The invention provides a game apparatus having five roulette wheels rotatable on a common axle with a plurality of wheel sections representing Alphabet letters and numbers, an indicator mechanism randomly selecting one wheel section in each wheel by a spin of the wheels, and a playing surface comprising a plurality of betting terminals for placing wagers on the randomly selected wheel sections. The invention also can generate large payouts without the necessity of large wagers.
<table>
<thead>
<tr>
<th>Description</th>
<th>Payout</th>
</tr>
</thead>
<tbody>
<tr>
<td>Each Alphabet Letter</td>
<td>8 to 1</td>
</tr>
<tr>
<td>Each Number</td>
<td>9 to 1</td>
</tr>
<tr>
<td>Exacta (Two Alphabet Letters)</td>
<td>500 to 1</td>
</tr>
<tr>
<td>Exacta (One Alphabet Letters plus One Number)</td>
<td>200 to 1</td>
</tr>
<tr>
<td>Exacta (Two Numbers)</td>
<td>80 to 1</td>
</tr>
<tr>
<td>TriXacta™ (Three Alphabet Letters)</td>
<td>15000 to 1</td>
</tr>
<tr>
<td>TriXacta™ (Two Alphabet Letters plus One Number)</td>
<td>5000 to 1</td>
</tr>
<tr>
<td>TriXacta™ (One Alphabet Letter plus Two Numbers)</td>
<td>2000 to 1</td>
</tr>
<tr>
<td>QuadXacta™ (Three Alphabet Letters plus One Number)</td>
<td>150000 to 1</td>
</tr>
<tr>
<td>QuadXacta™ (Two Alphabet Letters plus Two Numbers)</td>
<td>500000 to 1</td>
</tr>
<tr>
<td>Jackpot (Three Alphabet Letters plus Two Numbers)</td>
<td>1.5 million to 1</td>
</tr>
</tbody>
</table>

*Or the Accumulative Jackpot Prize Money, whichever is greater*

Fig. 3
APPARATUS AND METHOD OF PLAYING A MULTIPLE-WHEEL ROULETTE GAME

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] Not Applicable

FEDERALLY SPONSORED RESEARCH

[0002] Not Applicable

SEQUENCE LISTING OR PROGRAM

[0003] Not Applicable

FIELD OF THE INVENTION

[0004] The present invention relates to casino roulette games. More specifically, the present invention is a roulette game of chance that uses multiple roulette wheels, alphabets, and numbers.

BACKGROUND OF THE INVENTION

[0005] The general concept of the roulette wheel having a large number of wheel sections has been known for some time. Each of the wheel sections typically corresponds to a unique number or other indicia. Various wheel sections can also correspond to different groupings, such as by color, odd or even numbering, or the like. Standard roulette game rules generally permit players to place wagers on one or more of the sections of the wheel, with various wagering combinations also being permitted based on the wheel section groupings.

[0006] A croupier or gaming establishment employee, after wagers have been placed, spins the wheel and one of the wheel sections is randomly selected by an indicator. This is generally done in one of two ways, depending on the orientation of the wheel. For horizontally inclined wheels, a ball is injected to the spinning wheel and randomly selects a pocket associated with one of the wheel sections. For vertically oriented wheels, a pointer is used to gradually slow down the wheel and randomly point to one of the wheel sections when the wheel comes to a complete halt.

[0007] Once a wheel section has been randomly selected, winnings are paid to the players that have correctly wagered on the selected wheel section or one of the groupings that includes the selected wheel section. All losing wagers are forfeited to the house and new wagers are then placed for the next spin of the wheel.

[0008] Apparently, roulette has been slipping in popularity among all casino games, except Baccarat. One drawback to roulette is the inability to generate large payouts without the necessity of large wagers. Another drawback is the lack of excitement associated with the current roulette wheel mechanism.

DESCRIPTION OF THE PRIOR ART

[0009] Roulette has been credited to various ancient sources, such as concepts of Chinese and Roman origins. Over time, core gaming themes and gaming rules have developed. In order to infuse some element of novelty into old games, gaming enthusiasts continue to enhance the gaming experience through inventive approaches and methods to play.

