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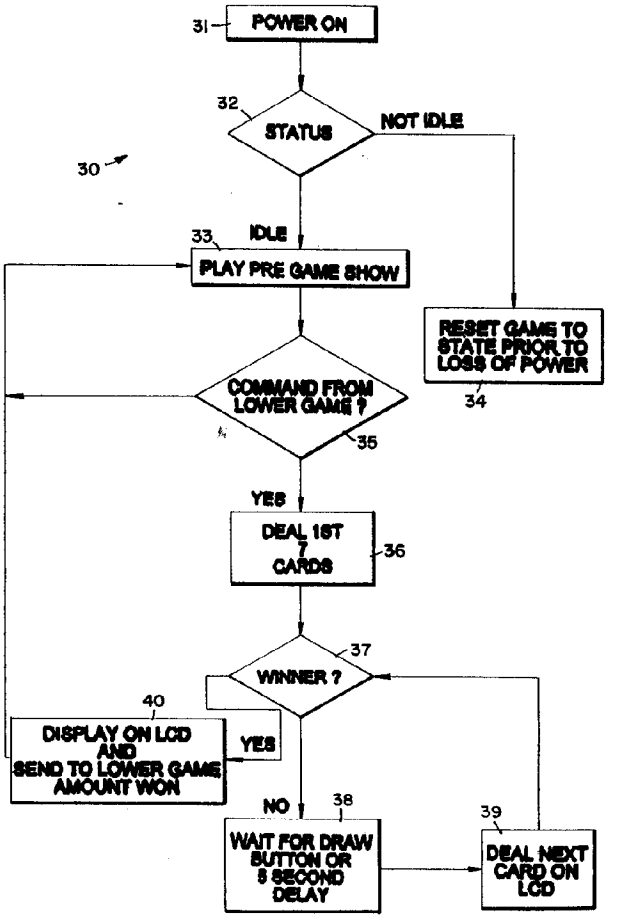
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(72) PLOURD, Terrence W., US
(71) INNOVATIVE GAMING CORPORATION OF AMERICA, US

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(54) **METHODE ET DISPOSITIF D'ATTRIBUTION DE BONIS**
(54) **BONUS GAME APPARATUS AND METHOD**



(57) Cette invention concerne une méthode et un dispositif à utiliser avec des machines à sous existantes pour l'attribution de bonis. Le dispositif à bonis est déclenché lorsque le joueur met un nombre prédéterminé de pièces dans la machine et obtient une combinaison prédéterminée. La possibilité de déclencher le dispositif à bonis encourage le joueur à choisir la machine à sous ainsi équipée et/ou à mettre plus de pièces ou de jetons dans la machine.

(57) A method and apparatus for use with existing slot machines by providing a bonus apparatus for those machines. The bonus apparatus is activated when an operator plays the corresponding slot machine with a predetermined number of coins and hits a predetermined outcome on the slot machine reels. By potentially activating the bonus apparatus, the operator is encouraged to play the slot machine and/or to play additional coins/tokens.

Abstract

A method and apparatus for use with existing slot machines by providing a bonus apparatus for those machines. The bonus apparatus is activated when an operator plays the corresponding slot machine with a predetermined number of coins and hits a predetermined outcome on the slot machine reels. By potentially activating the bonus apparatus, the operator is encouraged to play the slot machine and/or to play additional coins/tokens.

BONUS GAME APPARATUS AND METHOD

Field of the Invention

This invention relates generally to an electronic device, and more particularly to an apparatus and method for implementing a secondary game of chance which is selectively operative based on the outcome of a first game of chance.

Background of the Invention

It is known in the art that a wide variety of slot machine devices exist. Generally such machines are designed with three-reels, four-reels, or five-reels, wherein an operator deposits one or more coins (or tokens) and then activates the reels by depressing a button or pulling a lever. The reels spin and one-by-one come to a stop. It will be appreciated that there are typically a number of symbols about the circumference of the reel and when the reels stop, one or more of the symbols are visible to the operator through a transparent cover on one or more pay lines. Based on the number of coins and the type of machine, the operator may receive a payback based on the selection of the visible symbols.

In many of the machines, if the operator plays more coins, then the likelihood of a payback is increased (e.g., a larger number of pay lines may be in play and/or the number of combinations of symbols which result in a payback are increased). Also, the amount of the payback may be increased as a multiple of the number of coins played and there may be a bonus award on one or more winning combinations when the maximum coins are played. Generally such a bonus is mandated by the slot machine mathematics for the total return percentage as a function of the slot machine's random dynamics. Thus, the bonus may require no further operator interaction in the form of a separate game (exceptions being those games with a simple "double or nothing" feature and the machine manufactured by Anchor Gaming, Inc. of Nevada under the model designation WHEEL OF GOLD™ described below).

Also in the prior art, there have been devices connected to slot machines which operate upon a predetermined event actuating the device. For example, one device is configured as a lighted box which simulates a roulette wheel. This game is actuated upon receiving a certain combination of symbols from the slot machine to which it is attached. The game is manufactured by Anchor Gaming, Inc. of Nevada under the model designation WHEEL OF GOLD™. This game suffers a drawback, however, in that it does not have the capability to be easily reprogrammed to implement other types of games and cannot display video information such as

advertisements, schedules and/or attract mode sequences when the game is not in play.

