A board game and method of play for a game which involves rapid paced action, chance and attention to detail. The board includes a plurality of game cards on a game board having a matrix of number with letters as column headings. Players purchase cards (locations on the board) and have a hand held duplicate for markup. In addition to game cards, players can purchase select special number sequences to win. The game is accelerated by providing a numerical designator adjacent or on the card which is the winning combination of numbers so that the player can see the combination without looking to the matrix of number on card.
<table>
<thead>
<tr>
<th>Fig. 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>41</td>
</tr>
<tr>
<td>BINGO</td>
</tr>
<tr>
<td>1 25 36 56 62</td>
</tr>
<tr>
<td>5 26 31 55 64</td>
</tr>
<tr>
<td>4 21 33 52 63</td>
</tr>
<tr>
<td>6 22 34 51 66</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>42</th>
</tr>
</thead>
<tbody>
<tr>
<td>BINGO</td>
</tr>
<tr>
<td>1 25 36 55 66</td>
</tr>
<tr>
<td>6 22 34 56 64</td>
</tr>
<tr>
<td>3 24 33 53 62</td>
</tr>
<tr>
<td>4 26 31 51 61</td>
</tr>
<tr>
<td>5 22 33 54 64</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>43</th>
</tr>
</thead>
<tbody>
<tr>
<td>BINGO</td>
</tr>
<tr>
<td>2 24 32 51 66</td>
</tr>
<tr>
<td>3 22 33 53 65</td>
</tr>
<tr>
<td>4 23 35 54 63</td>
</tr>
<tr>
<td>1 21 31 55 61</td>
</tr>
<tr>
<td>5 26 34 56 64</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>44</th>
</tr>
</thead>
<tbody>
<tr>
<td>BINGO</td>
</tr>
<tr>
<td>1 21 35 55 61</td>
</tr>
<tr>
<td>5 26 33 52 62</td>
</tr>
<tr>
<td>4 25 34 53 65</td>
</tr>
<tr>
<td>5 24 32 51 64</td>
</tr>
<tr>
<td>2 23 33 51 63</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>45</th>
</tr>
</thead>
<tbody>
<tr>
<td>BINGO</td>
</tr>
<tr>
<td>5 21 35 55 66</td>
</tr>
<tr>
<td>3 23 31 54 62</td>
</tr>
<tr>
<td>4 24 35 52 64</td>
</tr>
<tr>
<td>2 26 34 53 66</td>
</tr>
<tr>
<td>6 21 34 55 65</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>46</th>
</tr>
</thead>
<tbody>
<tr>
<td>BINGO</td>
</tr>
<tr>
<td>1 21 35 55 61</td>
</tr>
<tr>
<td>6 26 33 52 62</td>
</tr>
<tr>
<td>4 25 34 53 65</td>
</tr>
<tr>
<td>5 24 32 51 64</td>
</tr>
<tr>
<td>2 23 33 51 63</td>
</tr>
</tbody>
</table>
CASINO STYLE BOARD GAME WITH GAME ACCELERATOR AND METHOD

CROSS-REFERENCE TO RELATED APPLICATION


BACKGROUND

[0002] 1. Field of the Disclosure
[0003] The present disclosure invention is directed to board games and methods of play, which involve chance, risk and strategy.
[0004] 2. Description of the Related Art
[0005] Board games of many types are known in the art. Examples of these are U.S. Pat. No. 5,435,565 to Benderet, U.S. Pat. No. 7,021,626 to Butler, U.S. Pat. No. 6,764,077 to Miravete and U.S. Pat. No. 7,597,326 to D’antonio. Likewise games played at casinos are likewise well known. Bingo is also known in the art.
[0006] Both Bingo and casino games are highly popular. Bingo has broad appeal and is very scalable by the mere addition of more cards. Casino games, such as roulette are likewise popular because they are highly engaging but cannot be played in locales which are not license for casino play.
[0007] Creation of a game which combines the advantages of bingo and other board games with the engagement and excitement of casino games would be highly attractive. The present disclosure provides a solution which achieves those and other objectives with an innovative solution.