[0010] U.S. Pat. No. 3,853,324 to Reiner et al. (1974) discloses a game in which a combined game of chance and skill which is a modified form of the popular game known as bingo. The game includes a circular playing field, a longitudinal alley extending therefrom and a ball-propelling mechanism mounted at one end of the alley for propelling small and large indicating balls along the alley and onto the playing field. The playing field includes an outer member and an inner disc which are rotatably driven in opposite directions. The outer member is provided with a plurality of indicia-carrying partitions which are spaced to trap the large indicating ball which is propelled onto the playing field but are spaced to allow the small indicating ball to pass through the partitions and onto the inner disc. The inner disc is provided with a plurality of indicia-carrying, ball-receiving pockets adapted to receive the small indicating ball which passes through the partitions.

[0011] U.S. Pat. No. 4,222,561 (1980) to Whitten, discloses a roulette type device whereby a predetermined set of word category cards are selected randomly one at a time together with spinning a roulette wheel to select the first letter designation for a word response by the players which satisfies both the category and the first letter so selected. The type of roulette wheel used in Whitten comprises a series of letters of the Roman alphabet thereon. The wheel includes a total of thirty-six lettered positions thereon, with certain of the letters being duplicative. Whitten utilizes the device to enable random selection of a letter by his wheel to designate the first letter of an object from a group of related objects, e.g., kinds of fruits, etc. The subject user or gamer must come up with an object having a name that begins with the letter selected on the Whitten roulette wheel in order to win that particular play.

[0012] U.S. Pat. No. 5,755,440 (1998) to Sher, discloses an Enhanced Roulette-Style Game. It teaches a new roulette apparatus comprising multiple balls and separate tracks for launching each of the balls. In a preferred embodiment there are two balls and two tracks, and a special apparatus for launching the balls. In one embodiment the launching apparatus is air-powered, and in another apparatus is mechanical with the balls accelerated by contact with a spinning wheel. In either case the launching apparatus may be hand-held or mounted to a frame and positioned to propel the balls into the tracks. In another aspect of the invention the wheel of the roulette apparatus is provided as a dynamic display, which may be of several different types, such as LCD and dynamic holographic displays, and electronic player stations are provided wherein players may customize and place bets. In many embodiments the games are enhanced by audio effects including such sounds as balls being launched, balls rolling down a roulette wheel, thunder strikes, and music.

[0013] U.S. Pat. No. 6,164,647 (2000) to Chee, discloses a Casino Wheel Game System. It teaches a roulette assembly comprising a lower wheel divided into a plurality of sections each representative of at least one of a unique color. Also included is an upper wheel rotatably mounted on the lower wheel and divided into a plurality of sections each representative of at least one of a unique number and a unique color. Upon the upper wheel and the lower wheel being spun, the upper wheel slows to engage with the lower wheel and a unique number and color combination is indicated. Upper and lower wheels may be randomly joined to select a specific color and number outcome on the lower wheel. Notably, no alphabetic designations on the wheel are disclosed.

teaches a method of mass amusement using a stake field simulating a roulette-type betting field with various-color stake squares with various-color information marks from 1 to 36 formed thereon and the twelve Zodiac signs in the stake squares with digital information marks 1,2,3,5,7, 11,13,17, 19,23,29, and 31. Also formed is a flat image of a stationary roulette wheel having 36 main sectors and one or two additional sectors, with each main sector to contain, first, the images of digits from 1 to 36 with the images of the twelve Zodiac signs in the places of location of the prime numbers 1,2,3,5,7,11,13,17,19,23,29, and 31, and secondly, two images of the hexagonal die with information marks being various number of spots from 1 to 6. Then, the players place their bets on the stake squares of the stake field, the procedure to be followed by choosing two pairs of random gambling indices by means of double simultaneous casting of two hexagonal dice.

