



Europäisches Patentamt
European Patent Office
Office européen des brevets



(11) **EP 0 840 264 B1**

(12) **EUROPEAN PATENT SPECIFICATION**

(45) Date of publication and mention
of the grant of the patent:
29.01.2003 Bulletin 2003/05

(51) Int Cl.7: **G07F 17/32**

(21) Application number: **96307958.7**

(22) Date of filing: **04.11.1996**

(54) **Electronic gaming system**

Elektronische Spielanlage

Système de jeu électronique

(84) Designated Contracting States:
AT BE DE DK ES FI FR GB GR IT LU MC NL PT SE

(72) Inventor: **Ornstein, Marvin A.**
Ocean Springs, MS 39564 (US)

(43) Date of publication of application:
06.05.1998 Bulletin 1998/19

(74) Representative: **Harland, Linda Jane**
c/o Reddie & Grose
16 Theobalds Road
London WC1X 8PL (GB)

(73) Proprietor: **Ornstein, Marvin A.**
Ocean Springs, MS 39564 (US)

(56) References cited:
EP-A- 0 497 562 **DE-A- 1 574 235**

EP 0 840 264 B1

Note: Within nine months from the publication of the mention of the grant of the European patent, any person may give notice to the European Patent Office of opposition to the European patent granted. Notice of opposition shall be filed in a written reasoned statement. It shall not be deemed to have been filed until the opposition fee has been paid. (Art. 99(1) European Patent Convention).

Description

[0001] This invention relates generally to games of chance such as would be found in casinos and other legal gambling establishments and more particularly to electronic gaming systems which can be used to play blackjack, roulette, craps, and baccarat.

[0002] In those areas of the United States and the rest of the world where gambling is legal, there is a constant demand and need for new or improved games of chance to attract gamblers to casinos and other gambling establishments. At the same time, experienced gamblers have become familiar with traditional games of chance and gaming machines such as slot machines, blackjack tables, roulette tables, baccarat tables, and crap tables. Therefore, it is desirable that any new gambling machine or system take advantage of this familiarity.

[0003] One technique that can be used to increase the attraction of games of chance and lengthen the time in which the gamblers will stay at a particular gaming table or casino is to base the player's ultimate winning payoff not just on a single play of a game but on their success on repeated plays. In other words, a player may increase his or her payoff odds by winning the game five or ten consecutive times. Unfortunately, using prior art gaming tables and systems, there has not been an efficient way for casinos and casino dealers to keep track of consecutive wins or losses by a player at a particular time in order to readily determine and calculate payoffs based on successive wins or losses.

[0004] What is needed, then, is a gaming system which can accommodate one or more gamblers while allowing for multiple play wagering, that is where the player receives an ultimate payoff based upon achieving a pre-selected number of consecutive wins at the game of chance. Such a system is lacking in the prior art.

[0005] EP 0 497 562 A2 discloses a slot machine in which an "insurance function" may be utilised together with and in addition to a conventional slot machine game. The insurance function is activated by inserting three premium coins in a slot. As the player continues playing conventional games, the number of coins deposited for the play of "conventional" games is accumulated in an accumulation counter. When a total count of five hundred is reached in the accumulating counter, there is a pay out of two hundred insurance coins. The insurance signal is then turned off and, in order to start a new insurance function, the player must insert three premium coins in the coin slot in order to activate a new insurance function.

[0006] In the event of a "bit hit" the coins for the big hit are paid out and the insurance function is turned off.

[0007] DE 1 574 235 A is limited to teaching a gaming machine which provides an additional bonus pay out in addition to the pay out for winning a conventional game, when a player has won a predetermined number of consecutive games. In another embodiment, the predetermined number of consecutive games are chosen ran-

domly. In still another preferred embodiment two different bonus payouts may be provided, one being dependent on wins of one type and another bonus payout being dependent on wins of another type.

5 [0008] Aspects of the invention are defined in independent apparatus claims 1 and 2 and in independent method claim 13.

[0009] Embodiments of the present invention may provide an electronic gaming system that allows a gambler to receive an enhanced payoff based on achieving a predetermined number of consecutive wins at a game of chance.

10 [0010] Embodiments of the present invention may also provide an electronic gaming system which allows multiple players at a gaming table to place bets based on a number of consecutive wins or losses and to monitor the progress towards winning such bets.

15 [0011] Yet further embodiments of the present invention may provide a system for consecutive game wagering that can be used at both multiple player gaming tables and at individually operated slot machine type devices.

20 [0012] The electronic gaming system of the present invention is based on a microprocessor and game win/lose monitor which allows the system to keep track of an individual player's consecutive wins or losses. The system can be used to play conventional games of chance, such as blackjack, roulette, baccarat, and craps. The system can be incorporated within a conventional gaming table, such as blackjack, in which each player's seating area at the table is provided with a player-specific bet selection device and player video screen. The bet selection device is used by the player to electrically indicate to the processor how many consecutive wins that player believes he will win in order to receive an enhanced payoff based on predetermined odds. A player can also select a bet value which, in accordance with one preferred embodiment of the system, is entered by the dealer at the table on a computer touch screen interface adjacent to the dealer area.

30 [0013] After the bet is selected and value entered, the player begins to play the game of chance, following the usual rules. The video screen adjacent to the player's seating area, preferably a back-lit LCD, indicates to the player the value (e.g. monetary amount) of the bet, the type of bet selected, and the number of consecutive wins achieved by that player towards the bet selected. A game progress monitor associated with the processor of the system allows the dealer to keep track of consecutive wins by each player through the touch screen interface. When the number of consecutive wins equals the amount preselected by the player, the player's screen is activated and the payoff made. If the player loses the game of chance before achieving the number of pre-selected consecutive wins, this can be indicated to the player by removing the backlighting from the player's screen.

55 [0014] In another embodiment of the invention, the

system is incorporated in a slot machine type device for use by a single player. The player selects the value of his bet by inserting cash, tokens, or chips in currency slots disposed through the front panel of the device, which sends an electrical signal to the processor indicating the value. The player also reviews a graphic display on the front of the device, indicating the rules of play and the predetermined odds based on the number of consecutive wins achieved. The player then, through a bet selector switch panel, selects a number of consecutive wins desired by the player in order to achieve an enhanced pay off. The game play is then activated by pulling the manual pull handle switch.

[0015] A character generator associated with the processor generates electronic blackjack characters, such as blackjack cards, on the character display integral to the front panel of the slot machine device. The player then has an opportunity to electrically indicate to the processor whether an additional card "hit" is desired, or if the player wants to "stand" with no additional cards, and the game continues. The game progress monitor associated with the processor electronically monitors consecutive wins or losses and if the number of pre-selected consecutive wins selected by the player is achieved, the win signal lamp is activated and payoff is received from the device through, for example, a currency bin, in a conventional manner. In instances where the payoff amount is above a certain level established by the casino or if a tax ID number is needed, the player may need to obtain the payoff funds from the casino directly.

[0016] Embodiments of the invention will now be described with reference to the attached figures in which:

Fig. 1 is a plan view of a first embodiment of the system of the present invention in which the game of chance is blackjack played at a multiple player blackjack table.

Fig. 2 is a front perspective view of a second embodiment of the system of the present invention in which the game of chance is blackjack played at a single player slot machine type device.

Fig. 3 is a plan view of a third embodiment of the system of the present invention in which the game of chance is roulette played at a roulette table.

Fig. 4 is a front perspective view of a fourth embodiment of the system of the present invention in which the game of chance is roulette played at a slot machine type device.

Fig. 5 is a plan view of a fifth embodiment of the system of the present invention in which the game of chance is craps.

Fig. 6 is a plan view of a sixth embodiment of the system of the present invention in which the game of chance is baccarat.

Fig. 7 is a block diagram of the system of the present invention as implemented in the embodiment of Figs. 1, in which the game of chance is blackjack

played at a blackjack table.

Fig. 8 is a block diagram of the system of the present invention as implemented in the embodiment of Fig. 2 in which the game of chance is blackjack played at a slot machine device.

[0017] Referring to Figs. 1 and 7 of the drawings, a first embodiment of the electronic gaming system is shown. In this embodiment, the game of chance is blackjack, a game having rules and objectives well known to those skilled in the art as well as those in the gambling community as whole. In gambling casinos, blackjack is conventionally played at a blackjack table 11 having multiple player seating areas 12 to allow more than one player to gamble at single table 11. The game is run by a dealer who stands in the dealer area 13. The dealer area 13 and multiple player seating areas 12, including the players' betting squares 17 are physically separated by a divider 20 to eliminate the risk of accidental mixing of the dealer cards and player cards. The betting squares 17 are where each player places his chips representing his conventional blackjack bet. Placed within or immediately adjacent to each player seating area 12 is a betting circle 15 which incorporates a player video display 16 and first and second bet selector switches 18 and 19. In accordance with one of the novel features of this system, bet selector switches 18 and 19 allow each player to electronically communicate to the system a certain number of consecutive wins of blackjack which must be achieved by that player in order to win an enhanced payoff amount. For example, first bet selector switch 18 will signal to the system that the player desires to receive an enhanced payoff upon achieving five consecutive wins, with second bet selector switch 19 corresponding to ten consecutive wins. Enhanced consecutive win payoff odds are posted on or near blackjack table 11, and even displayed on player video screen 16, for example, stating the odds corresponding to a certain number of consecutive wins.