Other devices including IGT and CDS wide area progressive games (e.g., such as those having the designations Mega Bucks™, Quarter Mania™, Nevada Nckels™, Dollars Deluxe™, and Cool Millions™) as well as Williams Gaming, Inc.'s Piggy Bankin™ have similar drawbacks.

Therefore, there exists a need in the art to provide a bonus or secondary game of chance which makes operating existing slot machines more appealing. It is desirable to increase the number of ways which an operator can win, while simultaneously encouraging the operator to play multiple coins. Further, such game should preferably offer flexibility so that the programming might be changed, wherein a variety of bonus games might be offered and/or a different game might be implemented with the same components.

Summary of the Invention

The present invention provides a simple, relatively inexpensive method and apparatus for use with existing slot machines by providing a bonus apparatus for those machines. The principles of the present invention provide for the activation of the bonus apparatus when an operator plays the corresponding slot machine with a predetermined number of coins and hits a predetermined outcome on the slot machine reels. By potentially activating the bonus apparatus, the operator is encouraged to play the slot machine and/or to play additional coins/tokens.

In accordance with the preferred embodiment of the present invention, the secondary or bonus apparatus includes a combination of displayed video information and lights making the game esthetically pleasing and relatively easy to operate. In one preferred embodiment, the apparatus plays a no repeat card game with a 52-card deck (e.g., the bonus apparatus displays cards on the video screen until a pair is made). After determining the final outcome of the bonus game, the outcome is transmitted to the corresponding slot machine and the bonus apparatus begins displaying a pre-game show (e.g., an attract mode video clip) until receiving the next command to play another bonus game from the corresponding slot machine.

In the preferred embodiment, the apparatus includes a 486 processor based single-board computer to receive and transmit information to the corresponding slot machine, to control the operation of the video display and lights, to logically process the bonus game of chance programming instructions, and to logically process the attract mode and/or advertisement and scheduling information which is selectively displayed when the bonus apparatus is not activated.

The preferred embodiment also includes its own random number generator for a "random without prejudice" determination of game play which results in any of the possible bonus awards.

According to one aspect of the invention, there is provided an apparatus for processing a secondary game of chance based on the outcome of a first game of chance, the apparatus comprising: a communication means for sending and receiving signals from the first game of chance; a visual display means for displaying the results of the secondary game of chance to an operator; a memory means for storing programming instructions for the secondary game of chance; and a processing means, cooperatively connected to the communications means, the memory means, the visual display means, for determining the messages from the first game of chance; storing and retrieving information from the memory means; and operatively displaying the outcome of the second game of chance on the visual display means.

According to another aspect of the present invention, there is provided an apparatus which operates substantially as set forth in the preceding paragraph, and wherein: the memory means stores data relating to events and other advertisement information and the processor means retrieves the advertisement information on the visual display means when the secondary game of chance is not operative.

While the invention will be described with respect to a preferred embodiment and with respect to particular components used therein, it will be understood that the invention is not to be construed as limited in any manner by either such configuration or components. Further, while the device will be described as used in connection with a slot machine, it will be understood that the scope of the invention is not to be limited by use in connection with that type of device. The principles of this invention apply to the detection of a signal to play a bonus or secondary game of chance based on the outcome of a primary or first game of chance and to display results and/or information on a video display. These and other variations of the invention will become apparent to those skilled in the art upon a more detailed description of the invention.

Other advantages and features which characterize the invention are pointed out with particularity in the claims annexed hereto and forming a part hereof. However, for a better understanding of the invention, its advantages and objectives obtained by its use, reference should be had to the drawing which forms a further part hereof and to the accompanying descriptive matter, in which there is illustrated and described a preferred embodiment of the invention.

Brief Description of the Drawing

Referring to the drawing, wherein like numerals represent like parts throughout the several views:

Figure 1 is a perspective view of the apparatus located on top of a slot machine in order to illustrate a preferred environment in which the present invention might be used.

Figure 2 is a functional block diagram of the various functional components comprising a preferred bonus apparatus constructed in accordance with the principles of the present invention.

Figure 3 is a block diagram illustrating the logical flow of computer programming steps implemented by processor block 20 of Fig. 2.

Detailed Description of the Preferred Embodiment

The principles of the present invention apply to implementing a secondary game of chance based on a predetermined outcome of a first game of chance. A preferred application for this invention is in connection with a slot machine. Such application, however, is typical of only one of innumerable types of applications in which the principles of the present invention can be employed. Therefore, while the present invention will be described in connection with a slot machine as the first game of chance, it will be appreciated by those of skill in the art that other electronic devices could also be used.

Referring now to the figures, there is illustrated a preferred embodiment of a bonus apparatus and method configured in accordance with the principles of the present invention. The bonus apparatus is shown generally in Fig. 1 situated on top of a three-reel, slant-top slot machine by the designation 10. The slot machine is indicated by the designation 11. The slot machine (primary game) 11 includes three reels 13, coin and bill acceptors 12, a coin receiving tray 14 and several operator buttons 15. An example of a slot machine 11 with which the preferred embodiment bonus apparatus 10 might be used is manufactured by International Game Technology, Inc., of Reno Nevada, and having model designation S Plus slant top slot machine.

Again, it will be appreciated by those of skill in the art that the primary or first game could be any game as long as it has the capability to communicate with the bonus apparatus 10, preferably via an RS-232 communication port (described further below).