BRIEF SUMMARY OF THE INVENTION

[0008] The following summary is intended to assist the reader in understanding the full disclosure and the claims. The claims define the scope of the invention, not this summary.
[0009] The disclosure includes a game board comprising any or all of the following elements:
[0010] a. a longitudinal game surface having a sequence of imprinted game cards and special purpose areas spaced along the longitudinal length of the surface;
[0011] b. each game card including a matrix of numbers of x horizontal rows and y vertical columns, and a header row with a series of letters to designate each column; said numbers being selected from a defined set of numbers; said numbers never being repeated in any given row;
[0012] c. each game card including a two digit numerical designator generally adjacent or somewhere associated with the card, which is card number; said designator having a first digit corresponding to the digits in the first column of the card (which are preferably single digit numbers, but if more than one digit, the mathematically most significant digit—leftmost), and a second digit corresponding the least significant—rightmost digit of the numbers in the last column;
[0013] d. each numerical designator being a first or second color;
[0014] e. special purpose areas including an area designed with a number (Z) not otherwise used for the other cards, an area designed with a double of the unused number (ZZ), an area designed with a triple of the unused number (ZZZ), an area designed with the number 1 to 36, an area designed with the number 41 to 66, Odd cards, Even cards.
[0015] The disclosure also includes a game board wherein there are 36 game cards and wherein the cards are arranged on the board into three longitudinal rows of 12 cards.
[0016] The disclosure also includes a game board wherein each of said cards in said rows is designated by a first or second color and wherein said cards alternate colors longitudinally and laterally so that no two cards of the same color are longitudinally or laterally adjacent but that cards diagonally adjacent are the same color.
[0017] The disclosure also includes a game board wherein said board is grouped into three lateral segments of 12 cards and wherein said special purpose areas include a designated area for a first, second and third group of 12 cards.
[0018] The disclosure also includes a game board wherein adjacent said game cards is special purpose area of three spaces marked 7, 77, and 777.
[0019] The disclosure also includes a game board a random number sequence generate capable of randomly presenting individual numbers from a defined universe of numbers, in response to user actuation; including any or all of the following:
[0020] a. a game board including a longitudinal game surface having a sequence of imprinted game cards and, optionally special purpose areas spaced along the periphery of the cards;
[0021] b. each game card including a matrix of numbers of x horizontal rows and y vertical columns, and a header row with a series of letters to designate each column; said numbers being selected from said universe of numbers; said numbers never being repeated in any given row;
[0022] c. each game card including a numerical designator generally near the header row, but at least associated with a particular card, said designator having a first digit corresponding to the digits in the first column of the card, and a second digit corresponding the last digit of a number in the last column;
[0023] d. each numerical designator being a first or second color;
[0024] e. said special purpose areas including an area designed with the number 7 (other digit not previously used, designed with a number (Z) not otherwise used for the other cards, an area designed with a double of the unused number (ZZ), an area designed with a triple of the unused number (ZZZ), an area designed with the number 1 to 36, an area designed with the number 41 to 66, Odd cards, Even cards.
[0025] The disclosure also includes a game accelerator for a board game having a matrix of number in N rows and M columns and wherein the first of said M columns is populated with numbers in each cell and wherein the Mth, typically last, column is populated with a number and wherein the game card includes a two digit numerical designator adjacent the card which is formed from the most significant digit (mathematically the left most digit) of the number in the first column and the least significant digit of the number in the Mth column said digit from said first and Mth column being concatenated (combined but not summed) to form a two digit number corresponding exactly to the winning number card; thereby accelerating game play by providing a rapid recog-
ition mechanism for the player. The First column need not be the geometrically first column and the Mth column need not be the last.

The disclosure also includes a method of accelerating a bingo-style game in a board game matrix of N rows and M columns, the method comprising populating at least two of the cells in the matrix by a number; designating the winner of the game as a holder of a game card with the highest order digit of a number from one cell and the least significant digit from another cell and marking the card with a numerical designator with a card number being the concatenation of said most and least significant digits, so that game play is accelerated whereby the designator eliminates the need to review the entire matrix to determine the win.

The disclosure also includes a method of playing a board game having any or all of the following: sequence number generator capable of randomly presenting individual numbers from a defined universe of numbers in response to user actuation; a longitudinal game surface having a sequence of imprinted game cards and special purpose areas spaced along the longitudinal length of the surface, each game card including a matrix of numbers of X horizontal rows and Y vertical columns, and a header row with a series of letters to designate each column; said numbers being randomly selected from said universe of numbers; said numbers never being repeated in any given row; each game card including a numerical designator generally above the header row; each numerical designator being a first or second color; special purpose areas including an assigned with a number (Z) not otherwise used for the other cards, an area designed with a double of the unused number (ZZ), an area designed with a triple of the unused number (ZZZ), an area designed with the number 1 to 36, an area designed with the number 41 to 66, odd cards, even cards; comprising the steps of:

- selling game cards to players;
- selling betting rights to special purpose areas to players;
- generating a number from said universe of numbers corresponding to at least one space on a game card and announcing said generated numbers sequentially;
- having users mark their cards to indicate the presence of the announced numbers on their card;
- having users announce a potential winning card when numbers on a card form a predetermined required winning pattern on their card;
- if, a player fails to announce their winning sequence before the next number is generated, voiding that win, but allowing the player to continue play in the event of another winning pattern being achieved as numbers are announced;
- calculating the winnings of winning players and paying same.

