A wagering game combining the attributes of keno and video poker is disclosed. First, players place wagers and select one or more cards from a plurality of face-up cards. One or more cards from the plurality of cards are then randomly identified. Players receive awards based on the number of randomly identified cards which match player selected cards and/or the strength of a poker hand formed by the randomly identified cards. Players may also be provided an option to replace one or more of the randomly identified cards with new randomly identified cards. An optional bonus award is directed to the position of the randomly identified cards. For example if two or more of the randomly identified cards are arranged adjacent to one another or in a predetermined card display pattern, a bonus award is paid. The game may also be played in a live table game version or stand alone version similar to conventional keno.
1. PLAYER PLACES WAGERS

2. PLAYER SELECTS ONE OR MORE PLAYER CARDS

3. PLAYER CAUSES GAMING MACHINE TO SELECT ONE OR MORE RANDOM CARDS

4. PLAYER HOLDS OR DISCARDS EACH RANDOMLY SELECTED MACHINE CARD

5. DISCARDS REPLACED WITH NEW RANDOMLY SELECTED MACHINE CARDS

6. If AWARD? is Y, PLAYER PAID AWARD FOR NUMBER OF MATCHED RANDOMLY SELECTED CARDS AND POKER HAND FORMED BY RANDOMLY SELECTED MACHINE CARDS

7. GAME ENDS

FIG. 6
CASINO STYLE WAGERING GAME

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is a divisional of application Ser. No. 10/835,339 filed Apr. 29, 2004.

FIELD OF THE INVENTION

[0002] The embodiments of the present invention relate to a casino wagering game. More particularly, the embodiments relate to a wagering game combining aspects of keno and poker.

BACKGROUND

[0003] As the popularity of legalized gaming continues to increase, the desire for new games of chance increases as well. Therefore, significant numbers of new wagering games are being developed and promoted. However, a large number of the new wagering games are destined to fail. Reasons for failure include complexity, unfamiliar rules and a large house edge associated with the games. Thus, new games of chance which incorporate common themes and provide an acceptable house edge stand a better chance of success.

[0004] Accordingly, the embodiments of the present invention combine the games of poker and keno. In fact, poker is the most popular wagering game in the world. Poker comprises the use of playing cards to form the highest poker hand pursuant to pre-established poker hand rankings. On the other hand, keno is a very popular casino numbers game wherein players select one to fifteen numbers from a pool of eighty numbers. Thereafter, twenty of the numbers from the pool of eighty numbers are randomly selected. Players are paid based on the number of matches between their selected numbers and the randomly selected twenty numbers.

[0005] Although poker and keno are popular in their own right, each game has been around for a long time and could use an infusion of excitement. Therefore, the embodiments of the present invention combine aspects of both games into a single exciting wagering game.

SUMMARY

[0006] Accordingly, a first embodiment of the present invention comprises an electronic gaming device (e.g., video poker machine or keno machine) displaying fifty-two playing cards from a standard deck of playing cards. Optionally, the deck may incorporate jokers which may act as wild cards. The playing cards are displayed face up. An infinite number of card arrangements are possible but the final arrangement is not critical to practicing the embodiments of the present invention. Once the cards are displayed, a player is able to select one or more of the cards. Then, one or more cards are randomly selected or identified by the gaming device. The player is first paid for the number of matches between the player selected cards and the randomly selected cards. Second, the player is provided a payout for pre-established poker hands formed by the randomly selected cards. Thus, the first embodiment provides multiple ways to win. In alternative embodiments, the player may be paid either for the number of matches or the formation of pre-established poker hands rather than both.

[0007] In another embodiment, players place a side wager based on predicting the upcoming specific poker hand, if any, which will be formed by the randomly selected cards. In yet another embodiment, the player is able to replace one or more randomly selected cards with new randomly selected cards.

[0008] While the embodiments of the present invention are ideal for electronic gaming devices, the embodiments may also be practiced in a live setting akin to live keno or may be practiced using a more restricted live gaming table.

