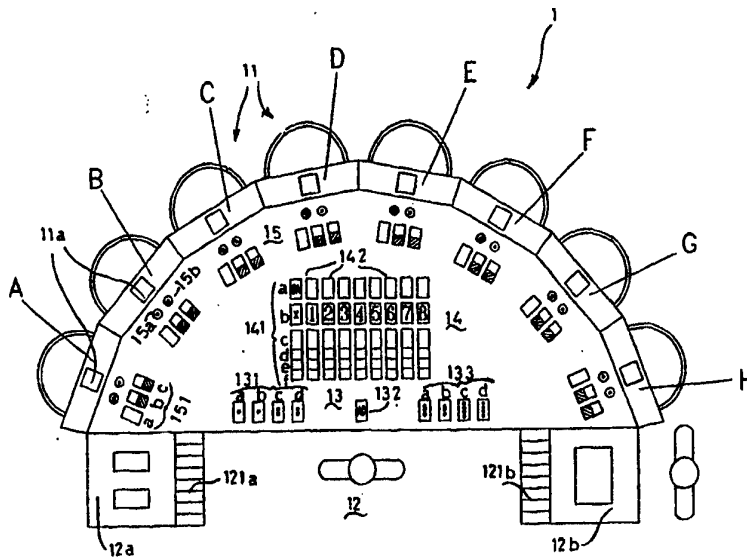




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(54) Title: FITTINGS FOR PLAYING THE "WORMHOLE ACTION MATCH" GAME



(57) Abstract

Fittings for playing the "Wormhole Action Match" comprising: a gambling-table of semioval form of playing a match with cards around which, on one side, eight players are seated in a raised position with respect to the gambling-table, the eight places of the players including raised surfaces with respect to the surface of the gambling-table which are identified by the eight colours of the game, the surface of the gambling-table having three areas with different functions, i.e. one area adjacent to the croupier, a central area and a third area adjacent to the players, said gambling-table having further a sector opposed to the places of the players in which the croupier is standing and a computer assistant is seated at the right hand side of the croupier; a videodisplay located, in the match played with cards, behind the croupier and in front of the players, the pictures of which are also shown by a monitor within the two central places of the players in front of the croupier.

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Fittings for playing the "WORMHOLE ACTION MATCH" game

The present invention relates to the field of the gambling halls intended as a set of fixtures, equipment and furniture for optimizing the play of newly devised games. More particularly this invention is conceived to improve
5 the play of the game so-called "Wormhole Action Match"[®] which is one of the possible extensions of the game so-called "Wormholegame"[®].

"Wormholegame" is a game or more exactly a game design
10 which is characterized in that the three different ways of playing it, i.e. "Wormholegame Cards"[®], "Wormholegame Dice"[®] and "Wormholegame Machine"[®] may be played following the same rules with:

- colour decks and score decks, which are the object of an
15 Utility Model of the same Applicant, in a hall designed for playing the "Wormholegame Cards"[®] including among others a gambling-table, stands for players, videodisplays, and several equipment which are the object of an Utility Model of the same Applicant;

20 - a machine acting as gambling-table and consisting of a central mixer stirring and drawing balls of different colours, and nine mechanical roulettes, each having a white ball, for drawing the scores. Such a machine and the hall for playing the "Wormholegame Machine"[®] including
25 among others the same gambling-table as above, stands for players, videodisplays, and several equipment are the object of a Patent and an Utility Model of the same Applicant, respectively;

- a machine acting as gambling-table and consisting of a central mixer stirring and drawing balls of different colours, and nine mechanical dice agitators, each having a pair of dice, for drawing the scores. Such a machine and
5 the hall for playing the "Wormholegame Dice"[®] are the object of a Patent and an Utility Model of the same Applicant, respectively.

The organization of the "Wormholegame"[®] is completely computerized and based on a specific software which
10 controls the steps of the game by means of a server. In each hall, the gambling-tables, the videodisplays, the play stations, the places of the players and the cashier-desks are connected by a net.

The "Wormholegame"[®] is then played in three different
15 ways, i.e. by cards or dice or roulettes following the same rules and using the same 8 colours (blue, brown, cyan, green, orange, pink, red and yellow) and the same 12 scores (0 to 11). A single game allows 5 different gambling ways to be played, i.e. 5 matches one of which,
20 is adapted by the rules of the "Wormhole Action Match"[®] such as to give the players an active function in playing the game.

The rules of the "Wormhole Action Match"[®] provide the use
25 of the same colours and scores as the "Wormholegame"[®] and establish that 2 to 8 players may take part in the match which is played in three or four hands besides the bank whose lead it is.

