♠. (5 of a kind)

[0044] In the above example, Player 1 has 5 Jacks with Ace, King; Player 2 has 5 Jacks with Ace, Queen. The hands are tied, the pot is split.

[0045] The winning hands rank as follows—(highest to lowest):

- [0046] 7 of a kind
- [0047] 6 of a kind
- [0048] Royal flush
- [0049] 5 of a kind
- [0050] 4 of a kind
- [0051] Full house
- [0052] Straight
- [0053] And
- [0054] 3 pair

#### Game 3

##### 5 Card Kamikaze

[0055] In this game the players play against one another not the Dealer.

[0056] Play of the game (for 2-10 people). Dealer deals 2 face down cards to each player. Checking or betting, for those players still in the hand, the dealer deals an additional one (1) card face down. Another checking or betting occurs, for those players still in the hand, as the dealer then deals an additional one (1) card face down. This cycle is performed one additional time, with checking or betting; followed by the dealing of yet another one (1) additional card, face down to all remaining players. Then players check or bet.

[0057] For example three hands:

Player 1's hand: A♥, A♠, A♠, A♦, K♥ (4 of a kind)

Player 2's hand: 10♦, 10♥, 10♠, 10♠, 10♠ (5 of a kind)

Player 3's hand: A♠, K♠, Q♠, J♠, 10♠ (Royal flush)

[0058] In the above example the Royal flush is the winning hand.

[0059] Where two or more players “tie” in the best hand, the hand with highest “kicker” cards wins.

[0060] For example two hands:

Player 1's hand: A♥, A♥, A♠, K♠, Q♠ (3 Aces with King, Queen Kicker)

Player 2's hand: A♠, A♦, A♠, K♥, J♠ (3 Aces with King, Jack Kicker)



[0061] In the above example Player 1 has 3 Aces with a King, Queen Kicker, and Player 2 has 3 Aces with a King, Jack kicker.

[0062] Player 1 wins with 3 Aces, with King, Queen kicker.

[0063] In case of tie, with Kicker cards the hand is tied, the pot is split.

[0064] The winning hands rank as follows—(highest to lowest):

- [0065] Royal flush
- [0066] 5 of a kind
- [0067] 4 of a kind
- [0068] Full house
- [0069] Flush
- [0070] Straight
- [0071] 3 of a kind
- [0072] 2 pair
- [0073] And
- [0074] 1 pair

#### Game 4

##### Card Kamikaze with 2 Times Draw

[0075] In this game players play against one another not the Dealer.

[0076] Play of the game (for 2-10 people). Dealer deals 5 face down cards to each player. Checking or Betting follows, and all folding players give their respective 5 cards back to the Dealer. For those players still in the hand, any discarded cards are returned to the Dealer, the deck is reshuffled, and the remaining players are dealt replacement cards; face down, for their previous discards.

[0077] Checking or betting for those players still in the hand are taken, discards are again accepted by the Dealer, along with the cards of any player folding, the deck is again reshuffled, and the Dealer again deals replacement cards, face down, for those previously discarded. Then players check or bet.

[0078] For example three hands:

Player 1's hand: A♥, A♠, A♣, A♦, K♥ (4 of a kind)

Player 2's hand: 10♦, 10♥, 10♣, 10♠, 10♣ (5 of a kind)

Player 3's hand: A♠, K♠, Q♠, J♠, 10♠ (Royal flush)

[0079] In the above example the Royal flush is the winning hand.

[0080] Where two or more players "tie" in the best hand, the hand with highest "kickers" cards wins.

[0081] For example two hands:

Player 1's hand A♥, A♥, A♠, K♠, Q♠ (3 Aces with King, Queen Kicker)

Player 2's hand: A♠, A♦, A♠, K♥, J♠ (3 Aces with King, Jack Kicker)

[0082] In the above example: Player 1 has 3 Aces with a King, Queen kicker, and Player 2 has 3 Aces with a King, Jack kicker. Player 1 wins with 3 Aces, with a King Queen kicker. In case of tie, with kickers cards the hand is tied, the pot is split.