[0018] Prior to selecting the number of consecutive wins, the player places a number of chips, representing currency, within betting circle 15 up to the maximum bet amount allowed by that casino. This bet amount is then entered into the system, preferably by the dealer using a conventional touch screen computer interface 22. On touch screen computer interface 22 will be displayed an icon corresponding to each player position 12, with related icons representing the dollar amount of the chips placed by each player within their corresponding betting circle 15. Of course, the player also determines the amount of his conventional blackjack bet for each game and places those chips in betting square 17.

[0019] Once the monetary amount and type of bet is placed, the information is electronically communicated to processor 90 and stored in conventional memory unit 91. Concurrently, player video screen 16 will then display the monetary amount of the bet placed, the consecutive number of wins selected, and when play be-

gins, the consecutive number of wins achieved.

[0020] Play then begins by the dealer dealing the player's cards in front of each player and dealer cards to himself in front of chip rack 21. The first game of blackjack proceeds in conventional manner with winners being declared in accordance with the rules of the game. At the conclusion of the first game, the dealer enters information at touch screen 22 as to whether a particular player has won or lost. That win and loss information is then monitored in conjunction with processor 90 by win/lose monitor 92 (Fig. 7). If a particular player has won, information is displayed at that player's video screen 16. If a particular player has lost that game, such information is so indicated at the player's video screen 16, such as by darkening of the screen. Play then proceeds to the next game. Processor 90, in conjunction with memory unit 91 and win/lose monitor 92, compares after each game the number of consecutive wins by a single player to the number of pre-selected consecutive wins selected by that player prior to the first game, by using player bet selector switches 18 and 19. When the number of actual consecutive wins achieved equals the number of pre-selected consecutive wins, processor 90 declares that player a winner and indicates such at dealer touch screen monitor 22 as well as that player's video screen 16. The dealer then makes an enhanced payoff to that player in accordance with a payoff calculation made by processor 90, based on pre-programmed odds corresponding to the number of consecutive wins and as a function of the monetary value of the bet placed by that player before play begin.

[0021] Table 11 also has a card shoe 23 for holding one or more decks of cards used by the dealer during play and a conventional drop box 24 used by the dealer to hold cash, credit and debit slips, and the like.

[0022] Figs. 2 and 8 illustrate a second embodiment of the system in which the game of chance is blackjack, but played by single player at a game system incorporated - within a slot machine type device 25. Device 25 includes a mechanical handle 26 which operates an internal electrical switch to activate the system. A graphic display panel 27 on the front of device 25 provides the player with the special payoff rules (in area 28) along with the varying odds (in area 29) corresponding to a number of consecutive wins, 3 through 14, for example. Decorative artwork 30, such as playing cards, can be included within graphic display 27 to increase the visibility of device 25.

[0023] After reading the rules, the player inserts bills, coins or chips into one or more currency slots 34 which are placed through the front panel of device 25. Electrical switch devices (not shown) internal to each slot 34 then signal to processor 90 indicating the value of the bet. Also mounted on the front panel of device 25 is a bet selector switch panel 32 which contains one or more bet selector switches to allow the player to electrically indicate to processor 90 how many consecutive wins the player needs to achieve in order to receive an enhanced

payoff.

[0024] Once the bet value and bet type are selected, the player then pulls handle 26, which electrically activates the system. A character generator associated with processor 90 generates an electronic blackjack card for the dealer and the player's first two blackjack cards and displays them to the player on character display 31. At this point, and again in accordance with the conventional rules of blackjack, the player makes a decision as to whether he desires an additional card and if so, sends a signal to processor 90 to that effect by pressing card hit switch 36 on the front panel of device 25. Otherwise, the player presses no-hit switch 37 immediately adjacent thereto. The dealer's second electronic blackjack card then appears on character display 31, after being randomly generated by the character generator associated with processor 90. The play continues until the player wins or loses in accordance with the rules of the game.

[0025] Win/lose monitor 92 in conjunction with processor 90 and memory unit 91, keeps track of consecutive wins by the player and then displays the number of consecutive wins on display panel 33 of device 25. When the player achieves the number of consecutive wins pre-selected by the player, processor 90 causes win lamp 38 to illuminate while simultaneously sending an electrical signal to payoff gate 93. Again in a conventional manner known to those skilled in the art of slot machine design, this causes device 25 to dispense the calculated payoff through bin 35 from the currency supply internal to device 25. Again, as in the first embodiment, processor 90 calculates the payoff amount using the dollar value of the bet selected by the player, as a function of the odds corresponding to the number of consecutive wins selected and achieved by the player. The processor 90 can also be programmed to require the player to obtain a manual payoff from the casino if the size of the payoff exceeds a preset limit or if a tax ID number is needed.

[0026] Fig. 3 illustrates a third embodiment of the system in which the game of chance is roulette, played at a roulette table 41. Placed around table 41 are multiple player seating areas 42 and a dealer area 43. Adjacent to each player seating area 42 are betting circles 45 which incorporate individual player video screen 46 and first and second bet selector switches 48 and 49. Bet selector switches 48 and 49 are used by the player to indicate to the system and processor 90 (similar to that described with respect to Fig. 7) how many consecutive wins of roulette are preferred by the player in order for the player to receive an enhanced payoff amount. Because in this embodiment the game of chance is roulette, four additional bet switches 50, 51, 52, and 53 are also placed on table 41 adjacent to each player seating area 42. Preferably, switch 50 allows the player to indicate to the system whether an even bet is preferred while switch 51 would indicate an odd bet. Similarly, switches 52 and 53 allow the player to indicate to the

system whether a black or red bet is preferred.

[0027] The player must also select a monetary amount of the bet by placing chips inside betting circle 45, and that information is entered into the system and processor 90 as well as memory unit 91 (Fig. 7) through touch screen 54 located adjacent to dealer area 43.

[0028] After the type and monetary amount of the bet is selected, the play begins in conventional manner. Win/lose monitor 92 (Fig. 7) keeps track of each player's consecutive wins based on the type of bet selected by the player using bet switches 50, 51, 52, or 53. When win/lose monitor 92 and processor 90 determine that the number of consecutive wins equals that pre-selected by the player prior to commencement of play, the player is notified at that player's video screen 46. The enhanced payoff is then received from the dealer. If the player loses his bet prior to achieving the pre-selected number of consecutive wins, the player's video screen 46 goes blank.

[0029] Fig. 4 shows a fourth embodiment of the system in which the game of chance is roulette but played at a single player slot machine device 55. The graphic display 57 on the front panel of device 55 explains the betting rules at section 58 and the various enhanced payoff odds at section 57. The decorative portion 60 can be used to attract gamblers to device 55 by indicating that it is a roulette type device.

[0030] Using currency slots 64, the player indicates to the system the monetary value of the bet desired as described above. The player also selects an odd bet, an even bet, a black bet, or a red bet using bet switches 66, 67, 68, or 69, respectively, on the front panel of device 55. Finally, the player uses bet selector switch panel 62 to communicate to the system how many consecutive wins the player desires to achieve in order to win an enhanced payoff according to the odds shown on portion 59 of graphic display 57.

[0031] The player then activates the system by pulling pull handle 56. This causes the character generator in the system to randomly generate a roulette number (odd or even, red or black) and display that number on electronic number display 61. If the player wins, the number of consecutive wins is electronically displayed on screen 63 on the front panel of device 55. Win/loss monitor 92 (Fig. 8) in conjunction with processor 90 keeps track of the number of consecutive wins and compares that pre-determined number entered by the player at bet selector switch panel 62. If the number of consecutive wins achieved equals the pre-determined number entered by the player, processor 90 causes the win signal lamp 70 to illuminate and dispenses the enhanced payoff amount through payoff bin 65, unless the size or multiple of the payoff is pre-programmed to require a visit to the casino cage for payoff or determining the player's tax ID number.

[0032] Fig. 5 is a fifth embodiment of the system where the game of chance is craps played at a craps table 71. Similar to the blackjack and roulette tables de-

scribed above, a conventional craps table 71 is modified by distributing a plurality of betting circles 75 and placing them at each multiple player seating area 72. Each special betting circle 75 includes a player video screen 76 adjacent to first and second bet selector switches 78 and 79, which are used by the player to determine how many consecutive wins or losses are needed in order to achieve an enhanced payoff. In the game of craps, and in this embodiment of the system, the player also has the choice of indicating whether the player believes he will win or lose and so indicating by manipulation of player win selector switch 74 or player loss selector switch 77. Thus, the player can achieve an enhanced payoff by telling the system whether he believes he will win or lose that game in a consecutive manner. Of course, the monetary of the bet is signified by the player placing his chips within betting circle 75 and entered by the dealer into the system through computer touch screen 80, adjacent to dealer area 73. Consecutive wins and/or losses are monitored by the system as described above.

[0033] Fig. 6 shows a sixth embodiment of the system in which the game of chance is baccarat, played at a baccarat table 81, having multiple player seating areas 82 distributed around table 81 and a dealer area 83. Each player seating area 82 has a special betting circle 85, which includes a player specific video screen 86. First and second bet selector switches 88 and 89 are used by the player to communicate to the processor 90 how many consecutive wins are desired in order to achieve an enhanced payoff. However, in the game of baccarat, the player has the option of indicating to the system whether he believes that the player will win, by using switch 87, or that the bank will win, by using switch 84. The monetary amount of the bet is signified by the player by placing the desired number of chips within betting circle 85. The dealer records the values of the bets by means of touch screen 94.