[0009] These together with other objects and advantages which will become subsequently apparent from the details of the construction and operation as more fully hereinafter described and claimed.

BRIEF DESCRIPTION OF THE DRAWINGS

[0010] FIG. 1 shows a gaming device of the type for facilitating an electronic embodiment of the game;

[0011] FIG. 2 shows a gaming device display screen displaying fifty-two playing cards;

[0012] FIG. 3 shows a gaming device display screen highlighting five player selected cards;

[0013] FIG. 4 shows a gaming device display screen once five random cards have been selected;

[0014] FIG. 5 shows a gaming device display screen depicting a bonus award outcome;

[0015] FIG. 6 shows a flow chart detailing play of one embodiment of the present invention; and

[0016] FIG. 7 shows a table layout for a multi-player live game embodiment of the present invention.

DETAILED DESCRIPTION

[0017] The operation of electronic gaming machines, including video poker and keno machines, is well known in the industry so that the minute details are not set forth herein. In general terms, video poker and keno machines are controlled by processors including, or in communication with, a random number generator. The random number generator generates the machine's outcomes. A display in communication with the processor provides visual information to players.

[0018] Reference is now made to the figures wherein like parts are referred to by like numerals throughout. FIG. 1 illustrates a perspective view of a video poker or keno type gaming machine for facilitating the embodiments of the present invention and is generally denoted by reference numeral 100. The general external features of the video poker machine 100 include a display 110, coin slot 120, a bill reader 130, a card reader 140 and a credit display 150. The gaming machine 100 also includes several player buttons which act as interfaces between the player and the machine processor. Player buttons include directional buttons 160-1 through 160-4, a card selection button 170, a coin wager button 180, a maximum coin wager button 190 and a start button 200. The directional buttons 160-1 through 160-4 comprise an up, down, right and left directional button for highlighting player cards which are then selected by depressing the card selection button 170. While not shown, the machine 100 may also incorporate a ticket dispenser for
printing tickets for redemption at a cashier window. Such
cashless systems are becoming increasingly popular in most
gaming jurisdictions. It is noted that any of the functions
facilitated by the gaming machine buttons 160–200 can be
accomplished using a display employing touchscreen tech-
nology.

[0019] In a first embodiment, as shown in FIG. 2, a
display screen 300 displays fifty-two cards 220 from a
standard deck of playing cards. As shown, the fifty-two
cards 220 are arranged in four rows 230-1 through 230-4
wherein each row 230-1 through 230-4 represents one of
the four card suits (i.e., spades, hearts, clubs and diamonds).
Countless other card arrangements, such as four columns
wherein each column represents a suit or random arrange-
ments are possible. Optionally, jokers may be added to the
deck to create additional game variations, including wild
card games.

[0020] After causing a wager to be placed, a player is able
to select one or more of the displayed cards. As shown in
FIG. 3, the player has selected five cards comprising the
A♣220-1, A♦220-2, 4♣220-3, 8♠220-4 and 2♥220-5. The
selection is made using the directional buttons 160-1
through 160-4 or by touching the cards 220-1 through 220-5
on the display screen 300 wherein the screen 300 incorpo-
rates touchscreen technology. Once selected, the cards 220-1
through 220-5 or their borders are highlighted by changing
color, illumination and/or brightness. Also, selected cards
may blink or otherwise be highlighted to denote their selection. Once the cards 220-1 through 220-5 are selected,
the player depresses the start button 200 or its touchscreen
equivalent to cause the gaming machine 100 to select a
pre-determined number of random cards from the displayed
cards. For example, as shown in FIG. 4, five cards
comprising the A♣240-1, A♦240-2, 7♥240-3, 2♥240-4 and
6♠240-5 have been randomly selected by the machine. As
shown, the three randomly selected cards comprising the
A♦240-1, A♦240-2 and 2♥240-4 match three of the player
selected cards, namely the A♣220-1, A♦220-2 and 2♥220-
5. Also, the five randomly selected cards 240-1 through
240-5 comprise a pair of Aces.