[0083] The winning hands rank as follows—(highest to lowest):

- [0084] Royal flush
- [0085] 5 of a kind
- [0086] 4 of a kind
- [0087] Full house
- [0088] Flush
- [0089] Straight
- [0090] 3 of a kind
- [0091] 2 pair
- [0092] And
- [0093] 1 pair

#### Game 5

##### 2 Card Kamikaze

[0094] In this game players play against one another not the Dealer.

[0095] Play of the game (for 2-10 people). Dealer deals 2 face down cards to each player. Checking or Betting follows, then 5 community cards are dealt face up consisting of 3 card ("flop") checking or betting; then 1 card ("turn") checking or betting; and 1 final card ("river") then checking or betting from players. These 5 community cards are available to all players, who combine one or all with selected cards from their individual hand to create the "best" poker card combination.

[0096] For example two hands:

Five community cards consist of: A♦, A♠, 10♥, 10♠, K♥

Player 1's hand consists of: A♠, K♠

Player 2's hand consists of: 10♠, 10♠

[0097] By utilizing the five (5) community cards, Player 1 has Full house; and Player 2 wins with 4-of-a-kind.

[0098] Where two or more players "tie" in the best hand, the pot is split. Kickers do not play in this game.

[0099] For example two hands:

Five (5) community cards consist of: A♠, A♦, A♥, J♥, 10♠

Player 1's hand consists of: A♠, K♠

Player 2's hand consists of: A♥, Q♦

[0100] By utilizing the five (5) community cards, Player 1 has 4 Aces; Player 2 has 4 aces also, the hands are tied, and the pot is split.

[0101] The winning hands rank as follows—(highest to lowest):

- [0102] 7 of a kind
- [0103] 6 of a kind
- [0104] Royal flush
- [0105] 5 of a kind
- [0106] 4 of a kind
- [0107] Full house
- [0108] Straight
- [0109] And
- [0110] 2 pair

#### Game 6

##### High Card

Easy Poker Play of the game (for 1-6 people) begins after placing initial bets, player betting area shown in FIG. 2. Dealer then deals 5 face down cards to each player (no cards are dealt to the dealer).

[0111] Each player is then allowed to pick up and view their respective 5-card hands, analyzing for winning/losing combinations. Winning hands for the players in this game are as follows: Royal Flush, 5 of a Kind, 4 of a Kind, Full House, Flush, Straight, 3 of a Kind, and 2 Pair (Aces-Up). If a player has a losing hand, the player places the hand, face up at the table. If a player has a winning hand, the hand is placed face down at the table.

[0112] The Dealer first collects all of the losing hands and losing bets. The Dealer then picks up and reviews each of the "Winning Hands" and pays in accordance with the published payout table. If a winning player had initially placed a bonus bet on the "Bonus Bet" table location, the "Winning Hands"

payoff is calculated from the “Bonus Bet Payout.” Bonus Bet has to be equal money bet from the regular bet.

[0113] The following are examples of player’s hands.

Player 1’s hand consists of: A♠, A♠, 10♦, 10♦, Q♣. (Winning hand)

Player 2’s hand includes: K♥, K♠, Q♦, Q♠, A♦. (Losing hand)

Player 3’s hand includes: A♥, A♦, K♠, Q♥, J♥. (Losing hand)

Player 4’s hand includes: A♠, K♦, Q♥, J♠, 10♠. (Winning hand) Player 5’s hand includes: Q♣, Q♥, Q♠, A♠, J♥. (Winning hand)

Player 6’s hand includes: J♦, J♦, J♠, 10♠, 10♥. (Winning hand)

[0114] The winning hands for the players in this game are as follows:

[0115] Royal flush

[0116] 5 of kind

[0117] 4 of kind

[0118] Full house

[0119] Flush

[0120] Straight

[0121] 3 of a kind

[0122] And

[0123] 2 Pair (Aces-Up)