40 Claims

1. An electronic system for playing a game of chance having a plurality of plays wherein a win or a loss is determined after each play of the game, the system being **characterized by** comprising:
 - a. a game enclosure (12), the enclosure including a player interface means (16) for at least one player to physically interact with the system;
 - b. bet value entry means (18, 19) for generating a bet value signal to the system, the bet value signal representing a value of a bet placed by a player prior to commencement of the player's first of a consecutive number of plays of the game;
 - c. bet selector means (18, 19) for generating a bet selection signal to the system, the bet se-

lection signal including information representing a prospective number of consecutive play wins of the game to receive a payoff from the system, the number of prospective consecutive wins being selected by the player prior to commencement of a player's first play of the game;

d. play progress monitoring means (90) for electronically recording a number of actual consecutive play wins of the game achieved by the player;

e. player display means (16) for visually indicating to the player the value of the bet placed by the player, the number of prospective consecutive play wins selected by the player, and the number of actual consecutive wins achieved by the player; and

f. processor means (90) for comparing the bet selection signal to the actual number of consecutive play wins recorded by the play progress monitoring means and for generating a player pay off signal when the number of actual consecutive play wins equals the number of prospective consecutive play wins selected by the player, the processor means being coupled to the player display means, to the bet value entry means, to the bet selector means, and to the play progress monitor means.

2. An apparatus for playing a game of chance, having a plurality of plays wherein a win or a loss is determined after each play of the game, being **characterized by** comprising:

means (17) for receiving at least one betting member representing a value of a bet placed by a player prior to commencement of the player's first of a consecutive number of plays of the game;

bet selector means (18, 19) for selecting a number of consecutive wins chosen by the player from among a set number of choices;

means (90) for determining a payoff based upon a number of consecutive play wins and the value of the bet selected by the player;

means (90) for accumulating a number of consecutive play wins of the game achieved by the player; and

means responsive to said bet selector means and accumulating means (16) for visually indicating to the player the number of consecutive play wins chosen by the player, the payoff based upon the number of consecutive play wins and the value of the bet selected by the player, and the number of actual consecutive play wins achieved by the player, and for providing a consecutive play win indication (92) when the selected number of wins is equal to the number of consecutive play wins achieved

by a player.

3. The apparatus of claim 2 **characterised in that** the bet selector means comprises at least one manually operable member.
4. The apparatus of any of claims 2 to 3, further **characterized by** comprising memory means (91) electrically connected to a processor means for storing data representing the odds for each selectable number of consecutive play wins, said determining means (90) calculating a payoff amount as a function of the number of consecutive play wins selected utilizing payoff data odds stored in said memory means and the value of the consecutive play wins bet.
5. The apparatus of any of claims 2 to 4 comprising a table (11), and a plurality of player seating areas around the periphery of the table, the table further comprising a dealer area, bet selector means comprising a plurality of displays (16) arranged on the table, each display being adjacent one of the player seating areas.
6. The apparatus of any of claims 2 to 4 wherein the game of chance comprises a slot machine (25) or video game having a pull handle (26) for initiating a game, and being **characterized by** a display on a front of the slot machine containing system rules and payoff odds (27).
7. The apparatus of claim 5 further comprising character generator means for randomly generating electronic Roulette numbers, and the system further comprising character display means for visually displaying the electronic Roulette numbers the character display means integral to the slot machine device and electrically connected to the character generator means.
8. The apparatus of any of claims 2 to 4 being further **characterized by** comprising a Roulette table (41), having a plurality of player seating areas around the periphery of the table, the table further comprising a dealer area, and the bet selector means further comprising means for selecting a consecutive number of wins of either odd or even or red or black (50, 51, 52, 53).
9. The apparatus of claim 8 wherein the bet selector means (16) is further **characterized by** comprising a plurality of displays (16) arranged on the table, a display being adjacent each of the player seating areas.
10. The apparatus of any of claims 2 to 9 wherein the game of chance is Craps (Figure. 5), further com-

prising a Craps table (71) having a plurality of player seating areas around the periphery of the table, the table further comprising a dealer area, and being **characterized in that** the bet selector means comprises a plurality of displays (76) arranged on the table, one display being adjacent each of the player seating areas.

11. The apparatus of any of claims 2 to 9 further **characterized in that** the game of chance is Baccarat (Figure. 6), and the apparatus comprises a Baccarat table (81), having a plurality of player seating areas around the periphery of the table, the table further comprising a dealer area, being **characterized in that** the player display means comprises a plurality of video screens (86) arranged on the table, one of the video screens adjacent each of the layer seating areas.

12. The apparatus of any claims 5, 8, 9, 10 or 11 wherein the bet selector means is further **characterized by** comprising a plurality of manually operated members (74, 77) with at least one member adjacent each of the player seating areas.

13. A method of incorporating a consecutive win side bet into a game of chance having a plurality of plays wherein a win or a loss is determined after each play of the game being **characterized by** comprising the steps of:

a) at least one player wagering a chip or coin representative of a side bet of a number of consecutive play wins side bet;

b) said player making the wager of step (a) further selecting a number of consecutive play wins (18, 19) from within a permitted range of numbers;

c) presenting a display (16, 92) of the number of consecutive play wins selected by the player in step (b), a payoff amount according to the number of consecutive play wins selected by the player in step (b) and the amount of the wager made in step (a) and the number of actual consecutive play wins achieved by the player;

d) said player attempting to play a consecutive number of plays of the game in an attempt to win the number of consecutive play wins selected by the player in step (b);

e) providing a winning indication (16, 92) when the player making the side bet wager wins the consecutive number of plays of the game which is equal to the number of consecutive play wins originally selected; and

f) cancelling the display (90) when a player has lost a play of a game prior to achieving a number of consecutive plays of the game won

equal to the consecutive number of plays of the game selected by the player.

5 Patentansprüche

1. Elektronisches System zum Spielen eines Glücksspiels mit einer Mehrzahl von Durchgängen, bei dem nach jedem Durchgang des Spiels ein Gewinn oder ein Verlust bestimmt wird, wobei das System **dadurch gekennzeichnet ist, dass** es Folgendes umfasst:

a. Spielgehäuse (12), wobei das Gehäuse eine Spielerschnittstelleneinrichtung (16) für die physische Interaktion wenigstens eines Spielers mit dem System hat;

b. Wettwerteingabeeinrichtungen (18, 19) zum Erzeugen eines an das System gesendeten Wettwertsignals, wobei das Wettwertsignal einen Wert eines Spieleinsatzes repräsentiert, der von einem Spieler vor Beginn des ersten einer aufeinanderfolgenden Anzahl von Durchgängen des Spiels des Spielers getätigt wird;

c. Wettenauswahleinrichtung (18, 19) zum Erzeugen eines an das System gesendeten Wettenauswahlsignals, wobei das Wettenauswahlsignal Informationen aufweist, die eine voraussichtliche Anzahl von aufeinanderfolgenden Teilgewinnen des Spiels zum Erhalten einer Gewinnauszahlung vom System repräsentieren, wobei die Anzahl voraussichtlicher aufeinanderfolgender Gewinne vom Spieler vor Beginn eines ersten Durchgangs des Spiels eines Spielers ausgewählt wird;

d. Spielverlaufüberwachungseinrichtung (90) zum elektronischen Aufzeichnen einer vom Spieler erzielten Anzahl tatsächlicher aufeinanderfolgender Teilgewinne;

e. Spielanzeigeeinrichtung (16), um dem Spieler den Wert des vom Spieler getätigten Spieleinsatzes, die vom Spieler ausgewählte Anzahl voraussichtlicher aufeinanderfolgender Teilgewinne und die vom Spieler erzielte Anzahl tatsächlicher aufeinanderfolgender Gewinne visuell anzuzeigen; und

f. Prozessoreinrichtung (90) zum Vergleichen des Wettenauswahlsignals mit der von der Spielverlaufüberwachungseinrichtung aufgezeichneten tatsächlichen Anzahl aufeinanderfolgender Teilgewinne und zum Erzeugen eines Spielerauszahlungssignals, wenn die Anzahl tatsächlicher aufeinanderfolgender Teilgewinne gleich der vom Spieler ausgewählten Anzahl voraussichtlicher aufeinanderfolgender Teilgewinne ist, wobei die Prozessoreinrichtung mit der Spielanzeigeeinrichtung, den Wettwerteingabeeinrichtungen, der Wett-

auswahleinrichtung und der Spielverlaufüberwachungseinrichtung gekoppelt ist.

2. Vorrichtung zum Spielen eines Glücksspiels mit einer Mehrzahl von Durchgängen, bei der nach jedem Durchgang des Spiels ein Gewinn oder ein Verlust bestimmt wird, **dadurch gekennzeichnet, dass** sie Folgendes umfasst:

Einrichtungen (17) zum Erhalten wenigstens eines Spieleinsatzelements, das einen Wert eines Spieleinsatzes repräsentiert, der von einem Spieler vor Beginn des ersten einer aufeinanderfolgenden Anzahl von Durchgängen des Spiels des Spielers getätigt wird;

Wettenauswahleinrichtung (18, 19) zum Auswählen einer Anzahl von aufeinanderfolgenden Gewinnen, die vom Spieler aus einer festgesetzten Anzahl von Wahlmöglichkeiten gewählt wurde;

Einrichtung (90) zum Bestimmen einer Auszahlung auf der Grundlage einer Anzahl von aufeinanderfolgenden Teilgewinnen und des vom Spieler ausgewählten Wertes des Spieleinsatzes;

Einrichtung (90) zum Aufsummieren einer Anzahl von vom Spieler erzielten aufeinanderfolgenden Teilgewinnen des Spiels; und

auf die genannte Wettenauswahleinrichtung und Aufsummereinrichtung (16) reagierende Einrichtung zum visuellen Anzeigen der vom Spieler gewählten Anzahl aufeinanderfolgender Teilgewinne, der Auszahlung auf der Grundlage der Anzahl aufeinanderfolgender Teilgewinne und des vom Spieler ausgewählten Wertes des Spieleinsatzes und der vom Spieler erzielten Anzahl tatsächlicher aufeinanderfolgender Teilgewinne für den Spieler und zum Bereitstellen einer Anzeige aufeinanderfolgender Teilgewinne (92), wenn die ausgewählte Anzahl von Gewinnen gleich der von einem Spieler erzielten Anzahl von aufeinanderfolgenden Teilgewinnen ist.