[0021] In the first embodiment of the present invention,
the player receives awards based on both the number of
player selected cards 220-1 through 220-5 which match the
randomly selected cards 240-1 through 240-5 and the
strength of the poker hand formed by the randomly selected
cards 240-1 through 240-5. In this example the player has
matched three of the five selected player cards and has
received a pair of Aces formed by the randomly selected
cards. Like keno, the more player selected cards which
match the randomly selected cards, the greater the payout.
Also, like video poker, a pre-established pay table based on
winning five card poker hands provides a list of payouts
corresponding to final poker hands. The pay table may be
modified to account for the random selection of more or less
than five cards. For example, randomly selecting less than
five cards requires the creation of two, three and four-card
poker hands and corresponding alternative payouts. Simi-
larly, randomly selecting more than five cards results in
increased chances of achieving winning five-card poker
hands (or seven-card poker hands). The random selection of
a single card may be paid according to the rank of the single
card. Consequently, an Ace is the most valuable card selec-
tion followed by a King and so on.

[0022] In an alternative embodiment, after the first random
selection of cards, the player is provided with the opportu-
nity to discard one or more of the randomly selected cards
in favor of randomly selected replacement cards. Depending
on the game, player decisions regarding holding and dis-
carding are based on matching more cards and/or increasing
the strength of the resultant poker hand. With the draw
feature, corresponding payouts are likely reduced based on
the increased chances of achieving pre-established winning
results.

[0023] In alternative embodiments, players receive pay-
outs solely for matching player selected cards with randomly
selected cards or the strength of one or more poker hands
formed by the randomly selected cards. These embodiments
may also incorporate the draw feature.

[0024] In another embodiment, players place side wagers
related to specific poker hands being formed by the ran-
domly selected cards. In this manner, players may wager that
a specific hand (e.g., four of a kind, a royal flush, etc.) is
going to be formed with the randomly selected cards. The payouts for wagers on the specific hands are larger than for corresponding general hands. The side
wagers may also be based on the resultant poker hand sub-
sequent to a draw.

[0025] A bonus feature applicable to any embodiment of
the present invention comprises a payout for positions of;
or patterns formed by, the randomly selected cards. Referring
to FIG. 5 for example, the random selection of the cards
comprising the 4♣230-6, 4♥230-7, 3♠230-8, 4♠230-9 and
5♠230-10 results in one or more bonus outcomes. That is,
cards 230-6 and 230-7 and cards 230-9 and 230-10 are
arranged adjacent to one another, respectively. Accordingly,
a player is entitled to a pre-established bonus award. Bonus
awards may also be based on card patterns such as four
corners, columns, etc. An alternative bonus scheme involves
a secondary or bonus game triggered by one or more primary
game outcomes. For example, a bonus game may be trig-
gered in response to a player selecting a Joker and the Joker
also being randomly selected by the machine. The bonus
game may comprise any mechanism, including spinning
wheels, video outputs or mechanical devices, for providing
the player with a bonus award or a chance at a bonus award.

[0026] Now referring to FIG. 6, a flow chart 400 de-
tails play of one embodiment of the present invention facilitating
by an electronic gaming machine. At step 410, a player
causes a game wager and any side wagers to be placed.
The wagers may be taken from a machine credit or may be
inserted by the player. Then, at step 420, the player selects
one or more player cards. Once the player cards have been
selected, at step 430, the player causes the machine to
randomly generate and identify one or more cards. In a
non-draw embodiment, the player is paid based on the
number of matches between the player selected cards and
the randomly selected cards and/or the strength of the poker
hand of the five randomly selected cards. However, with
the draw option, at step 440, the player holds or discards each
of five randomly selected cards. At step 450, any discs are
replaced with new randomly selected cards. Next, at step
460, the machine determines whether the player is entitled
to an award for the game wager or any side wagers. If so, the player is paid at step 470. Optionally, at step 470, the player may receive a bonus award for randomly selected cards being arranged in a pre-established winning fashion. At step 480 the game ends.