In order to take part in the match each player has to
30 choose one of the eight colours placed around the

gambling-table in the same succession as in "Open Colours"[®] and "Shut Colours"[®] matches of the "Wormholegame"[®] (blue, brown, cyan, green, orange, pink, red and yellow) and designating the eight gambling places.

5 The most significant variation of the rules of such a new game with respect to the other matches of the "Wormholegame"[®] series is represented by the possibility for any player to choose one colour between two colours and one score between two scores in the third hand of the
10 game played in all of the three ways of gambling (cards, dice and roulette). Such colours are called Double Colours as they are combined in a fixed manner. Likewise such scores are called Double Scores as they are combined in a fixed manner such that the sum thereof is always 11. The
15 score established by the rules of the game between the two Double Scores is assigned by the croupier (or by the computer in the play station) to the bank on the base of the specific game condition in the third hand, no colour is assigned to the bank.

20 As established by the rules the first and second hands are mandatory, i.e. without any intervention of the players, and are played as in the "Wormholegame"[®], while in the possible fourth hand the croupier assigns to the players one of the two Double Colours and one of the two Double
25 Scores and to the bank only one of the two Double Scores in all of the three gambling ways (cards, dice and roulette).

The player is represented in the match by one colour along with one of the eight numbers located on the gambling-
30 table to which the colour is associated in the first hand.

The number assigned to each player indicates when that player takes turns at playing with respect to the bank whose lead it is and to the other players as well as the fixed advantage score of that player before gambling.

5 The match ends at the third or fourth hand with only one winner who may either be the bank (or a player who holds the bank) or one of the players. The game is based on the achieved scores, the fixed advantage scores of the players, the varying advantage scores of the bank, the
10 combinations of like colours, the three types of Superbonus (sbd, sbz and sbc), and the different types of won and lost chips, a.s.o..

In the third hand each player must choose in secret. Particularly when playing with cards, the secret choose
15 must be made both for the colour and the score, conversely when playing with dice and roulette, the secret choose takes place only for the score.

Finally unlike "Wormholegame"[®] winnings and losses of chips in the "Wormhole Action Match"[®] may also be managed
20 by the cashier-desk by using fiches.

The novelty of such a new game brought to the design of a new gambling-table for playing with cards, while the gambling-tables for playing with dice and roulette remain essentially the same as those used for the "Wormholegame"[®]
25 series provided with a few indispensable modifications for playing the "Wormhole Action Match"[®].

In order to play the latter match a videodisplay has been designed which is the same for the three gambling ways and collects data and information useful to the players and
30 the croupier to follow the match. Such data and

information are written according to the following list of abbreviations:

	MATCH NUMBER	MN
	BANK	BA
5	ADVANTAGE	AD
	HAND	1st- 2nd-3rd-4th
	PARTIAL SCORES	PS
	FINAL SCORES	FS
	STANDARD CHIPS	SC
10	FINAL CHIPS	FC
	EXTRA CHIPS	EC
	SUPERBONUS	SB
	SUPERBONUSDOUBLE	SBD
	SUPERBONUSZERO	SBZ
15	SUPERBONUSCOLOURS	SBC

The present invention aims at optimizing the playing of the game described above and provides a new gambling-table for playing with cards and makes significant modifications to the gambling-tables for playing with dice and roulette which are the object of Patent Applications of the same Applicant. A new videodisplay which may be used in all of the three gambling ways is also designed together with the proposed new solutions to make the gambling easy and readily comprehensible.

The present invention achieves such a result by:

- providing a gambling-table of semioval form for playing a match with cards around which, on one side, eight players are seated in a raised position with respect to

the surface of the gambling-table, the eight places of the players being identified by eight colours, and on the other side, the croupier is standing and a computer assistant is seated at the right hand side of the croupier, the surface of the gambling-table having three areas with different functions, i.e. one area adjacent to the croupier, a second central area, and a third area adjacent to the players, the layout of such gambling-table being then different from the layout of the gambling-table used for the "Wormholegame Cards"[®] game;

- providing gambling-tables specifically modified with respect to those of "Wormholegame Dice"[®] and "Wormholegame Machine"[®] games which are the object of preceding Patent Applications of the same Applicant. In the present "Wormhole Action Match"[®] the eight places of the players identified by the above-mentioned eight colours instead of numbers are further provided with suitable buttons for choosing one colour between the two Double Colours and one score between the two Double Scores in the third hand. The colours are printed on the raised surface of each player's place, at the middle of which there is located a little display showing the number combined with the colour after the first hand, as it is the case when playing with cards. The other differences relate to the mechanical dice agitators and the mechanical roulettes which are individually operated in the third and fourth hands after one another according to what player the lead is, and are provided with means for covering them in the third hand. The bank's agitator and roulette are completely covered, instead the players' agitators and roulettes are partially

covered in order that the player occupying the corresponding place may choose the score in secret. The match played with dice may also be played with the players casting the dice, i.e. without the eight mechanical
5 agitators which are replaced by planes reserved to the players for casting the dice on the gambling-table. In such a case the central area of the gambling-table remains unchanged as it is provided with a mechanical agitator for drawing the score of the bank and with a mixer for
10 stirring and drawing the coloured balls;