Before moving to a detailed description of the various components of the preferred bonus apparatus 10, the communication protocol, and the programming

steps, a brief overview of the manner in which the preferred embodiment operates will be presented.

1. Overview.

Generally, an operator plays the primary slot machine game 11. When a predetermined special symbol on the third reel 13 is hit and when a predetermined number of coins was played (in the preferred embodiment, three coins), the bonus apparatus 10 is activated. The bonus apparatus provides instruction to the operator via a combination of displayed information on a video screen 25 and a plurality of lights 16.

In the preferred embodiment, the bonus apparatus plays a no repeat card game with a 52-card deck. Briefly, this type of game continues to draw cards until a pair is made. Because the odds increase with each drawn card that a pair will be made, a larger outcome/payout results with each drawn card so long as no pair is made with the other displayed cards. By way of example, in the preferred embodiment, the operator is dealt seven cards from the deck (e.g., seven cards are displayed on the video display 25). If a pair turns up, the operator wins 45 coins. If there is no pair, then the operator draws cards for a higher bonus up to 13 cards for a top award of either 10,000 or 25,000 coins. Once a pair is drawn, the game declares a winner and amount. That amount is then forwarded to the primary game 11 to be added to the operator credit meter (not shown). The bonus apparatus 10 then moves into a wait mode, wherein a pre-game show (or other advertisement information) is displayed on the video display 25. This mode continues until the next command to play another bonus game is received from the primary game 11.

2. Functional Blocks.

Turning now to Fig. 2, there is illustrated the functional blocks comprising the various hardware components of the preferred embodiment. Again, the bonus apparatus is shown generally at 10. The main processing block of bonus apparatus 10 is processor block 20. In the preferred embodiment, processor block 20 is comprised of a single-board computer, and more preferably still includes a personal computer of the 486DX 100 Megahertz type. These boards may be readily purchased commercially. One example of such a single-board computer is manufactured by Computer Dynamics of South Carolina under the model designation SBC-486 DX.

It will be appreciated by those skilled in the art, however, that other processors might be utilized in connection with processor block 20 to provide the necessary processing means of the present invention. For example other computer

and CPU's (including Intel's 286, 386, and Pentium processors, as well as equivalents manufactured by other companies) could be utilized. The required functionality includes the processing means being able to determine messages received from a first device implementing a game of chance, implement programming steps for a second game of chance, and transmit messages concerning the outcome of the second game of chance to the first device.

Processor block 20 includes on-board random access memory and read-only memory to operate in its intended manner. It will be appreciated by those skilled in the art that although not specifically detailed in the figures, it will be understood that the various functional blocks are to be properly connected to appropriate bias and reference supplies so as to operate in their intended manner. Similarly, it will be understood that appropriate memory, buffers, and other attendant peripheral devices are to be properly connected to the processor block 20 (and other functional blocks) so as to operate in its intended manner. For example, the necessary video display card is included in the single board computer to drive the visual display block 25 in its intended manner.

Connected to processor block 20 is hard disk block 21. The hard disk block 21 preferably contains operating system programs, bonus game programming instructions, and programmable attract-mode video display sequences and/or advertising information for the casino or other establishment where bonus apparatus 10 is located. Such information is preferably displayed on the video screen represented by video block 25 when the bonus apparatus 10 is not in play. The information can include schedule information (such as restaurant hours), restaurant specials, or show times and personalities, among others.

The I/O interface card block 22 provides output to light block 24 and switch block 23. In the preferred embodiment, switch block includes a draw button, a reset button, and a door open switch. The draw button is accessible to an operator of bonus apparatus 10 as more fully described below. The reset button and the door open switch are used to reboot the bonus apparatus 10 and to indicate a fault status to the programming steps respectively.

Still referring to Fig. 2, processor block 20 is also connected to visual display block 25. In the preferred embodiment, the visual display block 25 is comprised of a flat panel LCD display, such as the one manufactured by Sharp Electronics of Japan, under the model designation LQ14D412.

Processor block 20 is cooperatively connected to the primary game block 11 via an RS-232 communication port. The communication protocol is described in the following section.

3. Communication Protocol.

As noted above, the bonus apparatus 10 communicates with the primary game 11 via an RS-232 interface. The preferred protocol provides for a header block and data block. The header block includes a start of message signal, a message sequence, and error detection data. The data block provides for up to 1024 bytes of data. While the following Table 1 illustrates the format of the communication protocol in more detail, it will be appreciated that such protocol may be modified in order for the present invention to communicate with a primary game of chance other than the slot machine described above.

TABLE I

COMMUNICATION PROTOCOL

Format

The messages include a six byte header and a data block ranging between 0 and 1024 bytes.

STX|SEQ|LCRC|HCRC|LDC|HDC|DATA BLOCK

The header byte definitions are:

STX Start of message 03H
SEQ Message sequence number **00H-07H**. The sequence number is incremented when a "g" is received from the bonus apparatus 10.
LCRC LSB of a zero seeded CCITT CRC (e.g., a cyclical redundancy check) in hexidecimal format of the **DATA BLOCK**.
HCRC MSB of a zero seeded CCITT CRC in hexidecimal format of the **DATA BLOCK**.
LDC LSB of the count of data byes in the **DATA BLOCK** in hexidecimal format.
HDC MSB of the count of data byes in the **DATA BLOCK**. block in hexidecimal format.