3. Vorrichtung nach Anspruch 2, **dadurch gekennzeichnet, dass** die Wettenauswahleinrichtung wenigstens ein manuell zu betätigendes Element umfasst.

4. Vorrichtung nach Anspruch 2 oder Anspruch 3, ferner **dadurch gekennzeichnet, dass** sie eine elektrisch mit einer Prozessorverbindung verbundene Speichereinrichtung (91) hat zum Speichern von Daten, die die Chancen für jede auswählbare Anzahl von aufeinanderfolgenden Teilgewinnen repräsentieren, wobei die genannte Bestimmungseinrichtung (90) einen Auszahlungsbetrag als eine Funktion der Anzahl von aufeinanderfolgenden

Teilgewinnen, die unter Verwendung von in der genannten Speichereinrichtung gespeicherten Auszahlungsdatenchancen ausgewählt wird, und des Wertes des Spieleinsatzes mit aufeinanderfolgenden Teilgewinnen berechnet.

5. Vorrichtung nach einem der Ansprüche 2 bis 4, umfassend einen Tisch (11) und eine Mehrzahl von Spielersitzbereichen um die Tischperipherie herum, wobei der Tisch ferner Folgendes hat: einen Croupierbereich, eine Wettenauswahleinrichtung, die eine Mehrzahl von auf dem Tisch angeordneten Anzeigen (16) umfasst, wobei jede Anzeige an einen der Spielersitzbereiche angrenzt.

6. Vorrichtung nach einem der Ansprüche 2 bis 4, bei der das Glücksspiel einen Spielautomat (25) oder ein Videospiel mit einem Ziehgriff (26) zum Einleiten eines Spiels umfasst, und **gekennzeichnet durch** eine Anzeige an einer Vorderseite des Spielautomats, die Systemregeln und Auszahlungschancen (27) enthält.

7. Vorrichtung nach Anspruch 5, ferner umfassend eine Zeichengebereinrichtung zum zufälligen Erzeugen elektronischer Roulette-Zahlen, und wobei das System ferner eine Zeichenanzeigeeinrichtung zum visuellen Anzeigen der elektronischen Roulette-Zahlen hat, wobei die Zeichenanzeigeeinrichtung in die Spielautomateinrichtung integriert ist und elektrisch mit der Zeichengebereinrichtung verbunden ist.

8. Vorrichtung nach einem der Ansprüche 2 bis 4, ferner **dadurch gekennzeichnet, dass** sie einen Roulette-Tisch (41) mit einer Mehrzahl von Spielersitzbereichen um die Tischperipherie herum hat, wobei der Tisch ferner einen Croupierbereich hat, und die Wettenauswahleinrichtung ferner Einrichtungen zum Auswählen einer aufeinanderfolgenden Anzahl von Gewinnen von ungerade oder gerade oder rot oder schwarz (50, 51, 52, 53) hat.

9. Vorrichtung nach Anspruch 8, bei der die Wettenauswahleinrichtung (16) ferner **dadurch gekennzeichnet ist, dass** sie eine Mehrzahl von auf dem Tisch angeordneten Anzeigen (16) umfasst, wobei jeweils eine Anzeige an jeden der Spielersitzbereiche angrenzt.

10. Vorrichtung nach einem der Ansprüche 2 bis 9, bei der das Glücksspiel Craps (Fig. 5) ist, ferner umfassend einen Craps-Spieltisch (71) mit einer Mehrzahl von Spielersitzbereichen um die Tischperipherie herum, wobei der Tisch ferner einen Croupierbereich hat, und **dadurch gekennzeichnet, dass** die Wettenauswahleinrichtung eine Mehrzahl von auf dem Tisch angeordneten Anzeigen (76) um-

fasst, wobei jeweils eine Anzeige an jeden der Spieleritzbereiche angrenzt.

11. Vorrichtung nach einem der Ansprüche 2 bis 9, ferner **dadurch gekennzeichnet, dass** das Glücksspiel Baccarat (Fig. 6) ist, und die Glücksspiel einen Baccarat-Tisch (81) mit einer Mehrzahl von Spieleritzbereichen um die Tischperipherie herum umfasst, wobei der Tisch ferner einen Croupierbereich hat, **dadurch gekennzeichnet, dass** die Spieleranzeigeeinrichtung eine Mehrzahl von auf dem Tisch angeordneten Bildschirmen (86) umfasst, wobei jeweils einer der Bildschirme an jeden der Spieleritzbereiche angrenzt. 5
12. Vorrichtung nach einem der Ansprüche 5, 8, 9, 10 oder 11, bei der die Wettenauswahleinrichtung ferner **dadurch gekennzeichnet ist, dass** sie eine Mehrzahl manuell betätigter Elemente (74, 77) umfasst, wobei jeweils wenigstens ein Element an jeden der Spieleritzbereiche angrenzt. 10
13. Verfahren der Einbindung einer Nebenwette über aufeinanderfolgende Gewinne in ein Glücksspiel mit einer Mehrzahl von Durchgängen, bei dem nach jedem Durchgang des Spiels ein Gewinn oder ein Verlust bestimmt wird, **dadurch gekennzeichnet, dass** es die folgenden Schritte umfasst: 15
- a) wenigstens ein Spieler setzt eine(n) für eine Nebenwette über eine Anzahl von aufeinanderfolgenden Teilgewinnen repräsentative(n) Chips oder Münze aufs Spiel; 20
 - b) der genannte den Spieleinsatz von Schritt (a) tätige Spieler wählt ferner eine Anzahl aufeinanderfolgender Teilgewinne (18, 19) aus einem zugelassenen Zahlenbereich aus; 25
 - c) Präsentieren einer Anzeige (16, 92) der vom Spieler in Schritt (b) ausgewählten Anzahl von aufeinanderfolgenden Teilgewinnen, eines Auszahlungsbetrags entsprechend der Anzahl von vom Spieler in Schritt (b) ausgewählten aufeinanderfolgenden Teilgewinne und dem Betrag des in Schritt (a) getätigten Spieleinsatzes und der vom Spieler erzielten Anzahl von tatsächlichen aufeinanderfolgenden Teilgewinnen; 30
 - d) der genannte Spieler versucht, eine aufeinanderfolgende Anzahl von Durchgängen des Spiels zu spielen in dem Versuch, die vom Spieler in Schritt (b) ausgewählte Anzahl aufeinanderfolgender Teilgewinne zu gewinnen; 35
 - e) Bereitstellen einer Gewinnanzeige (16, 29), wenn der auf die Nebenwette setzende Spieler die aufeinanderfolgende Anzahl von Durchgängen des Spiels, die gleich der ursprünglich ausgewählten Anzahl aufeinanderfolgender Teilgewinne ist; und 40

f) Löschen der Anzeige (90), wenn ein Spieler einen Durchgang eines Spiels vor Erreichen einer Anzahl von aufeinanderfolgenden Durchgängen des Spiels, die gleich der vom Spieler ausgewählten aufeinanderfolgenden Anzahl von Durchgängen des Spiels ist, verloren hat. 45

Revendications

1. Système électronique pour jouer à un jeu de hasard ayant une pluralité de parties dans lequel une victoire ou un échec est déterminé après chaque partie du jeu, le système étant **caractérisé par le fait qu'il** comprend : 50
 - a. une enceinte de jeu (12), l'enceinte comportant un moyen d'interface de joueur (16) pour au moins un joueur pour interagir physiquement avec le système ;
 - b. un moyen de saisie de valeur de pari (18, 19) pour générer un signal de valeur de pari destiné au système, le signal de valeur de pari représentant une valeur d'un pari placé par un joueur avant le commencement de la première partie d'un nombre consécutif de parties du jeu par le joueur ;
 - c. un moyen de sélection de pari (18, 19) pour générer un signal de sélection de pari destiné au système, le signal de sélection de pari comportant des informations représentant un nombre prospectif de parties victorieuses consécutives du jeu pour recevoir un paiement par le système, le nombre de victoires consécutives prospectives étant sélectionné par le joueur avant le commencement d'une première partie du jeu par le joueur ;
 - d. un moyen de contrôle de déroulement des parties (90) pour enregistrer électroniquement un nombre de parties victorieuses consécutives effectives du jeu atteint par le joueur ;
 - e. un moyen d'affichage au joueur (16) pour indiquer visuellement au joueur la valeur du pari placé par le joueur, le nombre de parties victorieuses consécutives prospectives sélectionnées par le joueur, et le nombre de victoires consécutives effectives atteint par le joueur ; et
 - f. un moyen de processeur (90) pour comparer le signal de sélection de pari au nombre effectif de parties victorieuses consécutives enregistrées par le moyen de contrôle de déroulement des parties et pour générer un signal de paiement au joueur quand le nombre de parties victorieuses consécutives effectives est égal au nombre de parties victorieuses consécutives prospectives sélectionné par le joueur, le moyen de processeur étant couplé au moyen d'affichage au joueur, au moyen de saisie de 55

valeur de pari, au moyen de sélection de pari et au moyen de contrôle de déroulement des parties.