The disclosure also includes a method of playing a board game having any or all of the following steps of offering players the opportunity to purchase at least one of the following special purpose areas on the game board for play:

- purchase all cards with an odd numbered numerical designator;
- purchase all cards with an odd numbered numerical designator;
- purchase all cards with a numerical designator of the first color;
- purchase all cards in a particular range of numerical designator numbers;
- purchase a card with a numerical designator of 7 which has a winning pattern of at least one 7 in a first column is announced;
- purchase a card with a numerical designator of 77 which has a winning pattern of sevens in a second is announced;
- purchase a card with a numerical designator of 777 which has a winning pattern of a seven in the first column and second column are announced.

The disclosure also includes a board game having any or all of the following: a game board having a plurality of card images aligned in a plurality of parallel longitudinal rows; each of said game card images include a matrix of numbers and header number corresponding to the numbers which must be announced for that card to be a winning card; said header number being a concatenation of digits from numbers within the matrix which are required to be called to win.

The disclosure also includes a board game having any or all of the following: a row of first indicator spaces at the end of each of said parallel rows, said indicator space includes the row number thereby serving as an indicator for betting on the entire row by using the appropriate marker in the space.

The disclosure also includes a board game having any or all of the following: a row of second indicator spaces parallel with said rows, said second row having a width which longitudinally spans a portion of said first row, thereby serving as an indicator for betting on a span of adjacent first rows as a block.

The disclosure also includes a board game having any or all of the following: cards are designated with one of two colors, and further including a row of third indicator spaces parallel with said rows, said third row having a color choice designation for each of said two colors, serving as an indicator for betting on all cards of that color.

The disclosure also includes a board game having any or all of the following: cards have a header number which is either even or odd number, and further including a row of fourth indicator spaces parallel with said rows, said fourth row having a parity choice designation for even or odd, serving as an indicator for betting on all cards of that parity.

The disclosure also includes a board game having any or all of the following: the cards include a first row in a matrix numbered from 1 through N, where N is the last number and less than 10; and a second row in a matrix numbered with a two digit number, said least significant digit likewise being numbered from 1 through N.

The disclosure also includes a board game having any or all of the following additional cards, said additional cards including requiring only a single number to chosen to win.

**BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS**

- FIG. 1 illustrates a top plan view of a game board.
- FIG. 2 is a closeup view of game cards 11-16 shown in FIG. 1.
- FIG. 3 is a closeup view of game cards 21-26 shown in FIG. 1.
The present description relates to a game of chance board game using a game board 110 which may be an actual board or an imprint on material or an overlay web such as decal.

The board may be arranged in different pattern and still permit play but the preferred arrangement is shown in FIG. 1. The longitudinal portion of the board includes 36 game card images 112 arranged in three rows. The cards resemble Bingo cards, and are thus referred to as such herein. The cards are shown in a sideways readable alignment but may be right side up, upside down or sideways reverse readable.

At one end of the rows are three marker I, II and III (114) which are labels for the rows and allow betting on an entire row.

At the other end of the rows are optional set three cards marked 7, 77, and 777 (116). In games with such cards 116, the total number of cards is 39, otherwise it is 36. Instead of cards 116, cards 767, 067 and B7 (FIG. 9) may be substituted. They have the same function as the 7s cards, meaning B7=7, O67=77 and 767=777. Reference to one shall be taken as reference to the other herein. Note that the number 7 is not required. Any number not already used “2” (meaning any number). It can be any number preferably a single digit, so long as it is not a number used for the other regular 36 cards.

Perpendicular to cards 112 are two rows of indicators. The first row 118 are marked at First 12 Card Pack, Second 12 Card Pack and Third 12 Card Pack and are aligned over groupings of 12 cards 112. A marker on these areas indicates a bet on the 12 cards immediately above.

The bottom row 120 adjacent row 118 are special betting rows for combinations of cards indicated in the boxes.

Indication 122 is labeled cards 11-36—B1, B2, B3 and are for betting on cards 11-36 which all include the numbers B1, B2, or B3 which is half of all cards 11-66.

Indication 124 is labeled all even cards 066, 068 and are for betting on which have winning O numbers which are all even and include 066 and 068.