PLAYERS WINNING HANDS			
REGULAR BET PAYOUT		BONUS BET PAYOUT	
ROYAL FLUSH SPADES PROGRESSIVE		ROYAL FLUSH SPADES	500-1
ROYAL FLUSH	1-1	ROYAL FLUSH	500-1
5 OF A KIND	1-1	5 OF A KIND	150-1
4 OF A KIND	1-1	FLUSH	40-1
FULL HOUSE	1-1	4 OF A KIND	10-1
FLUSH	1-1	STRAIGHT	3-1
STRAIGHT	1-1	FULL HOUSE	2-1
3 OF A KIND	1-1	3 OF A KIND	1-1
TWO PAIR (ACES UP)	1-1		

#### Game 7

##### High Card

##### 5 Card Poker

[0124] In this game Dealer deals 5 community cards; face up, consisting of a 3-card flop, 1 “turn” card, and 1 “river card”—see player betting area in FIG. 3. This is the only 5 card playing in this game.

[0125] Play of the game (for 1-6 people) begins after placing the first regular bet. Dealer dealing 3-card Flop face up, utilizing, where available, the dealer dealing spot area 32. Each player then decides whether to continue or not by placing a second bet, and those that do not continue forfeit their first bet. Dealer then deals 1 “turn” card face up. Again each player decides whether to continue or not by placing a third bet, and those that do not forfeit their previous bets. Dealer then deals 1 “river” card face up. At this point Dealer reviews the 5 card board and decides if players have winning hand or not.

[0126] Players winning hand in this game are as follows: Royal flush, 5 of a kind, 4 of a kind, Full house, Flush, Straight, 3 of a kind, and 2 pair (Aces-Up). The “Winning

Hands” are then paid in accordance with the published payout table. If a winning player had initially placed a bonus bet on the “Bonus Bet” table location, the “Winning Hands” payoff is calculated from the “Bonus Bet Payout”. Bonus Bet has to be equal money bet from the 1<sup>st</sup> regular bet.

#### Example 1

[0127] 5 Card board, A♦, A♥, 10♠, 10♠, Q♠. (Player’s winning hand)

#### Example 2

[0128] 5 Card board, K♥, K♦, Q♥, Q♠, J♠. (Player’s losing hand)

[0129] The winning hands for the players in this game are as follows:

[0130] Royal flush

[0131] 5 of a kind

[0132] 4 of a kind

[0133] Full house

[0134] Flush

[0135] Straight

[0136] 3 of a kind

[0137] And

[0138] 2 Pair (Aces-Up)

PLAYERS WINNING HANDS			
REGULAR BET PAYOUT		BONUS BET PAYOUT	
ROYAL FLUSH SPADES PROGRESSIVE		ROYAL FLUSH SPADES	500-1
ROYAL FLUSH	1-1	ROYAL FLUSH	500-1
5 OF A KIND	1-1	5 OF A KIND	150-1
4 OF A KIND	1-1	FLUSH	40-1
FULL HOUSE	1-1	4 OF A KIND	10-1
FLUSH	1-1	STRAIGHT	3-1
STRAIGHT	1-1	FULL HOUSE	2-1
3 OF A KIND	1-1	3 OF A KIND	1-1
TWO PAIR (ACES UP)	1-1		

#### Game 8

##### High Card

##### River Poker

[0139] In this game the players play against the Dealer’s hand not one another, with the player betting area shown in FIG. 4.

[0140] Play of the game (for 1-6 people) begins after placing an initial bet. Dealer then deals 3 face down cards to each player and 3 face down cards to Dealer.

[0141] Each player is then allowed to pick up and view their respective 3 card hands, and analyzing whether to continue by making a second bet. Those that do not continue forfeit their initial bet. Then Dealer deals 1 face down card to each player and 1 face down card to Dealer. Again players review their hands, and decide whether to continue or not by placing a third bet. Those who do not continue forfeit their previous bets. Then Dealer deals 1 face down river card to each player and 1 face down card to Dealer. Again players review their hands, and decide whether to continue or not by placing a fourth final bet. Those who do not continue forfeit their previous bets. All players who have placed the fourth final bet then place their cards face down; the Dealer then places his

cards in order face up. The Dealer picks up and reviews each player's hand, and if player has a winning hand then Dealer pays in accordance with the published payout table. If player hand and Dealer hand "tie" in poker card value, the hand with the "higher" kicker value card wins.