DATA BLOCK contents: Primary Game 11 => Bonus Apparatus 10:
R - Reset the display
S - Start of game

DATA BLOCK contents: Bonus Apparatus 10 => Primary Game 11:
g - The **DATA BLOCK** in the last received packet was okay
b - The **DATA BLOCK** in the last received packet was no good

Note: The contents of the **DATA BLOCK** are case sensitive and all numeric values are in hexidecimal and are ordered LSB to MSB unless otherwise noted.

In the preferred embodiment, the data transmission format is 96,n,8,1. Also, from Table 1 above, it will be appreciated that reception of a message begins

with STX and ends when the **DATA BLOCK** is finished (or a 20 ms intra-byte timer times out). In the event that 3 bad block messages are received, then a communications error should preferably be flagged and the apparatus be taken off-line.

Several examples of the messages transmitted using the foregoing communications protocol are illustrated in the following tables. Table II illustrates the reset command transmitted to bonus apparatus 10.

TABLE II

Reset the Bonus Apparatus 10

The primary game 11 sends a Reset to the bonus apparatus 10 after it has restored its state.

STX 00 LCRC HCRC 01 00 R

The bonus game 10 responds with:

STX 00 LCRC HCRC 01 00 g

or STX 00 LCRC HCRC 01 00 b

In order to determine whether the bonus apparatus 10 is still functioning, the primary game 11 may periodically poll the bonus apparatus 10 to detect whether it is still functioning. Table III illustrates this communication sequence.

TABLE III

Detecting the Bonus Apparatus 10

The primary game 11 sends this message to detect whether the bonus apparatus 10 is still there.

Send a Null message

STX 00 00 00 00 00

The bonus game 10 responds with

STX 00 LCRC HCRC 01 00 g

or STX 00 LCRC HCRC 01 00 b

In the event that the predetermined symbol (or other triggering event) from the first game of chance occurs, then a command is transmitted to the bonus apparatus 10. This command sequence is illustrated in Table IV.

TABLE IV

To Play a Bonus Game That Wins 45 Coins

The primary game 11 sends this message to begin a secondary game:
STX 00 LCRC 01 00 S

The bonus apparatus 10 responds with:
STX 00 LCRC HCRC 01 00 g
or STX 00 LCRC HCRC 01 00 b

Subsequent to the completion of the secondary game of chance, the bonus apparatus 10 sends: -
STX 01 LCRC HCRC 05 00
D 45H 00H 00H O

then the primary game 11 responds with:
STX 01 LCRC HCRC 01 00 g
or STX 00 LCRC HCRC 01 00 b

The foregoing Table IV illustrates a secondary game in which 45 coins were won. However, in the event that the predetermined symbol (or other triggering event) from the first game of chance occurs and the winning is 1,000 coins, then the command sequence would be as illustrated in the following Table V.

TABLE V

To Play a Bonus Game that Wins 1,000 Coins

The primary game 11 sends this message to begin a secondary game:
STX 00 LCRC HCRC 01 00 S

The bonus apparatus 10 responds with:
STX 00 LCRC HCRC 01 00 g
or STX 00 LCRC HCRC 01 00 b

When the game is finished the bonus apparatus 10 sends:
STX 01 LCRC HCRC 05 00
D 00H 10H 00H O

Then the primary game 11 responds with:
STX 01 LCRC HCRC 01 00 g
or STX 00 LCRC HCRC 01 00 b

4. Program Operation.

In the preferred embodiment constructed according to the principles of the present invention, the processing block 20 operates on programming instructions stored in a memory device (e.g., random access memory or on the hard drive block 21). The logical flow of such programming is shown generally in Fig. 3 at 30. Although the processor will be characterized as "proceeding" from logical block to logical block while describing the operation of the program logic, those skilled in the art will appreciate that programming steps are being acted on by processor block 20.

In operation, the processor starts at block 31 to initialize the programming instructions and to power up the various components of the bonus apparatus 10. At block 32, the processor determines whether the device was interrupted during the play of a previous game. This is done by checking the status of one or more memory locations. If a previous game was interrupted, then the processor block 20 moves to block 34 to reset the game to the state prior to the loss of power. As part of this procedure, the processor block 20 jumps to the point in the programming where the interrupt occurred.

If the previous game was not interrupted, then the processor block 20 moves to block 33. In this mode, advertisement material and/or a pre-game attract mode is shown on the display means 25. Periodically (or preferably asychronously based on an interrupt routine) the processor moves to block 35 to handle commands from the primary game 11. At block 35, the processor determines whether a command from the lower game has been received. The command may be a routine command to poll the status of the bonus apparatus 10 (or may provide additional advertisement type of data to display). In this event, the processor block 20 processes the command and returns to block 33 where the pre-game show is continued. However, if the command from the primary game 11 indicates that a bonus game should be initiated, then the processor moves to block 36.

On moving to block 36, the current video material being shown on display block 25 is interrupted and seven cards are dealt/illustrated on the display block 25. At block 37, the processor determines whether a matching card was turned up (i.e., is displayed). If no match was turned up, then the processor block 20 proceeds to block 38. At this block, the processor waits for a command from the draw button block 23 (e.g., an input command from the operator). If no command is received within a five-second delay, the processor automatically moves to block 39 and displays another card. Therefore, after either a draw button command or a time-out signal from the internal timer, the next card is illustrated on the visual display at block 39 and the processor returns to block 37. If there are still no matching cards, the processor again continues through blocks 38 and 39 until a match is turned up.