Indication 126 is labeled all red cards (which are the odd numbered cards which have odd numbered digits above the cards and are indicated as red is indicated by gray vs. black) and are for betting on all even cards.

Indication 130 is labeled on all Odd cards and are for betting on all Odd numbered cards with the winning combinations being 062, 064 or 065.

Indication 132 is labeled cards 41-66 with a winning combination of B4 B5 or B6 which is half of all cards 11-66.

A ball dispenser (or other number generator) not shown, but well known in the art is used to generate numbers for the caller. In the preferred embodiment, the dispenser is known as a blower and two are used or a single blower with two chambers are used.

In a 36 card game there six balls each 1-6 starting with B and 6 balls each 1-6 starting with O. In a 39 card game there are three additional balls with the number 7. Cards 116 function as follows. If a single 7 appears the 7 card is a winner. If two 7s appear the 77 card is a winner and if three 7s are chosen, then card 777 appears. Because there are only three 7s in the blower, the chances of any one of them occurring are very small relative to b1-6 and O1-6 where there are 6 of each (though other repetitions 1, 2, 3, 4, 5, 6 or more may be used.)

The payout odds are commensurate with the diminished likelihood that a particular combination will be chosen.

Methods of Play: The game is preferably played on a table top surface which supports a game board which has a plurality of game card represented thereon spaced along the surface in the form of a grid of showing one of 36 unique play cards. The players select/purchase the card(s) which they wish to play. A number generator randomly selects numbers corresponding to the numbers on the cards in a completely random order. The number generation can be mechanical or electronic. A common mechanical type is known as a blower.

Players purchase bingo cards and compete to match the numbers on their cards with numbers drawn using a random number selector/blower. Players who attain the game-ending pattern of a combination of one B number and an O number (or the 7, 77 or 777 option mentioned above) on their cards are awarded prizes.

At least two players are required for a game to commence. Players purchase card locations on the board or grid 110 by placing playing chips or other markers thereon, representative of cash value, on the table (called a “card-purchase table”). Each card station/spot on the grid displays one of 36 unique cards available for play. Placement of the chips on the table determines which of the 36 cards a player purchases. Thus, if a player places a $1 chip on card number 61 on the table, that player has thereby purchased card number 61 for $1. Players may purchase one card or more, and may do so at varying pre-established purchase levels.

The game utilizes one card permutation or “perm”, containing all possible combinations given the orientation of numbers available on the card. In the preferred embodiment, the cards resemble Bingo cards with the word BINGO spelled across the top and having a matrix of 5 numbers under each of these letters creating a 5x5 cell (not counting the Bingo legend). There are 36 cards in the set, all of which are displayed on the card-purchase table. In addition to the table...
display of available bingo cards, each player may also receives a booklet, electronic tablet or other representation of the 36 cards that are identical to the cards printed on the table. Thus, each player has a defined space on the table corresponding to their purchased cards but also has a physical representation of his/her card(s) as the game progresses, and each player may indicate the numbers which have been called (daub that card) as numbers are called. In one embodiment, each card contains a grid with 5 rows and 5 columns. At the top of each column appear the letters B, I, N, G and O. There is a number in each of the grid squares except the middle square (third row in the N column), which is a “free” square. Each card is numbered, as explained above with a two digit number which represents the winning B and O numbers needed for that card to win. Each card is also designated black or red and odd or even (based on the last digit of the two digit number) (200).

0080 The operative grid squares are the third row in the B column and the third row in the O column. None of the other squares are used in playing the preferred game but is optionally possible. Although the other squares on the board contain numbers, these numbers play no function in the game. Limited the game to only the B and O columns increases the frenetic experience and shortens the rounds.

0081 A game-ending pattern is achieved, and the game ends, when a player (or players) have a total sum equal to the last column sum, which corresponds to the sum of the numbers appearing in the third row in the B column and the third row in the O column on a single card that s/he purchased. In the preferred embodiment, there are no interim or progressive patterns or prizes.

0082 The numbers appearing in the third row in the B column range from 1-6. The numbers appearing in the third row in the O column range from 61-66. B1-B6 and O61-O66 are the only numbers used in the game.

0083 Commencing Game Play: To play, players must first obtain playing chips. Each chip is representative of a fixed dollar value. The smallest dollar value for a chip is $1, but chips may also have dollar values that are greater than $1 (e.g., $5, $10, $100, etc.). Players purchase bingo cards using playing chips. Prizes are preferably paid out in chips, which players may then redeem for cash. Players may purchase one or more chips, which are located on the board. A player purchases cards by placing his/her chips on the card-purchase table in a manner that indicates which card(s) s/he is buying and in what denomination. For example, if a player wants to purchase one card for one dollar, she places a $1 playing chip on the card she wishes to purchase.