- providing a videodisplay located behind the croupier and in front of the players, the pictures of which are also shown by a monitor in front of the croupier at the central area in the match played with cards, while in the match
15 played with dice and roulettes the same pictures of such videodisplay are shown by a monitor located in front of each player and carried by a suitable circular support secured to the ceiling over the gambling-table.

20 The achieved improvement essentially consists in the possibility for each player of easily taking the maximum advantage of all chances given by the game.

A second improvement consists in the possibility of organizing three different gambling-ways following the
25 same rules.

A further improvement is given by the possibility of economical and industrial utilization of the game due to the innovatory proposals completing and integrating the above-mentioned preceding findings of the same Applicant
30 and to specific hardware and software.

These and other advantages will be more readily understood by anyone skilled in the art from the following description with reference to the accompanying not
5 limiting drawings, in which:

Fig. 1 shows a plan view of the gambling-table used for playing the "Wormhole Action Match"[®] with cards according to the present invention;

10

Fig. 2 shows a schematic sectioned side view of the gambling-table and the lines of sight from the players to the videodisplay and from the croupier to the monitor;

15 Fig. 3 shows a front view of the layout of the videodisplay used to give information regarding the match in all of the three gambling ways.

In its essential construction the fittings needed to play
20 the "Wormhole Action Match"[®] are:

- a gambling-table 1 of semioval form including along its periphery: eight sides for accommodating the places 11 of eight players sitting in a raised position and following from above the game, each place being identified by one of
25 the following eight colours printed on a raised plane from the left hand side to the right hand side: blue = A, brown = B, cyan = C, green = D, orange = E, pink = F, red = G, yellow = H;

- a sector 12 placed behind the straight side of the
30 gambling-table 1 and intended to accommodate the staff for

managing the game, with the croupier standing at the middle and two card shuffle devices 12a and a computer table 12b controlled by an assistant being provided at either side, i.e. at the left hand side near the player
5 identified by the blue colour A and at the right hand side near the player identified by the yellow colour H, respectively; each side sector 12a, 12b is provided with a box 121a, 121b containing the fiches, respectively.

The surface of the gambling-table between places 11 and
10 sector 12 may be divided into three areas having different functions, i.e. area 13 adjacent to the croupier in which the nine squares 131a,b,c,d, 132 and 133a,b,c,d used to lay down the nine decks for the game are located side by side, central area 14 in which there are six horizontal
15 rows 141a,b,c,d,e,f each formed of nine squares, the first of which being assigned to the bank the other eight to the players, and area 15 adjacent to the eight places of the players in which a pair of circular compartments 15a, 15b, in total sixteen, are located near each player and a set
20 of three rectangular compartments 151a,b,c, in total twenty-four, are located near the preceding compartments in the direction of the centre of the gambling-table.

- a videodisplay 2 of rectangular form which can be used in all of the three gambling ways (cards, dice and
25 roulette) and is designed to allow the players to follow the match and formed of eleven horizontal rows and twenty-two vertical columns, the first horizontal row 21a carrying the name of the game and the number of the match, the other ten horizontal rows being vertically divided
30 into three side by side sectors. The first sector 23 shows

the complete development of the match, the second sector 24 shows the information relative to the winner of the match, the third sector 25 shows the jackpot of all of the three SUPERBONUS.

5 Such a gambling-table 1 has eight places 11 for the players, each of them being formed of a raised plane identified by the colour chosen by the player to take part in the match and carrying a little square display 11a showing, after the first hand, one of the eight numbers
10 combined with the colour of the player. Located within the raised planes of the two central green and orange places D,E in front of the croupier is a monitor 11b showing the same pictures as the videodisplay 2 so that the croupier is allowed to watch the same information and to follow the
15 match applying the rules of the game. At the side of the gambling-table 1 remote from the places 11 of the players there is a sector 12 reserved to the staff for managing the game, i.e. the croupier who shuffles and deals out the cards and performs cash operations relative to the match.
20 The fiches of the bank are located in two boxes 121a, 121b at the left hand and right hand sides of the croupier, respectively. Located behind such boxes are two square sectors 12a and 12b, the first 12a of which is provided with two devices used by the croupier for shuffling the
25 cards of the colours and the cards of the scores, the second 12b is provided with a computer controlled by an assistant who digitizes the information relative to the cards of the colours and the scores dealt out by the croupier which are immediately shown on videodisplay 2 and
30 monitors 11b.