Once a match/pair is turned up, the processor moves to block 40 to display the winnings on the visual display 25. Also, the processor then determines the amount won based on the number of cards turned over prior to the match, and transmits a signal to the primary game 11 regarding the amount won. The processor block 20 then returns block 33 and a pre-game or advertisement information is displayed on the visual display device.

It is to be understood that even though numerous characteristics and advantages of the present invention have been set forth in the foregoing description, together with details of the structure and function of the invention, the disclosure is illustrative only and changes may be made in detail, especially in the type of game with which the secondary game is utilized. The full extent of the present invention is indicated by the broad general meaning of the terms in which the dependent claims are expressed.

What is claimed is:

1. An apparatus for processing a secondary game of chance based on the outcome of a first game of chance, the apparatus comprising:

a) communication means for sending and receiving signals from the first game of chance;

b) visual display means for displaying the results of the secondary game of chance to an operator;

c) memory means for storing programming instructions for the secondary game of chance; and

d) processing means, cooperatively connected to the communication means, the memory means, and the visual display means, for:

I) determining the messages from the first game of chance;

ii) storing and retrieving information from the memory means; and

iii) operatively displaying the outcome of the second game of chance on the visual display means.

2. The apparatus of claim 1, wherein the visual display means is a liquid crystal display video screen.

3. The apparatus of claim 1, wherein the memory means stores data relating to events and other advertisement information, and wherein the processor means retrieves the data and displays the data on the visual display means when the secondary game of chance is not operative.

4. The apparatus of claim 1, wherein the processor means sends and receives commands to the primary game to receive operator input and perform payout functions based on the outcome of the secondary game.

5. The apparatus of claim 1, wherein the memory means stores information related to a shuffled deck of cards and wherein the processor means illustrates a plurality of cards as the secondary game.

6. The apparatus of claim 1, wherein:

a) the visual display means is a liquid crystal display video screen;

b) the memory means stores data relating to events and other advertisement information, and wherein the processor means retrieves the data and

displays the data on the visual display means when the secondary game of chance is not operative;

c) the processor means sends and receives commands to the primary game in order to receive operator input and perform payout functions based on the outcome of the secondary game; and

d) the memory means stores information related to a shuffled deck of cards and wherein the processor means illustrates a plurality of cards as the secondary game.

7. A method of implementing a secondary game of chance based on the outcome of a first game of chance, the method comprising the steps of:

a) receiving signals from the first game of chance to initiate a secondary game of chance;

b) implementing the programming steps of the secondary game of chance with a computer;

c) displaying the results of the secondary game of chance to an operator on a video display; and

d) transmitting signals to the first game of chance regarding the results of the secondary game.

8. The method of claim 7, wherein the steps are performed in the order a) - d).

9. The method of claim 7, further comprising the steps of:

a) storing data relating to events and other advertisement information;

b) retrieving the data when a secondary game of chance is not initiated; and

c) displaying the data on the video display.

10. The method of claim 7, further comprising the step of: sending and receiving commands to the primary game in order to receive operator input and perform payout functions based on the outcome of the secondary game.

11. The method of claim 7, wherein the secondary game of chance comprises the steps of:

a) retrieving information related to a deck of cards;

b) displaying a first plurality of cards on the video display;

c) determining if any of the displayed cards match one another and displaying additional cards until there is a match; and

d) determining the winnings due an operator based on the number of cards displayed until a match occurred.

12. An apparatus for processing a secondary game of chance based on the predetermined symbol appearing on a payout line of a slot machine device, the apparatus comprising:

a) a processor for communicating with the slot machine;

b) a liquid crystal display device, operatively connected to the processor, which displays the results of the secondary game of chance to an operator;