0084 Upon purchasing bingo cards the player locates his/her cards within the card-display book available at the table. The player will use this book to mark/daub his/her card(s) as numbers are drawn and called.

0085 Card Purchase: Players may buy individual cards of packs of cards. Card packs contain 1, 2, 3, 4, 6, 12, or 18 cards. Cards and card packs may be purchased in the following constellations:

0086 A single card, by placing a chip(s) in the middle of any square on the interior of the game board 110 which is also referred to as a card purchase grid.

0087 Two adjacent cards, by placing a chip(s) between any two squares on the interior of the card purchase grid.

0088 Three cards contained in a single grid row, by placing a chip(s) at the bottom of any row of squares on the interior of the grid.

0089 Four adjacent cards by placing a chip(s) at the corner of four squares on the interior of the grid.

0090 Six cards in two adjacent rows of three by placing a chip(s) at the bottom intersection of any two rows of squares on the interior of the grid.

0091 All odd-numbered cards, by placing a chip(s) in the area on the card-purchase table that says “Odd Cards.” There are 18 odd-numbered cards.

0092 All even-numbered cards, by placing a chip(s) in the area on the card-purchase table that says “Even Cards.” There are 18 even-numbered cards.

0093 All red cards, by placing a chip(s) in the area on the card-purchase table that says “Cards” on a red background. There are 18 red cards.

0094 All black cards, by placing a chip(s) in the area on the card-purchase table that says “Cards” on a black background. There are 18 black cards.

0095 The twelve cards located in rows I, II or III by placing a chip(s) in the area on the card-purchase table that says “I,” “II,” or “III.”

0096 Cards 11 to 36 (18 cards) by placing a chip(s) in the area on the card-purchase table that says “cards 11 to 36.”

0097 Cards 41 to 66 (18 cards) by placing a chip(s) in the area on the card-purchase table that says “cards 41 to 66.”

0098 The first, second or third sets of 12 cards by placing a chip(s) in the area on the card-purchase table that says “First 12 Card Pack,” “Second 12 Card Pack,” or “Third 12 Card Pack.”

0099 In the 39 card version three 7 numbers included in the random number selector pool and win as explained above. In FIG. 9, the alternative to the 777 game cards is shown. Card 767 has a 7 in the B column and is played normally but B7 occurs only once and thus has a high payout (500:1). Card 667 has a 67 in the O column (the first digit in the O column is ignored) and thus the winning combination is 67 which is less rare at 35:1 odds. B7 pack requires a B7 only and is 35:1.

0100 Cards may only be purchased in the constellations listed above. Players may purchase any number of cards in any permitted constellation(s).

0101 In addition, the player may buy each card for varying denominations.

0102 A single card may be purchased for a minimum of $1, but players may elect to pay more, thus increasing the potential prize.

0103 Card packs of up to 11 cards in the constellations noted above may be purchased for a minimum of $1 per pack, but players may elect to pay more, thus increasing the potential prize.

0104 Card packs of 12 and 18 cards in the constellations noted above may be purchased for a minimum of $5 per pack, but players may elect to pay more, thus increasing the potential prize.

0105 Thus, cards may be purchased for operator determined denominations in constellations as noted above.

0106 All players, regardless of buy-in level, have the same opportunity to win all prizes, although the prize amounts associated with these winning patterns vary depending on the buy-in level.

0107 Multiple players may purchase the same card. This occurs if one player places his/her chips on the same square on the card-purchase table as another player, or when one player purchases a pack of cards that includes cards pur-
chased by another player. When this occurs, each player plays his/her card individually. Each player must daub his/her card individually in order to win.

[0108] Once players place their chips on the card purchase table and the bingo caller accepts them, the chips belong to the operator and the cards belong to players. The caller leaves the chips on the table until the game ends. This enables the caller to keep track of card purchases. When the game ends, the player gathers all of the chips previously used to purchase the cards.

[0109] Ball Draws: At least two players are required for a round of to commence. After two or more players have purchased their cards, the caller proceeds to draw numbers using a number generator. For example is a mechanical blower with balls is used, two sets of balls are placed into the blower. The first set contains six “B” balls numbered 1-6, and the second contains six “O” balls numbered 61-66. One or more sets of each type of ball are placed into the blower, provided that the same number of sets of B and O balls must be used. Thus, if three sets of B balls are used (for a total of 18 B balls), three sets of O balls must also be used. Typically, six sets of B and O balls are used, for a total of 36 B balls and 36 O balls. For ease of play the B balls and the O balls are different colors are preferred.