[0015] U.S. Pat. No. 6,663,106 (2003) to Cosmini, discloses certain improvements in Roulette-Type games and new use of said improvements. It teaches a new type of roulette game including two bowls coaxial to each other and rotating around the same axis and two small balls, each ball rolling around one of the bowls, where on each bowl are engraved data which refer to an independent event. In its first embodiment, the two independent events are: the signs of Zodiac, the numbers from 0 to 31, where the signs of the Zodiac are preferably engraved on the external, ring-shaped bowl, while the numbers from 0 to 31 are preferably engraved on the internal bowl. In its second embodiment, the events engraved on the two bowls are related to one or more of the calendars used in Asiatic countries (China, Korea, Japan and so on).

[0016] U.S. Patent Application No. 2005/0285536, authored by Iveyski, discloses an alphabetic roulette game comprising a roulette wheel having twenty-five positions thereon, comprising the twenty-six letters of the Roman alphabet and a double letter position. A wagering surface or table provides for the placement of wagers upon the chance of any of the single letters (or the double letters) or a letter of any of several groups of letters turning up on a spin of the wheel. The game also provides for wagers on the chance of a given letter turning up on two or more consecutive turns of the wheel. A further wagering opportunity is provided for wagering upon the chance of a letter within a given word or words coming up on a turn of the wheel. The alphabetic positions on the wheel, and corresponding positions on the table, may be colored to allow players to place wagers on a color or colors.

[0017] WO2008/067604 reveals an invention by Fisher, et al., which discloses a roulette game enabling single-spin formation of meaningful character strings, which character strings may be coupled to tones for enhancing the gaming experience. The meaningful character strings may be defined by college-enabling letter groups, which letter groups may prompt underlying tones in solmization. The syllabic roulette game comprises a roulette wheel, a wager-enabling layout, and a plurality of balls. The wheel comprises alphabetic characters against a rainbow colored backdrop for enabling various payout schemes. A color-coordinated wager support surface is preferably disposed adjacent to the roulette wheel for facilitating wager placement.

[0018] Although these types of prior art multiple game-of-chance apparatus can be more exciting than the traditional spinning reel device by itself and more exciting than other one-wheel roulette game, the applicant has discovered that much can be done with multiple game-of-chance apparatus to make it much more exciting to play, more likely to be played, and more profitable for the game owner or gaming establishment. None of the inventions disclosed above involve playing a roulette game having multiple roulette wheels, using alphabets and numbers as integers. Gamblers are usually superstitious; that is why they keep track of results of preceding hands, e.g., in Baccarat, and Roulette games. They believe in hunches and hints, based on which they like to place their bets. None of the above-described inventions provide a game for gamblers to bet on letters based on their or their loved one’s name or their birthdays. Neither do any of the inventions disclosed above come up with a game where a player can use their address to bet on the letters and numbers.

SUMMARY OF THE INVENTION

[0019] Accordingly, it is an object of the present invention to provide an apparatus and a method of playing a roulette game which overcomes the problems mentioned above and is attractive to players at all skill levels. The present invention also can generate large payouts without the necessity of large wagers.

[0020] The present invention provides a five wheels roulette game, comprising three of the wheels with 26 Alphabet letters around the wheel circumference, and the remaining two wheels with number 0-9 around the wheel circumference. All said wheels are rotatable about a common axle. All said Alphabet letters and numbers are associated with one or more roulette betting layouts or betting terminals. After all bets are placed by the players, the wheels are spun by a casino croupier. When the wheels come to a complete halt, an outcome occurs based upon the three alphabet letters and two numbers appear on the “Pay Line” indicator. The present invention is offered under the trademark AlphaBets.

[0021] The present invention offers at least five options for a player to wager his bets; he can wager on a letter or a number singly; he can wager on two letters or two numbers [or one letter plus one number] betting they will show on the “Pay Line” in the exact order he picks [Exacta]; he can wager on three letters [or two letter plus one number, or one letter plus two numbers] betting they will show on the “Pay Line” in the exact order he picks [TriXacta]; he can wager on three letters and one number [or two letters plus two numbers] betting they will show on the “Pay Line” in the exact order he picks [QuadXacta]; or he can wager on three letters and two numbers betting they will show on the “Pay Line” in the exact order he picks [Jackpot].