[0142] For example:

Dealer hand: A♥, A♠, K♠, Q♥, 10♠. (Losing hand)

Player hand: A♦, A♠, K♥, Q♠, J♥. (Winning hand)

[0143] In the above example Dealer hand has a pair of Aces with a K, Q, 10 Kicker, player hand wins with a pair of Aces with a K, Q, J Kicker.

[0144] In case of a "tie" with Kickers value card the hand is tied.

[0145] In this game the regular bets pay even money.

[0146] If a winning player had initially placed a bonus bet on the "Bonus Bet" table location, the "Winning Hands" payoff is calculated from the "Bonus Bet Payout". Bonus Bet has to be equal money bet from the 1<sup>st</sup> regular bet.

[0147] In this game the Dealer has to qualify a pair of Aces or better in order to pay the Player(s) 100% of the regular bet(s). If the Dealer does not so qualify (has less than a pair of Aces), Dealer pays 50% of the regular bet(s).

[0148] The winning card combinations are ranked as follows (highest to lowest):

[0149] Royal flush

[0150] 5 of a kind

[0151] 4 of a kind

[0152] Full house

[0153] Flush

[0154] Straight

[0155] 3 of a kind

[0156] 2 Pair

[0157] 1 Pair

PLAYERS WINNING HANDS PAYOUT	
REGULAR BET PAY EVEN MONEY	
4 of a kind loss from	Progressive
5 of a kind or Royal	
BONUS BET PAYOUT	
ROYAL FLUSH	500-1
5 OF A KIND	150-1
FLUSH	40-1
4 OF A KIND	10-1
STRAIGHT	3-1
FULL HOUSE	2-1
3 OF A KIND	1-1

#### Game 9

#### High Card

#### 2 Star Poker

[0158] In this game Dealer providing 5 cards to Player Hand and 5 cards to Dealer Hand. These are the only 10 cards played in this game.

[0159] Play of the game (for 1-8 people) begins after placing initial bets (player hand, dealer hand, tie hand, or bonus bet). Dealer then deals 5 face down cards to Player hand and 5 face down cards to Dealer hand—see FIG. 5 and the dealer dealing spot area 32. Dealer then picks up player hand and sorts cards. Then Dealer picks up Dealer hand and sorts the cards and begins to review both hands to determine which

hand is the winner. For example if Player hand wins Dealer then collects all losing bets from Dealer hand and Tie hand. Then Dealer pays all players that have bets on Player hand. If player hand and Dealer hand "tie" in poker card value, the hand with the "higher" kicker value card wins.

[0160] For example:

Dealer hand: K♠, K♠, A♥, Q♦, 10♠. (Losing hand)

Player hand: K♥, K♠, A♠, Q♠, J♠. (Winning hand)

[0161] In the above example Dealer hand has a pair of Kings with an A, Q, 10 Kicker; player hand wins with a pair of Kings with A, Q, J Kicker.

[0162] In case of a "tie" with Kickers value card the hand is tied. In that case whoever bet on a tie hand becomes the winner. If a player had initially placed a bonus bet on the "Bonus Bet" table location, the "Winning Hands" payoff is calculated from the "Bonus Bet Payout".

[0163] Winning hands are subject to a five percent (5%) commission to the House from winning bets: Dealer Hand and Player Hand.

[0164] The winning card combinations are ranked as follows (highest to lowest):

[0165] Royal flush

[0166] 5 of a kind

[0167] 4 of a kind

[0168] Full house

[0169] Flush

[0170] Straight

[0171] 3 of a kind

[0172] 2 Pair

[0173] 1 Pair

PLAYERS WINNING HANDS PAYOUT	
TIE HAND	80-1
DEALER HAND	1-1
PLAYER HAND	1-1
BONUS BET PAYOUT	
ROYAL FLUSH	500-1
5 OF A KIND	150-1
FLUSH	40-1
4 OF A KIND	10-1
STRAIGHT	3-1
FULL HOUSE	2-1
3 OF A KIND	1-1

#### Game 10

#### High Card

#### Royals Poker

[0174] In this game the players play against the Dealer's hand not one another, with the player betting area shown in FIG. 6.