[0110] Balls may be drawn in several ways, as follows:

[0111] a. Single blower play: If one blower is used, all of the B balls and all of the O balls are placed into one blower. Drawing begins, and balls are drawn until the first B ball emerges. Thus, if the first two balls are O balls they do not count; only the first B ball counts and the unused ball is returned to the hopper. The first B ball to emerge from the blower is called, and players are given time to scan their cards to determine whether they have a corresponding number in their third row B column. In fact, they only need to look at the number (200) appearing adjacent the card because the B digit is the first digit and the O digit is the second. The bingo caller then commences drawing again, this time seeking the first O ball. Balls are drawn until an O ball emerges. Any balls drawn until the first O ball emerges are disregarded and returned to the blower. Once an O ball emerges the bingo caller calls the number and gives players time to locate the selected number on their cards and daub the cards on the board. If no player has achieved the game-ending after the first B and O balls have been drawn, the bingo caller continues to draw B and O balls sequentially, until a player achieves the game winning pattern which consists of the completion of the B and O columns in the 3rd row in the 5x5 matrix. In each of these subsequent draws, the caller draws balls until a ball of the required type emerges. Thus, after the first O ball is drawn, the caller must continue drawing until a B ball emerges. And following that B ball, the caller will continue to draw balls until an O ball emerges. This continues until a player calls a bingo. If the same numbered ball is drawn it is discarded, with the caller continuing to draw until a previously unused ball emerges. For example B-1 is drawn. Then O-63 is drawn. Then B-1 is drawn the caller disregards the second B-1 and continue drawing for a different B ball.

[0112] Two blowers: The game is preferably played with two blowers, or a blower with two chambers, one for the B balls and one for the O balls. When played this way, the game progresses faster. After players purchase their cards the caller draws the first ball from the B blower. Players are given time to scan and daub their cards. The caller then draws a ball from the O blower, and players are given time to scan and daub their cards. If no player achieves the game-winning pattern after the second draw, the caller proceeds to draw another B ball, followed by another O ball, and so on, until a player achieves the game-winning pattern. If a ball has already been called (i.e. a repeat) the second occurrence is disregarded with the caller continuing to draw until a previously unused ball emerges.

[0113] Daubaing. Optionally, after the first B and O balls have been displayed, players are required to daub those numbers on their hand held cards/representations within the time frame allotted by the caller. This time period, determined by the caller based on his/her perception of what constitutes a reasonable amount of time given the circumstances of each game, varies but is typically at least 2 seconds.

[0114] The player is required to use a coin, plastic chip, dry-erase marker, finger, electronic marker or other object to daub the numbers drawn on the laminated cards/representations available around the table.

[0115] If the player with the potential game ending pattern daubs the numbers and calls a bingo within the time allotted prior to the next draw, the game will be declared over.

[0116] The bingo caller will then ask whether any other player/s have achieved and daubed a game-ending pattern.

[0117] All players who have achieved and daubed a game-ending pattern will be awarded a value of prize as indicated in the prize tables based on the buy-in level and number of balls used.

[0118] Sleeping a Putter: If a player fails to daub the first B number drawn, nothing happens. At that point it is not possible for any player to achieve a win. However, once an O number is drawn, a player must daub at least one B and O numbers in order to win a prize.

[0119] Optionally, a player that does not daub the drawn numbers before the caller draws the next ball will be deemed to have slept any pattern and prize that may have been awarded following that draw. A player that sleeps a bingo forfeits the prize for that round of play.

[0120] While a player who sleeps a still has the opportunity to daub the slept numbers following subsequent ball draws, s/he can only claim the prize that is available for that subsequent draw. Such a player may not claim the prize that would have been available had s/he daubed and called his/her card on time. Thus, if a player sleeps after a completing a row the first O ball is drawn, s/he forfeits the first tier prize. Upon daubing and calling her win following the next ball draw, s/he will only be entitled to the second tier prize.

[0121] If a player with a potential game-ending pattern sleeps the win, the game continues. The caller will draw the next ball required for the next potential winner of the game-ending pattern. Drawing continues until at least one player obtains and daub a game-ending pattern.

[0122] Achieving a Win and Ending the Game: The game ends when one or more players daubs and calls a game-ending pattern. When this occurs, the caller will check the winning cards to ascertain that a bingo has in fact been achieved, and will confirm the win. The caller will place a marker on the card-purchase table to indicate which card has won. The caller then reminds players to check and daub their cards, and then calls ends the game.

[0123] Once the game is ended and winners are identified, the caller will pay out prizes using playing chips. If more than
one player obtains a game-ending pattern, each player who obtained the pattern is awarded a prize.