The game is played on the gambling-table 1 which is divided into three areas having different functions, i.e. area 13 adjacent to the croupier, central area 14 and area 5 15 adjacent to the players.

In area 13 adjacent the croupier there are nine squares, having the same size as the cards, on which the nine decks used for the game are laid down. Eight of such squares are designated by 1 to 4 polka dots corresponding to the hand 10 in which the deck placed thereon is used. Such polka dots are white in the squares reserved to the decks of the colours and black in the squares reserved to the decks of the scores. Area 13 has: a row of four squares 131 at the left hand side of the croupier, the first square 131a of 15 which is designated by one white polka dot indicating that the deck of the colours dealt out in the first hand is placed thereon, the second square 131b is designated by one black polka dot indicating that the deck of the scores dealt out in the first hand is placed thereon, the third 20 square 131c is designated by two white polka dots indicating that the deck of the colours dealt out in the second hand is placed thereon, the fourth square 131d is designated by two black polka dots indicating that the deck of the scores dealt out in the second hand is placed 25 thereon; a central square designated by 132 and by the abbreviation AD (ADVANTAGE) is intended to receive the bank advantage deck, only one card of which corresponding to the advantage of the bank is used after the first hand; a row of four squares 133 at the right hand side of the 30 croupier, the first square 133a of which is designated by

three white polka dots indicating that the deck of the Combined Colours dealt out in the third hand is placed thereon, the second square 133b is designated by three black polka dots indicating that the deck of the Combined Scores dealt out in the third hand is placed thereon, the third square 133c is designated by four white polka dots indicating that the deck of the Combined Colours dealt out in the fourth hand is placed thereon, the fourth square 133d is designated by four black polka dots indicating that the deck of the Combined Scores dealt out in the fourth hand is placed thereon.

The central area 14 has six horizontal rows 141 each including nine squares located side by side and forming nine columns 142, the first column of which being assigned to the bank, the other eight columns being assigned to the players. In the first horizontal row 141a the first square of the bank is identified by the abbreviation BA (BANK) and indicates the column of the bank. No card is positioned in such first square of the first horizontal row, while the eight cards of the first deck of the colours are dealt the players open in the first hand in the other eight squares. Each colour establishes the column assigned to each player and, on the base of the combination with the number located in the corresponding square of the second horizontal row 141b, it is also established whose lead it is and the fixed score advantage for the match. In the second horizontal row 141b the first square of the bank, in which the card corresponding to the advantage of the bank is laid down open, is identified by

the letter X, while the other eight squares are identified by the number 1 to 8 as mentioned above, i.e. those numbers combined in the first hand with each colour of the first row 141a and representing for each player his lead
5 in the game and the fixed score advantage. No cards are laid down on such eight squares 1 to 8. Nine cards of the first deck of scores assigned to the bank and to the players in the first hand are dealt open in the squares of the third horizontal row 141c. The squares of the fourth
10 horizontal row 141d as well as the two further rows 141e and 141f have half height of the cards because the cards of the scores of the second, third and fourth hands are superimposed by half to the cards of the preceding hands. This is possible due to the specific configuration of the
15 cards of the scores divided into two halves, each half carrying a number reversed with respect to the same number of the other half. Such decks of scores along with the other decks are the object of an Utility Model of the same Applicant. Nine cards of the second deck of the scores
20 assigned to the bank and the players in the second hand are dealt open in the squares of the fourth horizontal row 141d. The cards of the Double Scores of the third hand, except for the first card assigned to the bank and laid down covered in the first square of the fifth horizontal
25 row 141e, are initially dealt the players covered and, only after the choice in secret, are reversed by the croupier and moved open to the fifth horizontal row 141e. If the match is not over at the third hand, the nine cards of the second deck of the Double Scores assigned to the

bank and the players in the fourth hand are dealt open in the squares of the sixth horizontal row 141f.

In the third and fourth hands, the score valid for the game is positioned by the croupier on the second half of the card of the preceding hand, while the score not valid for the game is positioned on the square of the corresponding hand.