[0022] To wager on a single Alphabet letter or a number, a player needs to press the button of that particular letter or number, and then press the amount he wishes to bet. If a player wishes to wager on several Alphabet and numbers, he could do so by pressing the buttons of those letters and numbers, e.g., A+B+C+X+Y+Z+x(times) the amount he wishes to bet.

[0023] To bet on Exacta, a player needs to pick two Alphabet letters in the exact order, e.g., A+B, or C+D, or H+D, or Y+A, etc., he must press the buttons of those letters in the correct order, then hit the amount button, indicating how much he wishes to bet. Same rules apply when a player wishes to wager on two numbers, or one Alphabet letter plus one number.

[0024] To bet on TriXacta, a player needs to pick three Alphabet letters in the exact order, e.g., A+B+C, or D+E+F, or Z+I+P, or Y+Y+Y, etc., he must press the buttons of those
letters in the correct order, then hit the amount button, indicating how much he wishes to bet. Same rules apply when a player wishes to wager on two Alphabet letters plus one number, or one Alphabet letter plus two numbers.

To bet on QuadXacta, a player needs to pick three Alphabet letters plus one number in the correct order, e.g., A+B+C+1, or B+A+C+9, or W+I+N+8, he must press the buttons of those Alphabet letters and number in the correct order, and then hit the amount button, indicating how much he wishes to bet. Same rules apply when a player wishes to wager on two Alphabet letters plus one number.

To bet on Jackpot, a player needs to pick three Alphabet letters plus two numbers in the correct order, e.g., M+A+N+2A3, or G+A+L+A+6, or H+I+T+S+9+9, or B+O+Y+1+2, or W+4+W+0+0, etc., he must press the buttons of those Alphabet letters and numbers in the correct order, then hit the amount button, indicating how much he wishes to bet.

One or more players can initiate the game by placing their wagers on one or one of a plurality of betting layouts or betting terminals. After a certain period of time has elapsed, a casino croupier announces “No More Bets,” before he spins the wheels. The start of the spinning of the wheels is activated by a switch connected to a CPU. [Where a game there is no croupier running the game a player may activate the spinning of the wheels]. Upon the wheels coming to a complete halt, thus producing the winning letters and numbers, as indicated by the “Pay Line,” the croupier scoops up all the losing wagers, before paying the winners according to the “Payout Table.” Upon completion of which, a new game begins with the players placing their new wagers.

BRIEF DESCRIPTION OF THE DRAWINGS

The present invention, both as to its design and its manner of operation, together with further objects and advantages, may be best understood by reference to the following description, in connection with the accompanying drawings.

FIG. 1 is a front plan view of the applicant’s multiple-wheel apparatus, which has five roulette wheels. FIG. 1a shows the first roulette wheel with 26 Alphabet letters [A to Z] around its circumference. FIG. 1b shows the second roulette wheel with 26 Alphabet letters [A to Z] around its circumference. FIG. 1c shows the third roulette wheel with 26 Alphabet letters around its circumference. FIG. 1d shows the fourth roulette wheel with numbers 0-9 around its circumference. FIG. 1e shows the fifth roulette wheel with numbers 0-9 around its circumference. FIG. 1f shows a “Pay Line” indicator. FIG. 1g shows a horizontally disposed axle. FIG. 1h shows a vertically disposed column. FIG. 1i shows a base upon which 1j rests.

FIG. 2 is a front plan view of the betting layout and a betting terminal of the present invention. FIG. 2a shows twenty-six Alphabet letters [A to Z] and ten numbers [0 to 9]. FIG. 2b shows a button with which a player can wager on a single Alphabet letter or a number. FIG. 2c shows a button with which a player can wager on Exacta. FIG. 2d shows a button with which a player can wager on TriXacta. FIG. 2e shows a button with which a player can wager on QuadXacta. FIG. 2f shows a button with which a player can wager on Jackpot.

FIG. 3 shows a PAYOUT TABLE for the present invention.