Prizes and Commissions: There are two tiers of prizes in the game. When a game-ending pattern is achieved after the first B and O balls are drawn, winning players receive a first tier prize. When a game-ending pattern is achieved following any subsequent ball draw, a second tier prize is paid out.

First tier prizes: The payout for a first tier prize is 36 times the amount for which the winning card was purchased. Thus, if a player purchased the winning card for $1, the prize is $36. If the player purchased the winning card for $0.50 (by purchasing a pair of cards, achieved by placing chips on the line dividing the two cards on the card-purchase table), the prize is $18. If the player purchased the winning card for $0.1667 (by purchasing a set of 6 cards, achieved by placing chips at the bottom of the card-purchase table between two rows of squares), the prize is $6.

Second tier prizes: second tier prizes may also be awarded.

A commission is paid to the operator on all prizes. This commission is paid in addition to the price of the cards, which the operator also keeps. The minimum commission on each prize is $1, and the commission is always rounded up to the nearest dollar. For example:

A player purchases a pack of “even” cards for $20. One of these cards wins a first-tier prize. The prize for that win is $40, minus a 5% commission, leaving the player with a $38 payout.

A player purchases one card for $1. The card wins a first-tier prize. The prize for that win is $36, minus a 5% commission ($1.8) rounded up to the nearest dollar, leaving the player with a $34 payout.

A player purchases 6 cards for $1. The card wins a first-tier prize. The prize for that win is $6, minus a 5% commission ($0.3) rounded up to the nearest dollar, leaving the player with a $5 payout.

The 7’s Options: In addition to the options noted above, there is a version of the game that includes three additional card-purchase options, called the “7’s Options.” Players purchase these options by placing chips on one of three rectangles printed at the top of the grid on the card-purchase table. The first 7’s rectangle contains the digit 7, the second rectangle contains the digits 77, and the third rectangle contains the digits. Players may purchase the 7’s cards for $1 or more.

The “7” card is a bingo card that contains “7” in the third row of the “B” column and the “O” column is a free space denoted as a star. A win is achieved on the “7” card when the B-7 ball is drawn.

The “77” card is a bingo card that contains “67” in the third row of the “O” column, and the “B” column is a free space denoted as a star. A win is achieved on the “77” card when the O-67 ball is drawn.

The “777” card is a bingo card that contains “7” in the third row of the “B” column and a 67 in the third row of the “O” column. A win is achieved on the “777” card when the B-7 and O-67 balls are drawn.

Players do not need to daub their cards in this game.

When the 7’s options are available, two numbers/balls are added to the random number sequence generator or blowers: One B-7 ball is added to the B balls, and one O-67 ball is added to the O balls. Only one B-7 ball and one O-67 ball are added to the blowers, regardless of the number of sets of regular B and O balls used in the game.

The prizes for the 7 and 77 cards are identical to those for all other game-ending patterns. Thus, if the 7 or 77 win/bingo is achieved after the first participating B and O balls are drawn, the prize is 36 times the card purchase amount. For the 777 card, if the bingo pattern is achieved after the first two participating B and O balls are drawn, the prize is 1000 times the card purchase amount. If any of the 7’s option bingo patterns is achieved after the first participating B and O balls are drawn, players receive a second tier prize.

Statistical information: For the preferred embodiment. Number of Balls=74. Five Balls of each B1-B6 and Five Balls of each 061-066, One Ball B7 and One Ball 067. The pay-out for a successful bingo within the first two balls drawn on a regular card is 1:36. The frequency of a regular bingo card within the cycle is 36:1369. There are 1369 different number possibilities containing a “B” ball and an “O” ball with the first two balls drawn. The pay-out for a successful bingo within the first two balls drawn on a bonus card is 1:1000. The frequency of a bonus (767) bingo card within the cycle is 1:1369. The frequency of regular cards times the number of regular cards (36x36) is 1.296.

The description of the invention and its applications as set forth herein is illustrative and is not intended to limit the scope of the invention. Variations and modifications of the embodiments disclosed herein are possible and practical alternatives to and equivalents of the various elements of the embodiments would be understood to those of ordinary skill in the art upon study of this patent document. These and other variations and modifications of the embodiments disclosed herein may be made without departing from the scope and spirit of the invention.