In the third area 15 adjacent to the players there are located at each place 11:

- two circular compartments located near the player on the surface of the gambling-table and having different functions: the first square 15a designated by one white polka dot and positioned at the right hand side of each player is intended to receive before the match the fiches corresponding to the fixed stake to take part in the game; the second square 15b designated by one black polka dot and positioned at the left hand side of the player is intended to receive after the end of the second hand, if the player believes it convenient, the fiches corresponding to the second fixed stake. In both squares 15a,b the croupier performs the cash operations regarding the game at the end of the match;

- three squares 151a,b,c located under the two circular compartments 15a,b and having different functions: the first square 151a positioned at the right hand side of each player has a white ground and is used by the croupier to deal each player in the eight cards of the second deck of the colours, i.e. those assigned to the players in the second hand; the second square 151b and the third square

151c are both divided into two like halves, one half with white ground and the second half with grey ground. Square 151b is used by the croupier to deal each player in the eight cards of the first deck of Double Colours, i.e. those assigned covered to the players in the third hand, and also is used by the player after his choice to lay down the same card of the chosen colour in the white-ground field. Square 151c is used by the croupier to deal each player in the eight cards of the first deck of Double Scores, i.e. those assigned covered to the players in the third hand, and also is used by the player after his choice to lay down the same card of the chosen score in the white-ground field. Square 151c is also used by the croupier in the fourth hand to lay down one of the eight cards of the second deck of Combined Colours. Actually, after the end of the third hand the croupier moves the cards of the Double Scores to the fifth horizontal row 141e of the central area 14.

The videodisplay 2 designed to allow the players to follow the match has a rectangular form and may be used for all of the three gambling ways (cards, dice and roulette). In the match played with cards videodisplay 2 is located in a raised position behind the croupier and in front of the players. In the match played with dice and roulettes the players may follow the match looking at monitors having the same layout as the videodisplay 2 and located, one for each player, on a suitable circular support secured at the ceiling above the gambling-table 1.

The videodisplay 2 has eleven horizontal rows 21 and twenty-two vertical columns 22. The squares which the first and second horizontal rows 21a and 21b consists of are rectangular and are double as high as the squares of the nine following horizontal rows. The first horizontal row 21a shows the number of the match identified by the abbreviation MN (Match Number) at the left hand side and the name of the game in writing centred in the surface area of the remaining squares. The other ten horizontal rows including the second horizontal row 21b are divided into three side by side vertical sectors. The first sector 23 shows the complete development of the match, the second sector 24 shows the information relative to the winner of the match, the third sector 25 shows the jackpot of all of the three Superbonus. Four columns, the first square of which is always located in the second horizontal row 21b, are never used and then are not considered included in any of the three sectors, i.e. the first column 22a and the last column 22v at both ends of the videodisplay frame, and the fourteenth and eighteenth columns 22n and 22r used for separating the first sector 23 from the second sector 24 and the latter from the third sector 25, respectively. First sector 23 showing the complete development of the match consists of 12 columns and is divided into five separate side by side subsectors.

The first subsector 231a is formed of the second column 22b in which the first square is not used and the other squares indicate the horizontal row assigned to the bank designated by the abbreviation BA and the horizontal rows assigned to the players designated by the numbers 1 to 8.

The same number indicates for each player the turns at playing and the fixed advantage score after the combination with the chosen colour in the first hand.

The other four subsectors 231b,c,d,e are formed of two, 5 three or four columns, each identified by an abbreviation positioned in the highest square of the relative column and indicating the function of that column.

The second subsector 231b is formed of four columns 22c, 22d, 22e and 22f. Column 22c (designated by AD - 10 Advantage) indicates, in the single squares, the varying advantage assigned to the bank and the fixed advantage assigned to any player which always corresponds to the number of that player. Column 22d (designated by 1st - 15 first hand) indicates, in the single squares, the score of the bank and both the colour and the score obtained by the players in the first hand. Column 22e (designated by 2nd - second hand) indicates, in the single squares, the score of the bank and both the colour and the score obtained by the players in the second hand. Column 22f (designated by 20 PS - Partial Score) indicates, in the single squares, the partial score of the bank and the players after the second hand.

The third subsector 231c is formed of two columns 22g and 22h. Column 22g (designated by 3rd - third hand) 25 indicates, in the single squares, the score assigned to the bank by the rules and both the colour and the score chosen by the players in the third hand. Column 22h (designated by PS - Partial Score) indicates the partial score after the third hand in the single squares of the 30 bank and the players.

The fourth subsector 231d is formed of two columns 22i and 22j. Column 22i (designated by 4th - fourth hand) indicates, in the single squares, the score assigned to the bank by the rules and both the colour and the score
5 chosen by the players in the possible fourth hand. Column 22j (designated by FS - Final Score) indicates, in the single squares of the bank and the players, the final score after the third or the fourth hand according to the hand in which the match is concluded.