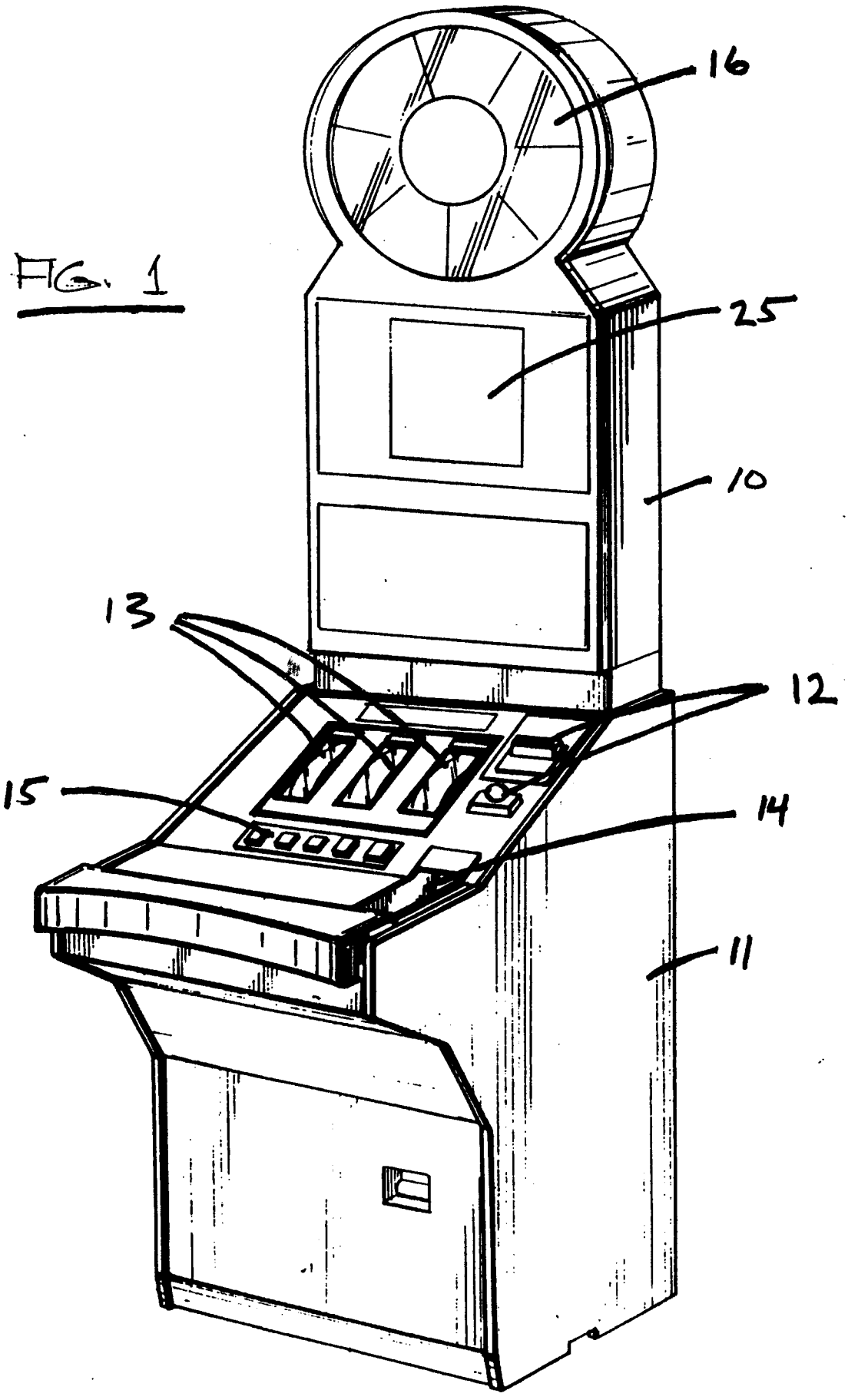
c) a hard drive device, operatively connected to the processor, for storing programming instructions for the secondary game of chance; and

d) wherein, the processor receives an activation signal from the slot machine, processes and displays a secondary game of chance on the display device, and communicates the results to the slot machine.

13. The apparatus of claim 12, wherein the hard drive device stores data relating to events and other advertisement information, and wherein the processor retrieves the data and displays the data on the display device when the secondary game of chance is not operative.

14. The apparatus of claim 12, wherein the secondary game of chance is a card game and the cards are displayed on the video display.