1. A game board comprising:
   a. a longitudinal game surface having a sequence of imprinted game cards and special purpose areas spaced along the longitudinal length of the surface;
   b. each game card including a matrix of numbers of horizontal rows and Y vertical columns, and a header row with a series of letters to designate each column; said numbers being selected from a defined set of numbers;
   c. each game card including a two digit numerical designator generally adjacent the header row which is card number; said designator having a first digit corresponding to the digits in the first column of the card, and a second digit corresponding the mathematically least significant digit of the numbers in the last column;
   d. each numerical designator being a first or second color;
   e. special purpose areas including an area designated with a number (Z) not otherwise used for the other cards, an area designated with a double of the unused number (ZZ), an area designated with a triple of the unused number (ZZZ), an area designed with the number 1 to 36, an area designed with the number 41 to 66, Odd cards, Even cards.

2. The game board of claim 1, wherein there are 36 game cards and wherein the cards are arranged on the board into three longitudinal rows of 12 cards.

3. The game board of claim 2, wherein each of said cards in said rows is designated by a first or second color and wherein said cards alternate colors longitudinally and laterally so that no two cards of the same color are longitudinally or laterally adjacent but that cards diagonally adjacent are the same color.
4. The game board of claim 3, wherein said board is grouped into three lateral segments of 12 cards and wherein said special purpose areas include a designated area for a first, second and third group of 12 cards.

5. The board game of claim 3, wherein adjacent said game cards is special purpose area of three spaces marked with a number (Z) not otherwise used for the other cards, a space designed with a double of the unused number (ZZ), a space designed with a triple of the unused number (ZZZ).

6. A method of playing a board game having a sequence number generator capable of randomly presenting individual numbers from a defined universe of numbers in response to user actuation; a longitudinal game surface having a sequence of imprinted game cards each game card including a matrix of numbers of x horizontal rows and Y vertical columns, and a header row with a series of letters to designate each column; said numbers being selected from said universe of numbers; said numbers never being repeated in any given row; each game card including a numerical designator generally above the header row; each numerical designator being a first or second color; comprising the steps of:
   a. selling game cards to players;
   b. selling betting rights to special purpose areas to players;
   c. generating a number from said universe of numbers corresponding to at least one space on a game card and announcing said generated numbers sequentially;
   d. having users mark their cards to indicate the presence of the announced numbers on their card;
   e. having users announce a potential winning card when numbers on a card form a predetermined required winning pattern on their card;
   f. if a player fails to announce their winning sequence before the next number is generated, voiding that win; but allowing the player to continue play in the event of another winning pattern being achieved as numbers are announced;
   g. calculating the winnings of winning players and paying same.

7. The method of claim 6, further including the steps of offering players the opportunity to purchase at least one of the following special purpose areas on the game board for play;
   a. purchase of all cards with an odd numbered numerical designator;
   b. purchase of all cards with an odd numbered numerical designator;
   c. purchase all cards with a numerical designator of the first color;
   d. purchase all cards with a numerical designator of the first color;
   e. purchase all cards in a particular range of numerical designator numbers;
   f. purchase a card with a numerical designator of 7 which has a winning pattern of at least one 7 in a first column is announced
   g. purchase a card with a numerical designator of 77 which has a winning pattern of sevens in a second is announced;
   h. purchase a card with a numerical designator of 777 which has a winning pattern of a seven in the first column and second column are announced.

8. A board game comprising:
   a game board have a plurality of card images aligned in a plurality of parallel longitudinal rows; each of said game card images include a matrix of numbers and header number corresponding to the numbers which must be announced for that card to be a winning card; said header number being a concatenation of digits from numbers within the matrix which are required to be called to win.

9. The board game of claim 8, further including a row of first indicator spaces at the end of each of said parallel rows, said indicator space includes the row number thereby serving as an indicator for betting on the entire row by using the appropriate marker in the space.

10. The board game of claim 8, further including a row of second indicator spaces parallel with said rows, said second row having a width which longitudinally spans a portion of said first rows, thereby serving as an indicator for betting on a span of adjacent first rows as a block.

11. The board game of claim 8, wherein said cards are designated with one of two colors, and further including a row of third indicator spaces parallel with said rows, said third row having a color choice designation for each of said two colors, serving as an indicator for betting on all cards of that color.

12. The board game of claim 8, wherein said cards have a header number which is either even or odd number, and further including a row of fourth indicator spaces parallel with said rows, said fourth row having a parity choice designation for even or odd, serving as an indicator for betting on all cards of that parity.

13. The board game of claim 8, wherein the cards include a first row in a matrix numbered from 1 through N, where N is the last number and less than 10; and a second row in a matrix numbered with a two digit number, said least significant digit likewise being numbered from 1 through N.

14. The board game of claim 8, further including an additional cards, said additional cards including requiring only a single number to chosen to win.

* * * * *