10 The fifth subsector 231e is formed of three columns 22k, 22l, 22m. Column 22k (designated by SC Standard Chips) indicates, in the square of the bank, the number of the won standard chips or, alternately, a dash if the bank did not win the match and, in the squares of the players, the
15 number of the won or lost standard chips. Column 22l (designated by FC - Final Chips) indicates, in the square of the bank, the number of the won final chips or, alternately, a dash if the bank did not win the match and, in the single squares of the players, the number of the
20 won or lost final chips. Column 22m (designated by EC - Extra Chips) indicates, in the squares of the bank and the players, the number of the won or lost extra chips relative to the second fixed stake.

The second sector 24 showing the information relative to
25 the winner of the match takes up three columns and is divided into five separate subsectors positioned vertically on one another.

The first subsector 241a is formed of the second horizontal row 21b and shows the word WINNER which
30 identifies the sector 24.

The second subsector 241b is formed of the third horizontal row 21c showing the word Number which identifies such subsector, and the fourth horizontal row 21d showing the number of the winning player or the
5 abbreviation BA if the bank did win the match.

The third subsector 241c is formed of the fifth horizontal row 21e showing the word Colour which identifies such subsector, and the sixth horizontal row 21f showing the colour of the winning player or the abbreviation BA if the
10 bank did win the match.

The fourth subsector 241d is formed of the seventh horizontal row 21g showing the word Combination which identifies such subsector, and the eighth horizontal row 21h showing either the combination of like colours of the
15 winning player or a number of combination of like colours in favour of the bank if the bank did win the match.

The fifth subsector 241e is formed of the ninth horizontal row 21i showing the abbreviation SB and the word Chips (SUPERBONUS Chips) which identifies such subsector, and
20 the tenth horizontal row 21j showing any number of the chips won by the winning player through a SUPERBONUS or even all of the three SUPERBONUS.

The twelfth horizontal row 21k is not used.

The third sector 25 showing the jackpot of all of the
25 three SUPERBONUS is formed of three columns and is divided into four separate subsectors positioned vertically on one another.

The first subsector 251a is formed of the second horizontal row 21b and shows the words Setting Aside
30 (Jackpot) which identify the sector 25.

The second subsector 251b is formed of the third horizontal row 21c showing the abbreviation SBD (SuperBonusDouble) which identifies such subsector, and the fourth horizontal row 21d showing the number of chips which is the jackpot of the SuperBonusDouble.

The fifth horizontal row 21e is used for dividing the second subsector 251b from the third subsector 251c.

The third subsector 251c is formed of the sixth horizontal row 21f showing the abbreviation SBZ (SuperBonusZero) which identifies such subsector, and the seventh horizontal row 21g showing the number of chips which is the jackpot of the SuperBonusZero.

The eighth horizontal row 21h is used for dividing the third subsector 251c from the fourth subsector 251d.

The fourth subsector 251d is formed of the ninth horizontal row 21i showing the abbreviation SBC (SuperBonusColour) which identifies such subsector, and the tenth horizontal row 21j showing the number of chips which is the jackpot of the SuperBonusColour.

The twelfth horizontal row 21k is not used as in sector 24.

In the present embodiment of the invention described by way of example the number of eight players is an optimum but not limiting option as it is possible to provide fittings having a lower or higher number of players without departing from the scope of the present invention.

Claims

1. Fittings for playing the "WORMHOLE ACTION MATCH" comprising:
- a gambling-table (1) of semioval form for playing a match with cards around which, on one side, eight players
5 are seated in a raised position with respect to the gambling-table (1), the eight places (11) of the players including raised surfaces with respect to the surface of the gambling-table in which a little square display (11a) shows one of the eight numbers of the game after the
10 combination with the colours in the first hand, said raised surfaces being identified by the eight colours of the game in the following succession from the left hand side to the right hand side, blue = A, brown = B, cyan = C, green = D, orange = E, pink = F, red = G, yellow = H;
15 the surface of the gambling-table having three areas (13, 14, 15) with different functions, i.e. one area (13) adjacent to the croupier, a central area (14), and a third area (15) adjacent to the players, said gambling-table having a sector (12) opposed to the places (11) in which
20 the croupier is standing and a computer assistant is seated at the right hand side of the croupier;
 - a videodisplay (2) located, in the match played with cards, behind the croupier and in front of the players, the picture of which are also shown by a monitor (11b)
25 within the two central places (11) in front of the croupier in order to allow both the players and the croupier to follow the development of the game.