2. Dispositif pour jouer à un jeu de hasard, ayant une pluralité de parties dans lequel une victoire ou un échec est déterminé après chaque partie du jeu, étant **caractérisé par le fait qu'il** comprend :

un moyen (17) pour recevoir au moins un élément de pari représentant une valeur d'un pari placé par un joueur avant le commencement de la première partie d'un nombre consécutif de parties du jeu par le joueur ;

un moyen de sélection de pari (18, 19) pour sélectionner un nombre de victoires consécutives choisi par le joueur parmi un nombre établi de choix ;

un moyen (90) pour déterminer un paiement basé sur un nombre de parties victorieuses consécutives et la valeur du pari sélectionné par le joueur ;

un moyen (90) pour cumuler un nombre de parties victorieuses consécutives du jeu atteint par le joueur ; et

un moyen sensible audit moyen de sélection de pari et audit moyen de cumul (16) pour indiquer visuellement au joueur le nombre de parties victorieuses consécutives choisi par le joueur, le paiement basé sur le nombre de parties victorieuses consécutives et la valeur du pari sélectionné par le joueur, et le nombre de parties victorieuses consécutives effectives atteint par le joueur, et pour fournir une indication de parties victorieuses consécutives (92) quand le nombre sélectionné de victoires est égal au nombre de parties victorieuses consécutives atteint par un joueur.

3. Dispositif selon la revendication 2, **caractérisé en ce que** le moyen de sélection de pari comprend au moins un élément actionnable manuellement.

4. Dispositif selon l'une quelconque des revendications 2 à 3, **caractérisé en outre par le fait qu'il** comprend un moyen de mémoire (91) connecté électriquement à un moyen de processeur pour mémoriser des données représentant les chances pour chaque nombre sélectionnable de parties victorieuses consécutives, ledit moyen de détermination (90) calculant un montant de paiement en fonction du nombre de parties victorieuses consécutives sélectionné en utilisant des chances de données de paiement mémorisées dans ledit moyen de mémoire et la valeur du pari de parties victorieuses consécutives.

5. Dispositif selon l'une quelconque des revendica-

tions 2 à 4, comprenant une table (11), et une pluralité de places assises pour joueurs autour de la périphérie de la table, la table comprenant en outre une place pour donneur, un moyen de sélection de pari comprenant une pluralité d'affichages (16) disposés sur la table, chaque affichage étant adjacent à l'une des places assises pour joueurs.

6. Dispositif selon l'une quelconque des revendications 2 à 4, le jeu de hasard comprend une machine à sous (25) ou un jeu vidéo ayant un manche (26) pour démarrer un jeu, et étant **caractérisé par** un affichage sur un devant de la machine à sous contenant les règles du jeu et les chances de paiement (27).

7. Dispositif selon la revendication 5, comprenant en outre un moyen générateur de caractères pour générer de manière aléatoire des numéros de Roulette électronique, et le système comprenant en outre un moyen d'affichage de caractères pour afficher visuellement les numéros de Roulette électronique, le moyen d'affichage de caractères faisant partie intégrante du dispositif de machine à sous et étant connecté électriquement au moyen générateur de caractères.

8. Dispositif selon l'une quelconque des revendications 2 à 4, étant en outre **caractérisé par le fait qu'il** comprend une table de Roulette (41), ayant une pluralité de places assises pour joueurs autour de la périphérie de la table, la table comprenant en outre une place pour donneur, et le moyen de sélection de pari comprenant en outre un moyen pour sélectionner un nombre consécutif de victoires soit pair ou impair, soit rouge ou noir (50, 51, 52, 53).

9. Dispositif selon la revendication 8, dans lequel le moyen de sélection de pari (16) est en outre **caractérisé par le fait qu'il** comprend une pluralité d'affichages (16) disposés sur la table, un affichage étant adjacent à chacune des places assises pour joueurs.

10. Dispositif selon l'une quelconque des revendications 2 à 9, dans lequel le jeu de hasard est un jeu de dés (figure 5), comprenant en outre une table de jeu de dés (71), ayant une pluralité de places assises pour joueurs autour de la périphérie de la table, la table comprenant en outre une place pour donneur, et étant **caractérisé en ce que** le moyen de sélection de pari comprend une pluralité d'affichages (76) disposés sur la table, chaque affichage étant adjacent à chacune des places assises pour joueurs.

11. Dispositif selon l'une quelconque des revendications 2 à 9, **caractérisé en outre en ce que** le jeu

de hasard est le Baccarat (figure 6), et le dispositif comprend une table de Baccarat (81), ayant une pluralité de places assises pour joueurs autour de la périphérie de la table, la table comprenant en outre une place pour donneur, étant **caractérisé en ce que** le moyen d'affichage pour joueur comprend une pluralité d'écrans vidéo (86) disposés sur la table, un des écrans vidéo étant adjacent à chacune des places assises pour joueurs.

5

10

12. Dispositif selon l'une quelconque des revendications 5, 8, 9, 10 ou 11, dans lequel le moyen de sélection de pari est en outre **caractérisé par le fait qu'il** comprend une pluralité d'éléments actionnés manuellement (74, 77) avec au moins un élément adjacent à chacune des places assises pour joueurs.

15

13. Procédé d'incorporation d'un deuxième pari de victoires consécutives dans un jeu de hasard ayant une pluralité de parties dans lequel une victoire ou un échec est déterminé après chaque partie du jeu, étant **caractérisé par le fait qu'il** comprend les étapes de :

20

25

- a) placement par au moins un joueur d'un jeton ou d'une pièce représentatif d'un deuxième pari d'un nombre de parties victorieuses consécutives ;
- b) exécution par ledit joueur du placement de l'étape (a) en sélectionnant en outre un nombre de parties victorieuses consécutives (18, 19) parmi une gamme autorisée de nombres ;
- c) présentation d'un affichage (16, 92) du nombre de parties victorieuses consécutives sélectionné par le joueur à l'étape (b), d'un montant de paiement conformément au nombre de parties victorieuses consécutives sélectionné par le joueur à l'étape (b) et du montant du placement effectué à l'étape (a) et du nombre de parties victorieuses consécutives effectives atteint par le joueur ;
- d) tentative par ledit joueur de jouer un nombre consécutif de parties du jeu afin d'essayer de gagner le nombre de parties victorieuses consécutives sélectionné par le joueur à l'étape (b) ;
- e) fourniture d'un indication de victoire (16, 92) quand le joueur faisant le placement de deuxième pari gagne le nombre consécutif de parties du jeu qui est égal au nombre de parties victorieuses consécutives sélectionné initialement ;
- et
- f) effacement de l'affichage (90) quand un joueur a perdu une partie d'un jeu avant d'atteindre un nombre gagné de parties consécutives du jeu égal au nombre consécutif de parties du jeu sélectionné par le joueur.