FIG. 4 is a front plan view of an electronic scoreboard showing the outcomes of the previous twenty games. FIG. 4a shows the outcomes of the last game played. FIG. 4b shows the accumulative Jackpot prize money.

DESCRIPTION OF PREFERRED EMBODIMENTS

In a preferred embodiment the present invention provides a game apparatus used in a game of chance. The game apparatus includes a roulette wheel assembly having five roulette wheels rotateably on a common axle and a playing surface for placing wagers on the outcome of a spin of the wheels. Various methods of playing the game of chance using the game apparatus are also disclosed herein.

FIG. 1 shows the outcomes of the last game played. FIG. 1a displays the outcomes of the previous twenty games. FIG. 1b shows the accumulative Jackpot prize money.

In a preferred embodiment the present invention provides a game apparatus used in a game of chance. The game apparatus includes a roulette wheel assembly having five roulette wheels rotateably on a common axle and a playing surface for placing wagers on the outcome of a spin of the wheels. Various methods of playing the game of chance using the game apparatus are also disclosed herein.

In a preferred embodiment the present invention provides a game apparatus used in a game of chance. The game apparatus includes a roulette wheel assembly having five roulette wheels rotateably on a common axle and a playing surface for placing wagers on the outcome of a spin of the wheels. Various methods of playing the game of chance using the game apparatus are also disclosed herein.

The wheels can start spinning substantially simultaneously and the duration of all spins may be substantially the same so that all the wheels come to a complete halt, producing an outcome of three winning Alphabet letters and two numbers at or around the same time. If the Alphabet letter(s) or number(s) stop in a slot within the “Pay Line” covered by a bet placed by the player then the player is rewarded his winnings, according to the “Payout Table” FIG. 3 of the present invention.

In some contemplated embodiments the apparatus may be mounted on top of a table horizontally and in such a manner that parts 1b and 1f are not required. The apparatus may include communication means, which may include the use of any one or more of a wired or wireless connection, a connection linked to a CPU. In accordance with another aspect of the invention there is provided an electronically-readable medium containing executable code for instructing an electronic gaming apparatus to perform a game or method as defined herein.

In an alternative embodiment, the wheels can be replaced with virtual wheels whose images are provided on a display. The number of wheels can be more or less than described herein.

A wagering surface or table is preferably disposed adjacent to the roulette wheel assembly for facilitating wager placements, and may comprise a plurality of wager-processing recorders or betting terminals, each having a superior surface bearing a select, wager-based Alphabet letter or number, as illustrated in FIG. 2. The wheel-based and wager-based Alphabet letter and number having paired character correspondence. In accordance with an aspect of the invention there is provided an electronic gaming apparatus having central processing means, wager inputting means and visual display unit, the apparatus being configured to perform a game or method as defined herein.

In a preferred embodiment, a player can wager on a single Alphabet letter or a number [FIG. 2b]. A player can wager on two letters or two numbers for one letter plus one
number] betting they will show on the “Pay Line” in the exact order he picks [Exacta] [FIG. 2c]. A player can wager on three letters [or two letters plus one number, or one letter plus two numbers] betting they will show on the “Pay Line” in the exact order he picks [TriXacta] [FIG. 2d]. A player can wager on three letters and one number [or two letters plus two numbers] betting they will show on the “Pay Line” in the exact order he picks [QuadXacta] [FIG. 2e]. A player can wager on three letters and two numbers betting they will show on the “Pay Line” in the exact order he picks [Jackpot] [FIG. 2f].

[0040] In one embodiment, the indicator mechanism [“Pay Line”] is connected to a CPU, which is also connected to a plurality of betting terminals, whereby all wagers are recorded and payouts to winners are effectuated.

[0041] In an alternative embodiment, gaming establishments in order to make the game more exciting to players or more profitable for them may add, change, modify the above described betting options, including but not limited to: SPLIT=2 symbols adjacent each other; 3 LINE=3 symbols adjacent each other; 4 CORNER=4 symbols adjacent each other; COLUMN=6 symbols across, or 6 symbols down.