2. The fittings according to claim 1, characterized in that said sector (12) has at the left hand side and at the right hand side two square side sectors (12a, 12b) near the player identified by the blue colour A and near the
5 player identified by the yellow colour H, respectively, said left hand side sector (12a) being used for accommodating two card shuffle devices and said right hand side sector (12b) being used for accommodating a computer controlled by an assistant, and two boxes (121a, 121b)
10 containing the fiches for the cash operations of the game being provided beside said two side sectors.

3. The fittings according to claim 1, characterized in that said area (13) includes nine different squares of the
15 same size on which nine different decks are placed, four of said squares being located at the left hand side of the croupier and being designated by 1 to 2 polka dots either of white or black colour, the first square (131a) at the left hand side having one white polka dot, the second
20 square (131b) having one black polka dot, the third square (131c) having two white polka dots, and the fourth square (131d) having two black polka dots, one square (132) being located centrally and carrying the abbreviation AD, further four of said squares (133) being located at the
25 right hand side of the croupier and being designated by 3 to 4 polka dots either of white or black colour, the first square (133a) at the left hand side having three white polka dots, the second square (133b) having three black polka dots, the third square (133c) having four white
30 polka dots, and the fourth square (133d) having four black

polka dots, and that said central area (14) includes six horizontal rows (141a-f) each comprising nine side by side squares and forming nine columns (142), the first horizontal row (141a) being formed of squares having the same size as the cards placed thereon, no card being placed on the first square at the left hand side of said first row which is designated by the abbreviation BA, the other eight squares of said first row being not designated, the second horizontal row (141b) being formed of squares having the same size as the cards, the first square at the left hand side being designated by the letter X, the other eight squares being designated by the numbers 1 to 8, no card being placed on said squares, the third horizontal row (141c) being formed of squares having the same size as the cards and being not designated by any indication, the fourth horizontal row (141d) as well as the two next rows (141e and 141f) having half height of the cards and being not designated by any indication, and that said area (15) including in front of each place (11) a first circular compartment (15a) designated by a white polka dot and located at the right hand side of each player, a second circular compartment (15b) designated by a black polka dot and located at the left hand side of each player, both said circular compartments being used for locating the fiches, three squares located behind the two circular compartments, the first squares (151a) of which being located at the right hand side of each player and having a white ground, the second (151b) and the third (151c) squares being divided into two like halves, the

first having a white ground and the second having a grey ground.

4. The fittings according to claim 1, characterized in
5 that said videodisplay (2) has a rectangular form and
consists of eleven horizontal rows (21a-k) and twenty-two
columns (22a-v), the squares which the first and second
horizontal rows (21a-21b) consist of being rectangular and
double as high as the squares of the nine following
10 horizontal rows, the assembly of the squares of said
videodisplay being divided as follows:

the first horizontal row (21a) showing the number of the
match identified by the abbreviation MN (Match Number) at
the left hand side and the name of the game in writing
15 centred in the surface area of the remaining squares;

the other ten horizontal rows, including the second
horizontal row (21b), being divided into three side by
side vertical sectors (23, 24, 25), and four columns, the
first square of which is always located in the second
20 horizontal row (21b), being never used and then being not
considered included in any of the three sectors, i.e. the
first column (22a) and the last column (22v) at both ends
of the videodisplay frame, and the fourteenth (22n) and
eighteenth (22r) columns used for separating the first
25 sector (23) from the second sector (24) and the latter
from the third sector (25), respectively,

the first sector (23) showing the complete development of
the match and being formed of twelve columns (22b-22m)
divided into five separate side by side subsectors (231a-
30 e):

the first subsector 231a being formed of the second column (22b) in which the first square is not used and the other squares indicate the horizontal row assigned to the bank designated by the abbreviation BA and the horizontal rows assigned to the players designated by the numbers 1 to 8, 5 the second subsector (231b) being formed of four columns (22c-22f), the first square of column (22c) being designated by AD and the other squares indicating the varying advantage assigned to the bank and the fixed 10 advantage assigned to any player which always corresponds to the number of that player, the first square of column (22d) being designated by 1st and the other square indicating the score of the bank and both the colour and the score obtained by the players in the first hand, the 15 first square of column (22e) being designated by 2nd and the other squares indicating the score of the bank and both the colour and the score obtained by the players in the second hand, the first square of column (22f) being designated by PS and the other squares indicating the 20 partial score of the bank and the players after the second hand,

the third subsector (231c) being formed of two columns (22g) and (22h), the first square of column (22g) being designated by 3rd and the other squares indicating the 25 score assigned to the bank by the rules and both the colour and the score chosen by the players in the third hand, the first square of column (22h) being designated by PS and the other squares indicating the partial score after the third hand of the bank and the players,