30

35

40

45

50

55

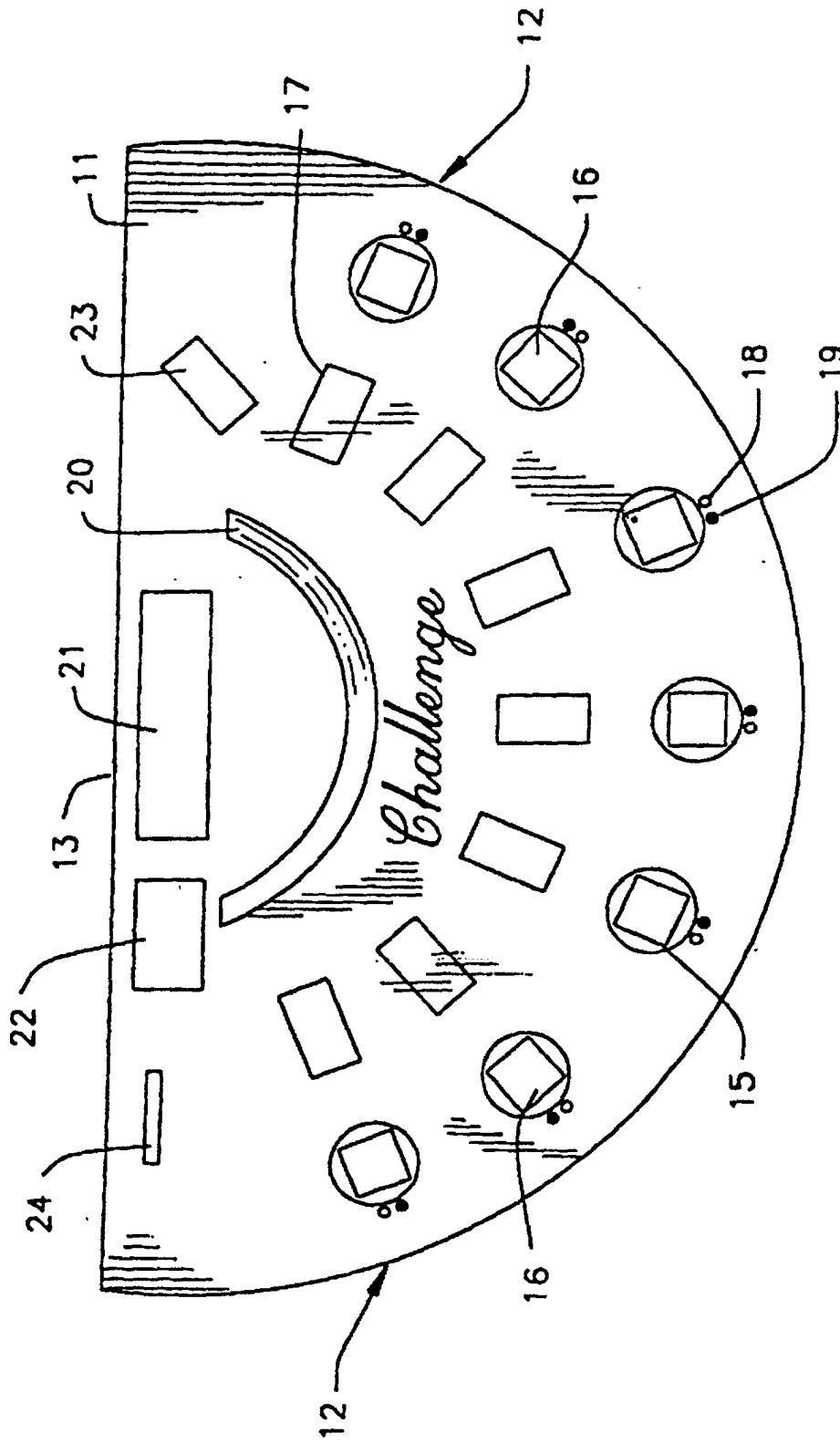


FIG. 1

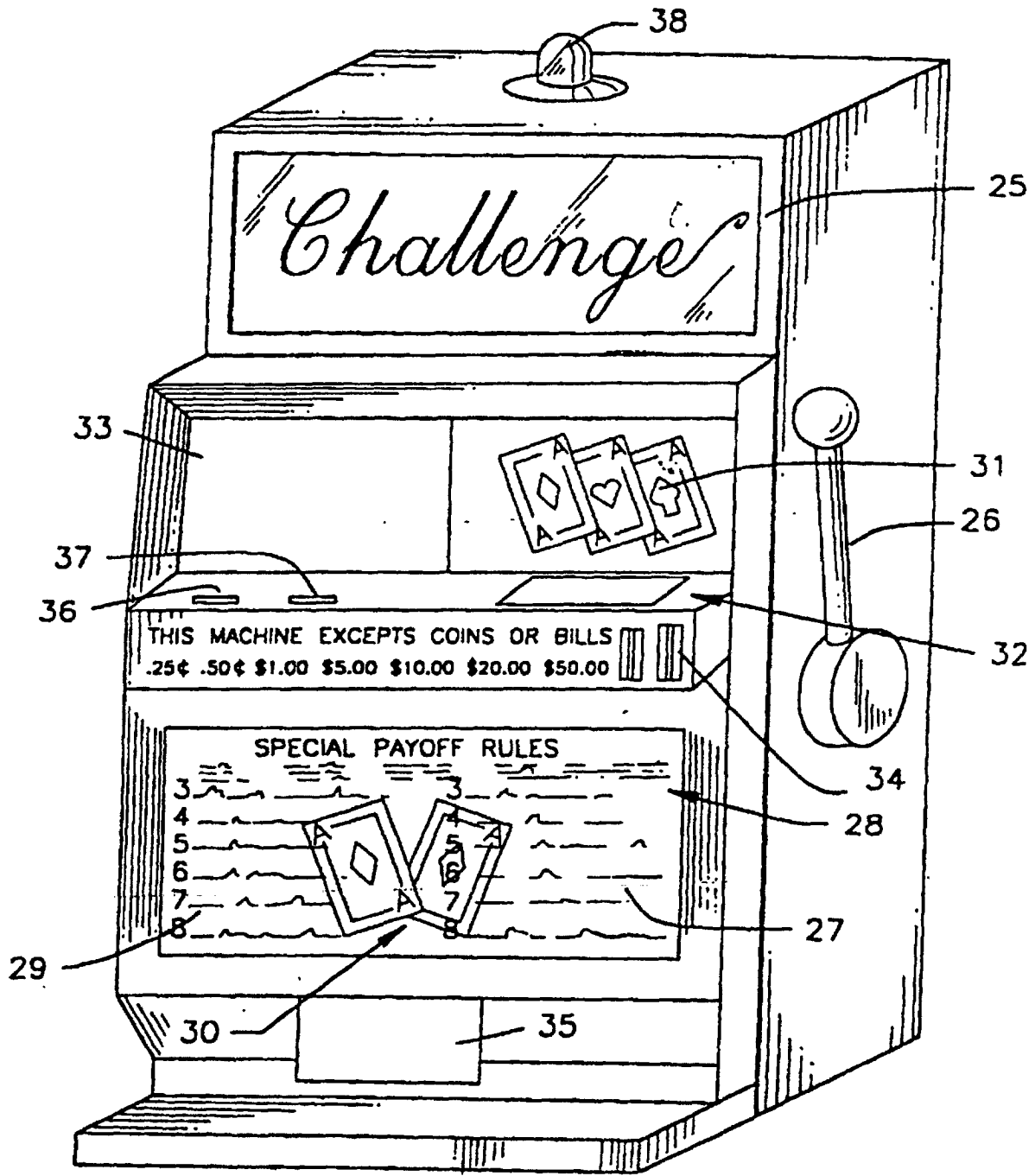


FIG. 2