[0042] Referring now to FIG. 3, illustrating the following payout schemes:

- Each Alphabet letter=8 to 1;
- Each number=9 to 1;
- Exacta (Two Alphabet Letters)=500 to 1;
- Exacta (One Alphabet Letter plus One Number)=200 to 1;
- Exacta (Two Numbers)=80 to 1;
- TriXacta (Three Alphabet Letters)=15,000 to 1;
- TriXacta (Two Alphabet Letters plus One Number)=5,000 to 1;
- TriXacta (One Alphabet Letter plus Two Numbers)=2,000 to 1;
- QuadXacta (Three Alphabet Letters plus One Number)=150,000 to 1;
- QuadXacta (Two Alphabet Letters plus Two Numbers)=50,000 to 1;
- Jackpot=1,500,000 to 1, or the accumulative jackpot prize, whichever is greater.

[0044] In an alternative embodiment, gaming establishments may adopt a payout system that makes the game more exciting or interesting to players, or more profitable for them.

[0046] With reference to FIG. 4, depicting an electronic scoreboard showing the outcomes of the previous twenty games. Said scoreboard is connected to a CPU and display the outcome of each spin automatically, FIG. 4a shows the results of the last game played. FIG. 4b shows the accumulative Jackpot prize money.

[0047] In an alternative embodiment, gaming establishments may choose to display less than twenty previous game outcomes. In addition, gaming establishments may display the Jackpot prize at a different place.

OBJECTS OR ADVANTAGES OF THE INVENTION

[0048] It is therefore an object of the present invention to provide a game-of-chance apparatus and method that is more exciting and interesting to the players and thus more likely to be played.

[0049] It is another object of the present invention to provide a roulette-type game that is utilized more than prior art games and thus generates more revenue and profits for the gaming establishment.

[0050] Yet another object of the present invention is to provide a roulette-type game, which can be played at any time by one player and without any help from any other player or operator.

[0051] It is an advantage of the present invention that it provides a multiple game-of-chance apparatus and method that utilizes traditional base games, such as spinning reel or automated roulette games, and also provides a multiple game-of-chance that can directly produces more outcomes with one single spin of the wheels.

[0052] In a traditional roulette game, with one single spin of the wheel there are 38 probable outcomes, e.g., 1-36 numbers and red or black color. It is a further advantage of the present invention that with one single spin of the wheels, it offers 26x26x26=17,576 probable outcomes from betting on Alphabet letters alone, in addition to 10x10-100 probable outcomes from betting on two 0-9 numbered wheels.

[0053] Yet another advantage of the present invention is that it provides a multi-game apparatus and method in which the multiple games can be played in a manner that occupies approximately the same floor space as a traditional, single roulette wheel game.

[0054] While the above description contains many specificiations, these should not be construed as limiting the scope of the invention, but as exemplifications of the presently preferred embodiments thereof. Many other ramifications and variations are possible within the teaching of the invention. Thus the scope of the invention should be determined by the appended claims and their legal equivalents, rather than by the examples given.

1 claim:

1. A game apparatus comprising:
an assembly of five roulette wheels mounted on a vertically disposed column which extends upwardly from a base to a top end, each spin and rotates on a common axle; the first roulette wheel having only a total of twenty-six wheels sections, each contains an Alphabet letter [A to Z]; the second roulette wheel having only a total of twenty-six wheels sections, each contains an Alphabet letter [A to Z]; the third roulette wheel having only a total of twenty-six wheels sections, each contains an Alphabet letter [A to Z]; the fourth roulette wheel having only a total of ten wheels sections, each contains a number [0 to 9]; the fifth roulette wheel having only a total of ten wheels sections, each contains a number [0 to 9]; an indicator mechanism associated with the rotate and select between one section in each wheel; a playing surface comprising a wagering area adapted for placing wagers concerning the randomly selected wheel section; and an electronic scoreboard to display the outcomes of previous spins.