[0175] Play of this game (for 1-6 people) begins after placing an initial bet. Dealer then deals 5 face down cards to each player and 5 face down cards to Dealer.

[0176] Each player is allowed to pick up and view their respective 5 card hands, and analyzing whether to continue by making a second regular bet. Those that do not continue forfeit their initial bet. All players then place their cards face down; the Dealer then places his card in order face up. The Dealer picks up and reviews each player's hand, and if player has a winning hand then Dealer pays in accordance with the published payout table. If player hand and Dealer hand "tie" in poker card value, the hand with the "higher" Kicker value card wins.

[0177] For example:

Dealer hand: A♥, A♠, K♠, Q♥, 10♠. (Losing hand)

Player hand: A♦, A♠, K♥, Q♠, J♥. (Winning hand)

[0178] In the above example Dealer hand has a pair of Aces with a K, Q, 10 Kicker, player hand wins with a pair of Aces with a K, Q, J Kicker.

[0179] In case of a “tie” with Kickers value card the hand is tied.

[0180] In this game the regular bets pay even money.

[0181] If a winning player had initially placed a bonus bet on the “Bonus Bet” table location, the “Winning Hands” payoff is calculated from the “Bonus Bet Payout”. Bonus Bet has to be equal money bet from the 1<sup>st</sup> regular bet.

[0182] In this game the Dealer has to qualify a pair of Aces or better in order to pay the Player(s) 100% of the regular bet(s). If the Dealer does not so qualify (has less than a pair of Aces), Dealer pays 50% of the regular bet(s).

[0183] The winning card combinations are ranked as follows (highest to lowest):

[0184] Royal flush

[0185] 5 of a kind

[0186] 4 of a kind

[0187] Full house

[0188] Flush

[0189] Straight

[0190] 3 of a kind

[0191] 2 Pair

[0192] 1 Pair

PLAYERS WINNING HANDS PAYOUT	
REGULAR BET PAY EVEN MONEY	
4 OF A KIND LOSS FROM 5 OF A KIND OR ROYAL	PROGRESSIVE
BONUS BET PAYOUT	
ROYAL FLUSH	500-1
5 OF A KIND	150-1

-continued

PLAYERS WINNING HANDS PAYOUT	
FLUSH	40-1
4 OF A KIND	10-1
STRAIGHT	3-1
FULL HOUSE	2-1
3 OF A KIND	1-1

[0193] My invention has been disclosed in terms of a preferred embodiment thereof, which provides wagering games of high card poker that are of great novelty and utility. Various changes, modifications, and alterations in the teachings of the present invention may be contemplated by those skilled in the art without departing from the intended spirit and scope thereof. It is intended that the present invention encompass such changes and modifications.

1-15. (canceled)

16. A deck of playing cards consisting of 60 individual cards, the cards consisting of:

three Aces, three Kings, three Queens, three Jacks, and three Tens in a Spade suit;

three Aces, three Kings, three Queens, three Jacks, and three Tens in a Heart suit;

three Aces, three Kings, three Queens, three Jacks, and three Tens in a Diamond suit; and

three Aces, three Kings, three Queens, three Jacks, and three Tens in a Club suit.

17. A collection of 60 playing cards comprising two primary aspects of suits and playing card values, wherein:

the cards of the collection consist of four suits denominated as Spades, Hearts, Diamonds, and Clubs; and

the cards of the collection consist of 15 cards in each of the four suits having 5 playing card values consisting of Aces, Kings, Queens, Jacks, and Tens.

18. The collection of 60 playing cards of claim 17, wherein the playing card values consist of three Aces, three Queens, three Jacks, and three Tens in each of the four suits.

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