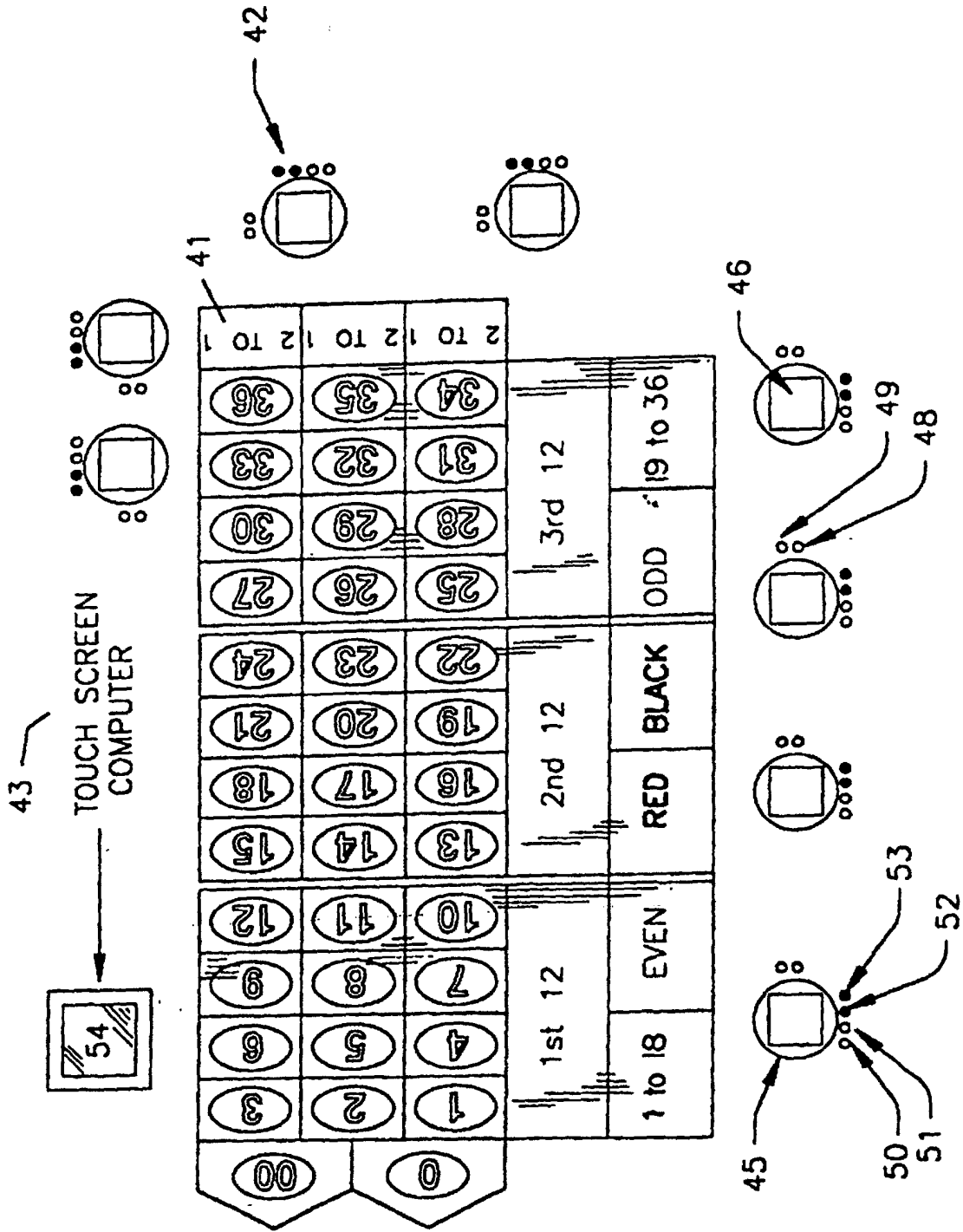


FIG. 3

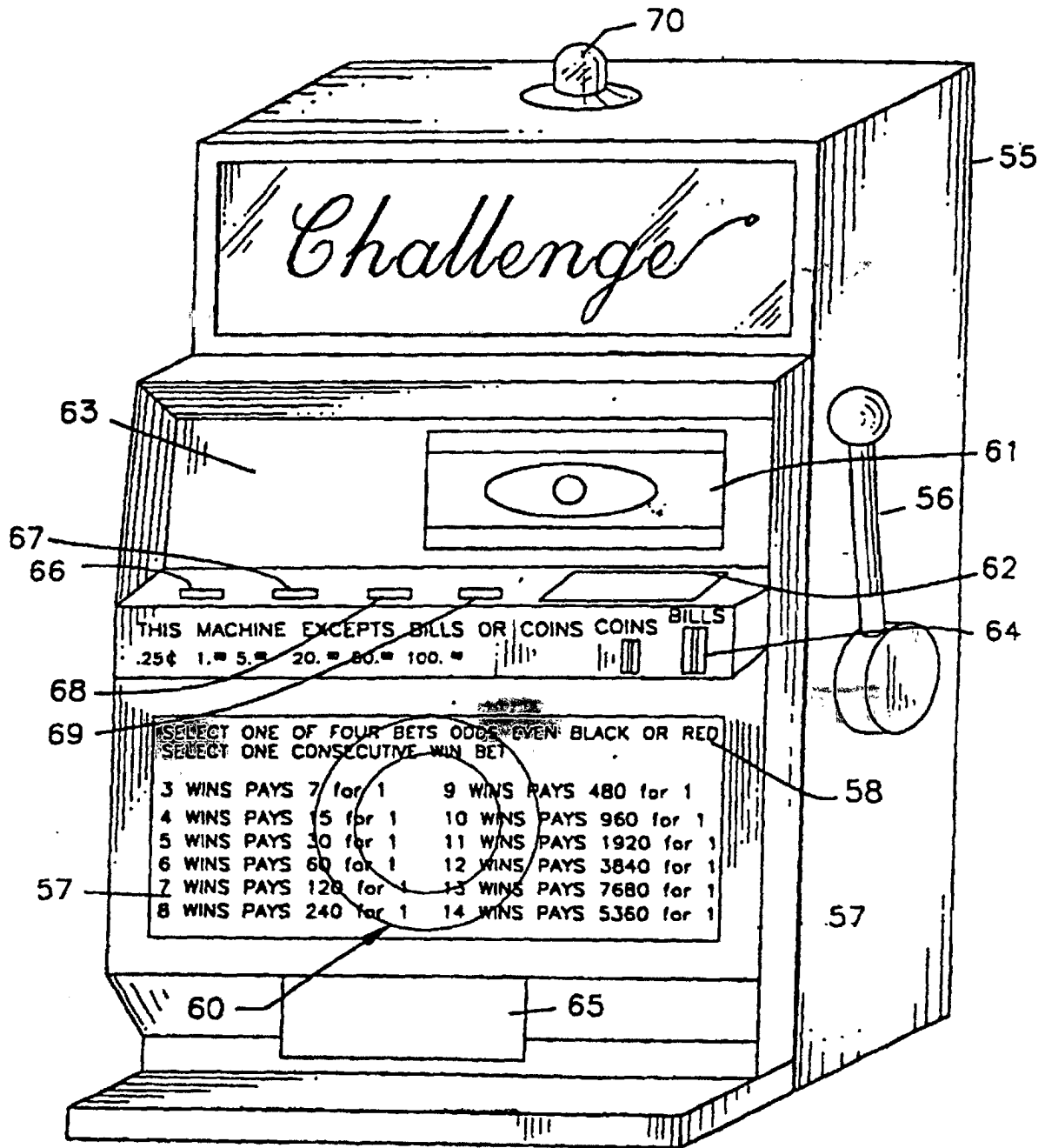


FIG. 4

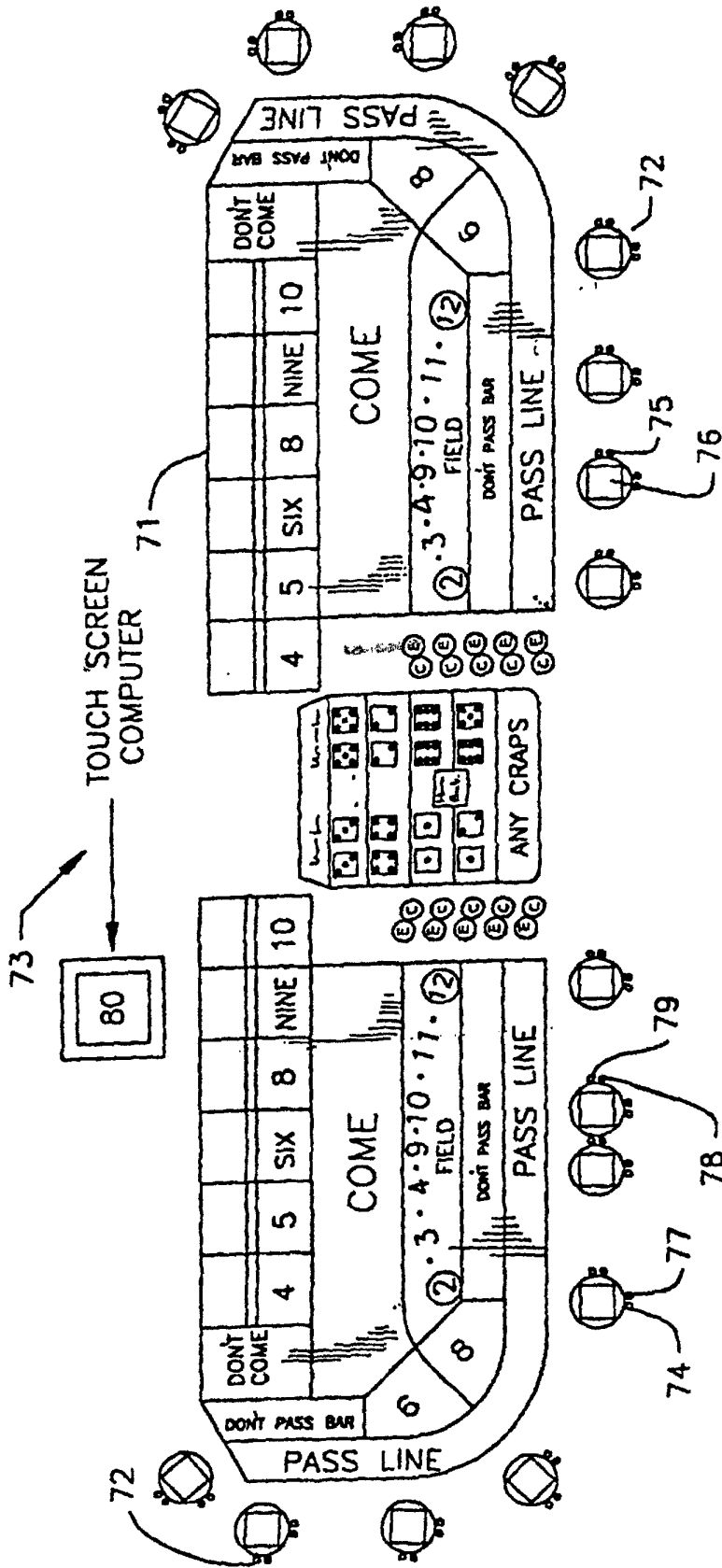


FIG. 5