FIG. 1



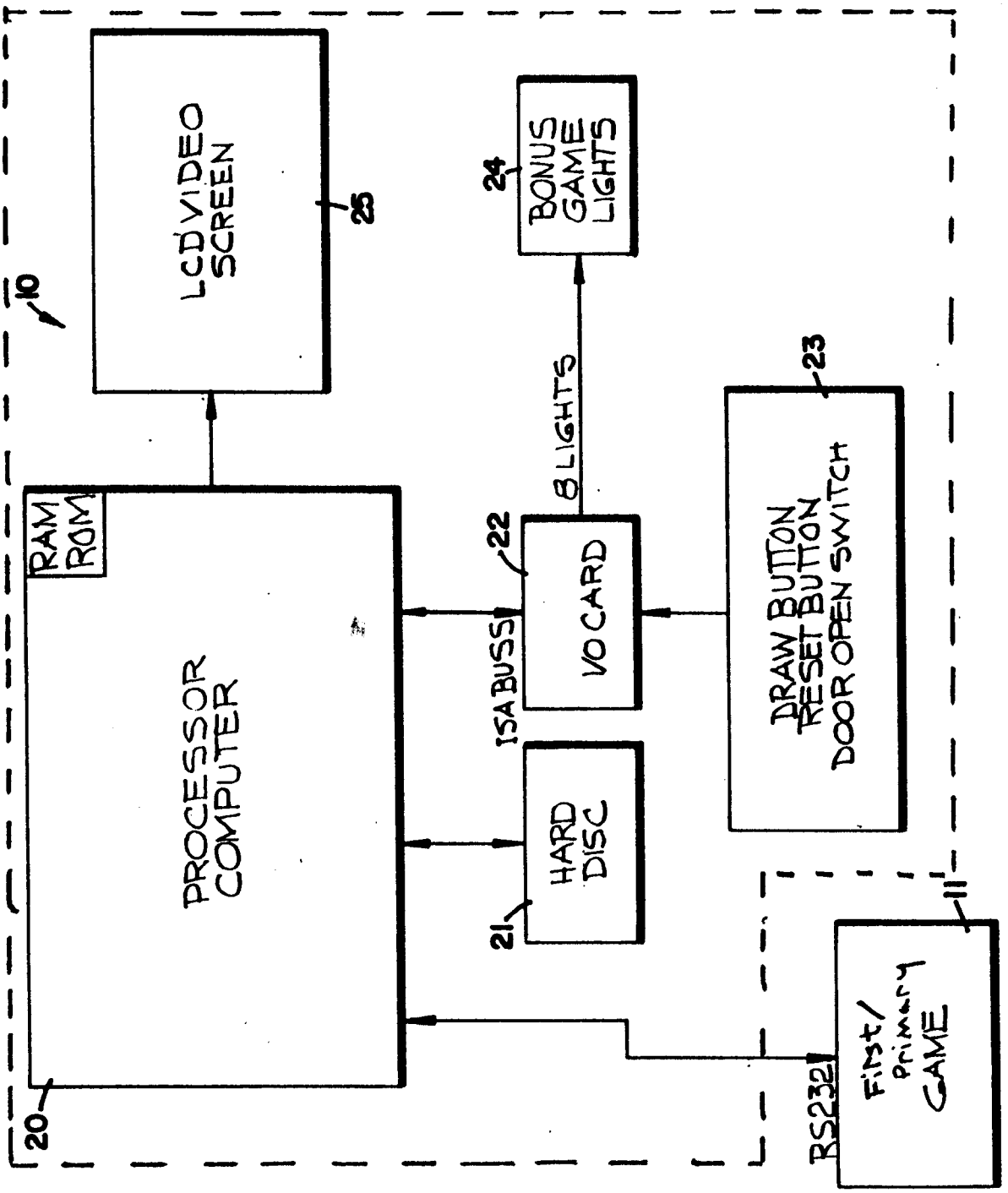
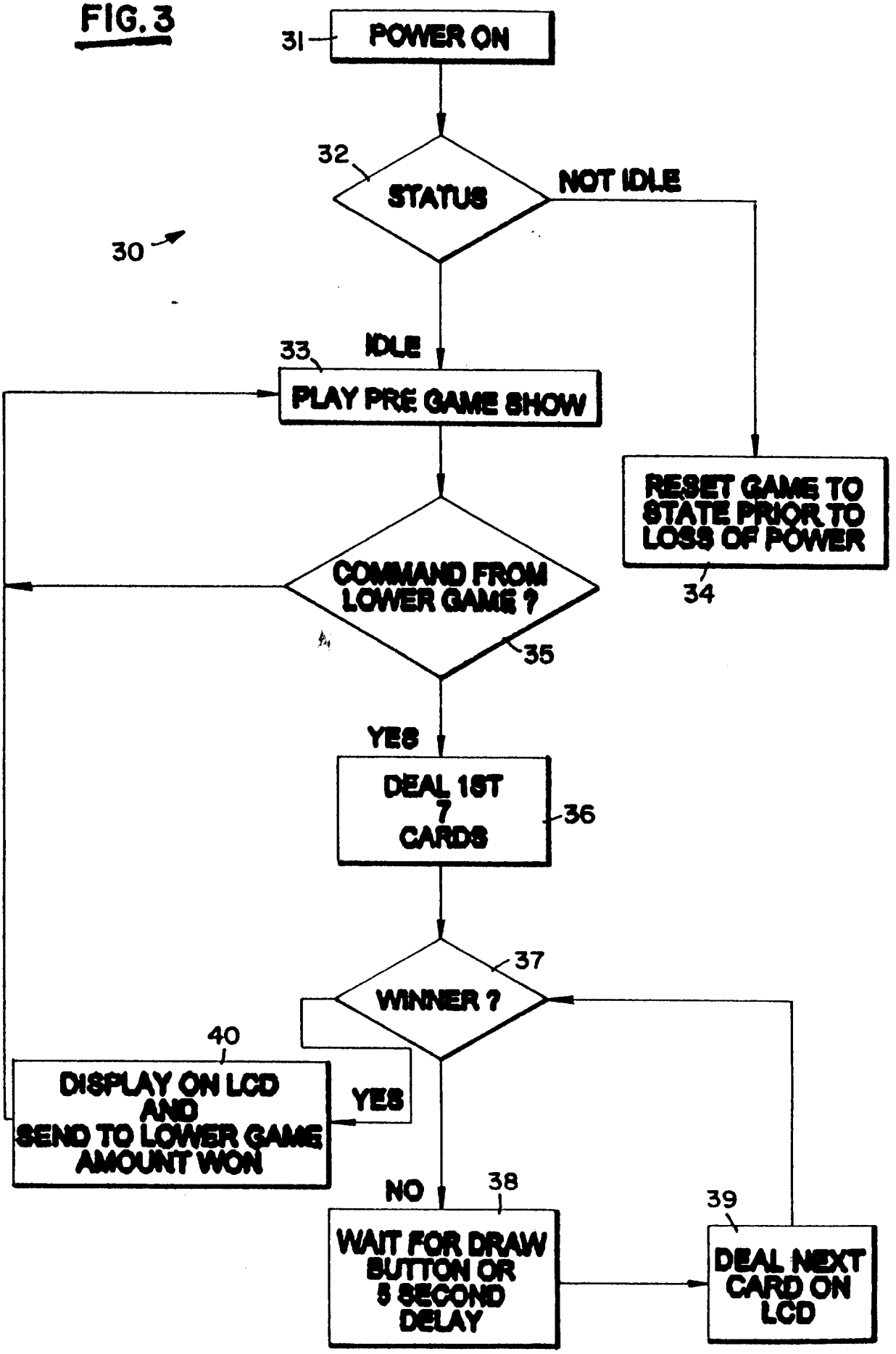
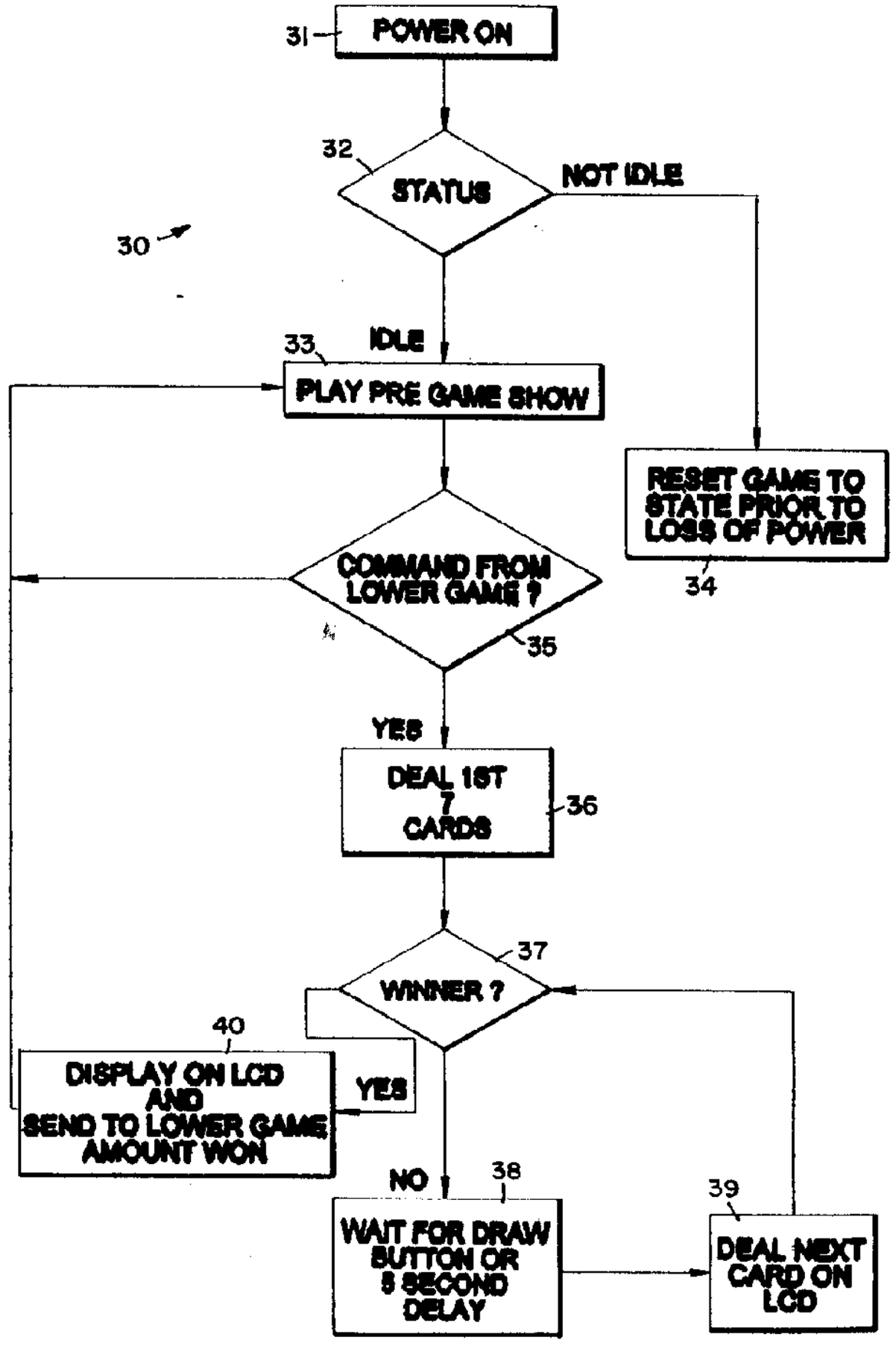