[0027] The embodiments of the present invention may also be practiced in a live gaming environment. In one such embodiment, players select cards via a paper ticket. The ticket is then provided to casino personnel or fed into a keno kiosk. In return, the player receives a record of the player selected cards. At a certain time, random card ranks are selected. The random selection may be facilitated by a container of air-agitated balls having a card ranked depicted thereon. The container is in contact with a tube which randomly draws in the pre-established number of balls and corresponding card ranks. A random number generator may also select the cards. Players receive awards based on a number of matches between player selected cards and the randomly selected cards and the strength of a poker hand formed by the one or more randomly selected cards. Any number of players may participate in such an embodiment.

[0028] Alternatively, a table game facilitates a more restricted play of the game. In this embodiment, a gaming table layout (not shown) incorporates a plurality of player card selection grids and a plurality of player markers for players to temporarily mark their player cards on the grid. Once each player has placed a wager and marked or selected his or her cards on his or her grid, a dealer deals face-up one or more cards from a deck of playing cards. A random number generator in communication with a display device may also act to randomly select cards. The dealer then resolves player wagers based on the number of matches between player selected cards and the dealt cards and/or the strength of the poker hand formed by the one or more randomly selected cards.

[0029] FIG. 7 shows a multi-player embodiment facilitated by a table layout 500 providing means for a plurality of player to place wagers. In a manner similar to live roulette, multiple players place wagers on the single table layout 500. Once all wagers are placed, a dealer deals five cards and resolves all wagers. The layout 500 comprises a series of wagers based on single cards, multiple card combinations and/or card colors. Single card wagers are depicted as replicas of playing cards 510. Below each aligned card rank there are wagers 520 dependent on the exact number of specific card ranks. Players may also wager on entire rows of exactly one, two, three or four specific card ranks 530 appearing in the five dealt cards. Next to the rows of cards 510 players may place wagers on zero, one, two, three or four specific suits 540. Next to the suit wagers 540, players may place wagers on the entire row of identified suit wagers 550 appearing in the five dealt cards. Above the playing cards 510 there are poker hand wagers 560 which include wagers on poker hands comprising any two pair up to, and including, a royal flush. Wagers 570 allow players to wager on different color card outcomes. For player convenience, the layout 500 also depicts illustrative payouts corresponding to the numerous wagers. It is also conceivable to include jokers in the standard deck. The jokers may act as wild cards and tend to create more game versatility.

[0030] Although the invention has been described in detail with reference to several embodiments, additional variations and modifications exist within the scope and spirit of the invention as described and defined in the following claims.

We claim:

1. An electronic gaming device comprising:
   means for accepting player wagers;
   a processor in communication with a random number generator, display and interface means, said processor, random number generator, display and interface means for:
   a. displaying a plurality of cards face-up;
   b. permitting a player to select one or more of the plurality of cards;
   c. randomly identifying one or more of the plurality of cards; and
   d. resolving the player wagers based on a number of randomly identified cards matching the player selected cards and a strength of a poker hand formed by the randomly identified cards.

2. The gaming device of claim 1 wherein the interface means is touch screen display.

3. The gaming device of claim 1 wherein the means for accepting wagers comprises a bill validator.

4. The gaming device of claim 1 wherein wagers include side wagers on which poker hand will be formed by the randomly selected cards.

5. The gaming device of claim 1 wherein the means for accepting wagers comprises a ticket validator.

6. A method of conducting a wagering game comprising:
   allowing multiple players to place wagers on a common gaming table layout wherein said wagers are dependent upon outcomes of a dealer dealing a plurality of cards from one or more decks of cards, said wagers dependent upon outcomes, including single cards, suits, colors and poker hands, formed by the dealt cards; and
   comparing the dealt cards to the players' wagers and resolving the players' wagers based on the single cards, suits, colors and poker hands within the dealt cards.

7. The method of claim 6 wherein the dealer deals five cards.

8. The method of claim 6 wherein jokers are included in the plurality of cards.

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