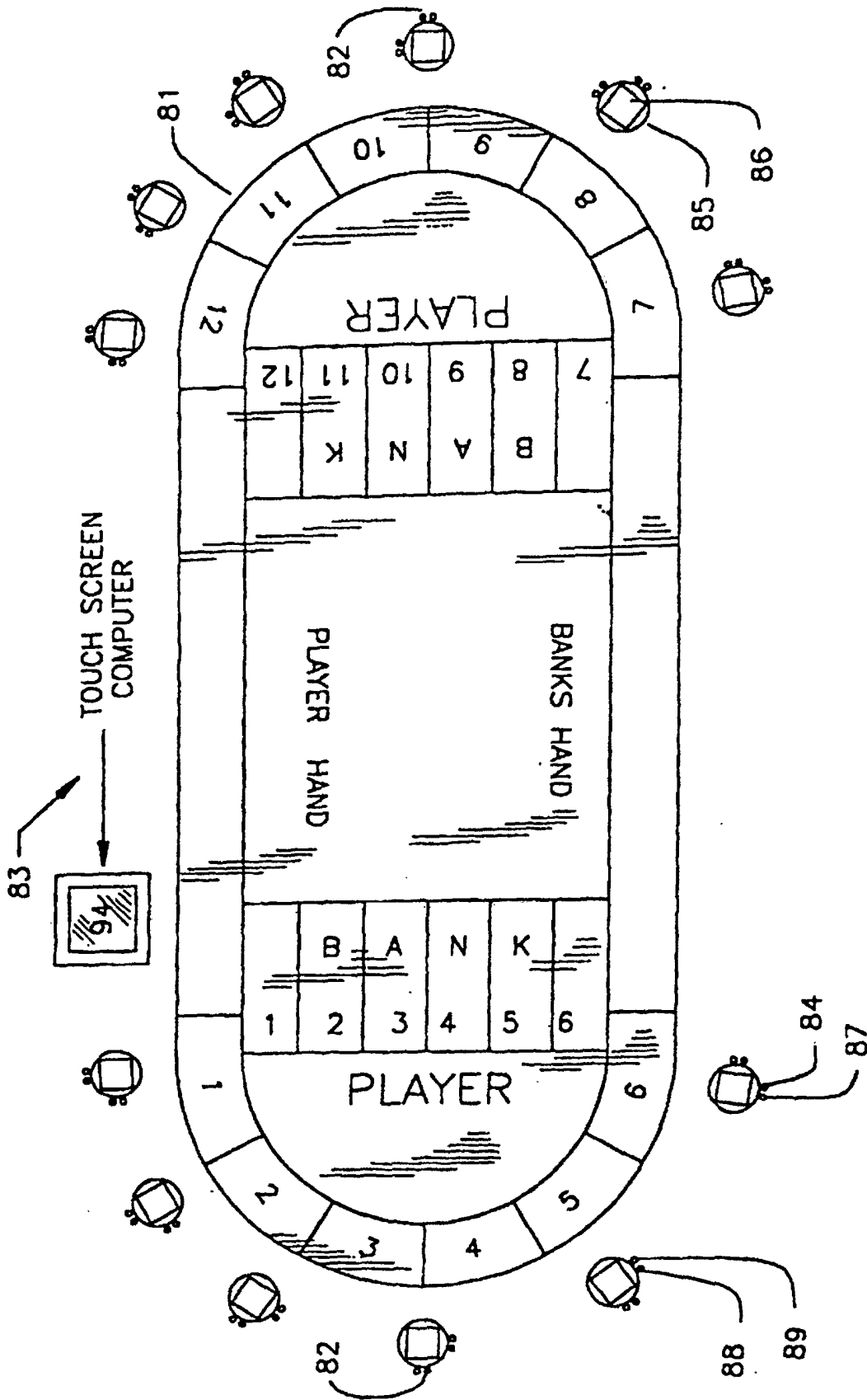


FIG. 6

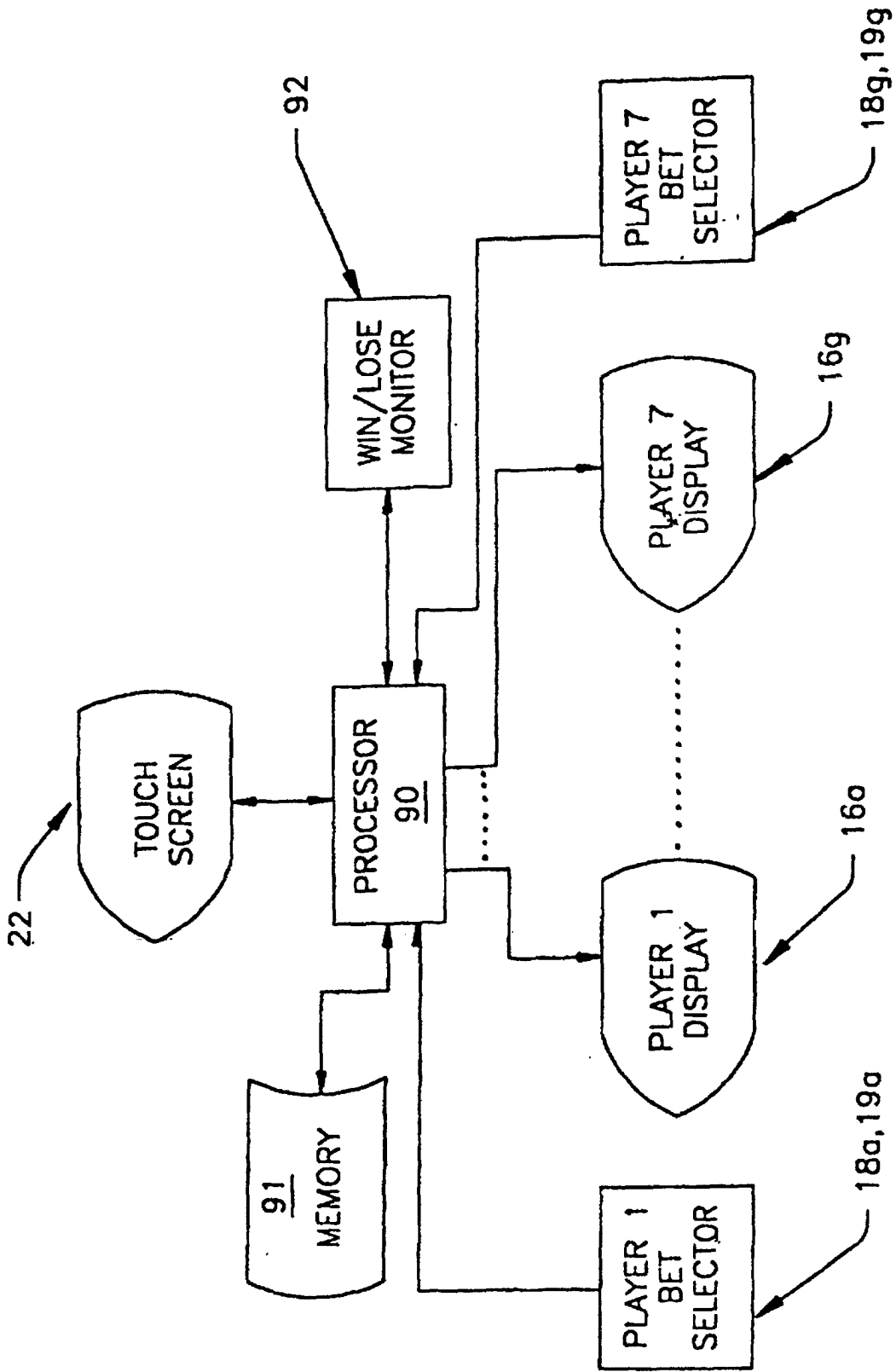


FIG. 7

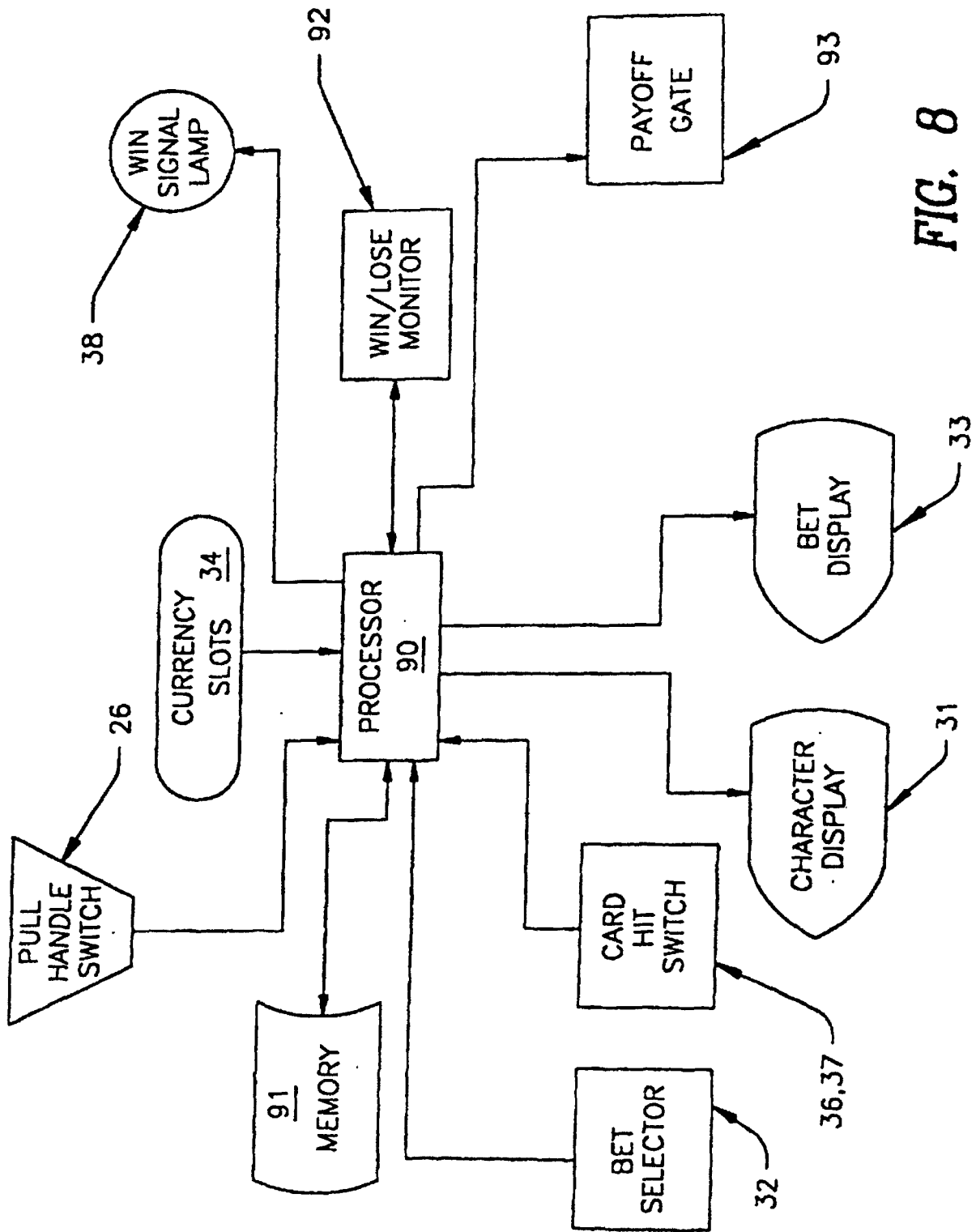


FIG. 8