10
LCD VIDEO SCREEN
25
BONUS GAME LIGHTS
24
8 LIGHTS
RAM
ROM
PROCESSOR COMPUTER
20
ISA BUSS
22
I/O CARD
DRAW BUTTON
RESET BUTTON
DOOR OPEN SWITCH
23
HARD DISC
21
RS232
FIRST/ PRIMARY GAME
11

FIG.2

FIG. 3


30
31
POWER ON
32
STATUS
NOT IDLE
IDLE
33
PLAY PRE GAME SHOW
RESET GAME TO STATE PRIOR TO LOSS OF POWER
34
COMMAND FROM LOWER GAME ?
35
YES
DEAL 1ST 7 CARDS
36
37
WINNER ?
40
DISPLAY ON LCD AND SEND TO LOWER GAME AMOUNT WON
YES
NO
38
WAIT FOR DRAW BUTTON OR 5 SECOND DELAY
39
DEAL NEXT CARD ON LCD


31
POWER ON
32
STATUS
NOT IDLE
30
IDLE
33
PLAY PRE GAME SHOW
RESET GAME TO STATE PRIOR TO LOSS OF POWER
34
COMMAND FROM LOWER GAME ?
35
YES
DEAL 1ST 7 CARDS
36
37
WINNER ?
40
DISPLAY ON LCD AND SEND TO LOWER GAME AMOUNT WON
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