2. The game apparatus as recited in claim 1, wherein the physical wheel assembly can be replaced with virtual wheels whose images are provided on a display.
3. The game apparatus as recited in claim 1, wherein the five roulette wheels can start spinning substantially simultaneously and the duration of all spins may be substantially the same so that all the wheels come to a complete halt, producing an outcome of three winning Alphabet letters and two numbers at or around the same time.

4. The game apparatus as recited in claim 1, wherein the common axle is connected to a CPU, which controls the start and stop of spinning.

5. The game apparatus as recited in claim 1, wherein each wheel section has disposed thereon a representation of an Alphabet number or a number.

6. The game apparatus as recited in claim 1, wherein the playing surface is equipped with one or more roulette game betting layouts or betting terminals.

7. The game apparatus as recited in claim 6, wherein the betting layouts or betting terminals each having 36 squares, each has disposed thereon a representation of an Alphabet letter or a number.

8. The game apparatus as recited in claim 1, wherein the electronic score board is connected to a CPU, and displays the outcome of each spin automatically.

9. A game apparatus comprising:
   an assembly of five roulette wheels mounted on a vertically disposed column which extends upwardly from a base to a top end, each spins and rotates on a common axle;
   the first roulette wheel having an Alphabet letter [A to Z] around its circumference;
   the second roulette wheel having an Alphabet letter [A to Z] around its circumference;
   the third roulette wheel having an Alphabet letter [A to Z] around its circumference;
   the fourth roulette wheel having a number [0 to 9] around its circumference;
   the fifth roulette wheel having a number [0 to 9] around its circumference;
   an indicator mechanism associated with the rotatable roulette wheels for randomly selecting one section in each wheel; and
   a playing surface comprising a wagering area and a plurality of betting terminals adapted for placing wagers concerning the randomly selected wheel section(s).

10. The game apparatus as recited in claim 9, wherein the physical wheel assembly can be replaced with virtual wheels whose images are provided on a display.

11. A game apparatus as recited in claim 9, wherein the indicator mechanism associated with the rotatable roulette wheels for randomly selecting one section in each wheel is connected to a CPU.

12. A game apparatus as recited in claim 9, wherein the betting terminals are connected to a CPU.

13. The game apparatus as recited in claim 9, wherein the common axle is connected to a CPU, which controls the start and stop of spinning.

14. The game apparatus as recited in claim 9, wherein the electronic score board is connected to a CPU, and displays the outcome of each spin automatically.

15. A method of playing a game of chance, the method comprising:
   providing a playing surface;
   providing an assembly of five rotatable roulette wheels;
   placing by at least one player at least one wager on at least one wager section, the at least one wager section being a subset of a plurality of wager sections corresponding to the outcomes of a spin of the five roulette wheels, the first roulette wheel having only a total of twenty-six wheels sections each contains an Alphabet letter [A to Z], the second roulette wheel having only a total of twenty-six wheels sections each contains an Alphabet letter [A to Z], the third roulette wheel having only a total of twenty-six wheels sections each contains an Alphabet letter [A to Z], the fourth roulette wheel having only a total of ten wheels sections each contains a number [0 to 9], and the fifth roulette wheel having only a total of ten wheels sections, each contains a number [0 to 9];
   activating the spin of the wheels by a croupier or a player;
   randomly selecting a wheel section in each of the five roulette wheels by spinning said five roulette wheels and allowing an indicator mechanism to indicate the one section in each of said five roulette wheels;
   determining the outcome of the wager by matching the summation of the randomly selected wheel section with a winning wager section, wherein a multiple of the wager is rewarded if the winning section matches the at least one wager section where the at least one wager was placed;
   collecting by a croupier or a gaming establishment employee all wagers placed on the sections not matched with the randomly selected sections; and
   paying by a croupier or a gaming establishment employee all wagers placed on the sections matched with the randomly selected sections.

16. The method as recited in claim 15, wherein providing a playing surface further comprising providing betting layouts and betting terminals.

17. The method as recited in claim 16, wherein the betting terminals are connected to a CPU.

18. The method as recited in claim 15, wherein providing an assembly of five rotatable roulette wheels further comprising the assembly can be replaced with virtual wheels whose images are provided on a display.

* * * * *