the fourth subsector (231d) being formed of two columns (22i) and (22j), the first square of column (22i) being designated by 4th and the other squares indicating the score assigned to the bank by the rules and both the colour and the score chosen by the players in the possible fourth hand, the first square of column (22j) being designated by FS and the other squares of the bank and the players indicating the final score after the third or the fourth hand according to the hand in which the match is concluded,

the fifth subsector (231e) is formed of three columns (22k-22m), the first square of column (22k) being designated by SC and the square of the bank indicating the number of the won standard chips or, alternately, a dash if the bank did not win the match, and the squares of the players indicating the number of the won or lost standard chips, the first square of column (22l) being designated by FC and the square of the bank indicating the number of the won final chips or, alternately, a dash if the bank did not win the match, and the single squares of the players indicating the number of the won or lost final chips, the first square of column (22m) being designated by EC and the squares of the bank and the players indicating the number of the won or lost extra chips;

the second sector 24 showing the information relative to the winner of the match and taking up three columns (22o-22q) and being divided into five separate subsectors positioned vertically on one another:

the first subsector (241a) being formed of the second horizontal row (21b) and showing the word WINNER which identifies the sector (24),

the second subsector (241b) being formed of the third horizontal row (21c) showing the word Number which identifies such subsector, and the fourth horizontal row (21d) showing the number of the winning player or the abbreviation BA if the bank did win the match,

the third subsector (241c) being formed of the fifth horizontal row (21e) showing the word Colour which identifies such subsector, and the sixth horizontal row (21f) showing the colour of the winning player or the abbreviation BA if the bank did win the match,

the fourth subsector (241d) being formed of the seventh horizontal row (21g) showing the word Combination which identifies such subsector, and the eighth horizontal row (21h) showing either the combination of like colours of the winning player or a number of combination of like colours in favour of the bank if the bank did win the match,

the fifth subsector (241e) being formed of the ninth horizontal row (21i) showing the abbreviation SB and the word Chips which identifies such subsector, and the tenth horizontal row (21j) showing the number of any chips won by the winning player through one to three SUPERBONUS;

the twelfth horizontal row (21k) being not used;

the third sector (25) showing the jackpot of all of the three SUPERBONUS and being formed of three columns and being divided into four separate subsectors positioned vertically on one another:

the first subsector (251a) being formed of the second horizontal row (21b) and showing the words Setting Aside which identify the sector 25,
the second subsector (251b) being formed of the third horizontal row (21c) showing the abbreviation SBD which identifies such subsector, and the fourth horizontal row (21d) showing the number of chips which is the jackpot of the SuperBonusDouble,
the fifth horizontal row (21e) being used for dividing the second subsector (251b) from the third subsector (251c),
the third subsector (251c) being formed of the sixth horizontal row (21f) showing the abbreviation SBZ which identifies such subsector, and the seventh horizontal row (21g) showing the number of chips which is the jackpot of the SuperBonusZero,
the eighth horizontal row (21h) is used for dividing the third subsector (251c) from the fourth subsector (251d),
the fourth subsector (251d) being formed of the ninth horizontal row (21i) showing the abbreviation SBC which identifies such subsector, and the tenth horizontal row (21j) showing the number of chips which is the jackpot of the SuperBonusColour,
the twelfth horizontal row (21k) being not used as in sector (24).

25

5. Fittings for playing the "WORMHOLE ACTION MATCH" comprising gambling-tables of the type used for playing "WORMHOLEGAME DICE" with dice and coloured balls and "WORMHOLEGAME MACHINE" with roulettes and coloured balls,
30 characterized in that said gambling-tables have playing

places provided with suitable buttons for choosing one colour between the two Combined Colours and one score between the two Combined Scores in the third hand, a display (11a) being provided in each raised surface of each playing place designated by one of the eight colours of the game located according to the following succession, blue, brown, cyan, green, orange, pink, red, and yellow, said display showing one of the eight numbers of the game according to claim 1, the mechanical agitators of dice and the mechanical roulettes being individually driven after one another in the third and fourth hands according to what player the lead is, i.e. starting from the lowest 1 to the highest 8 as shown by said displays (11a), and being provided with means for covering them in the third hand, the bank's agitator and roulette being completely covered, the players' agitators and roulettes being partially covered in order that the player occupying the corresponding place may choose the score in secret, the match played with dice being also played with the players casting the dice, i.e. without the eight mechanical agitators which are replaced by planes reserved to the players for casting the dice on the gambling-table, the central part of which remaining then unchanged as it is provided with a mechanical agitator for drawing the score of the bank and with a mixer for stirring and drawing a coloured ball, the same information of the videodisplay (2) being shown by eight monitors located in front of each player and carried by a suitable circular support secured to the ceiling over the gambling-table.

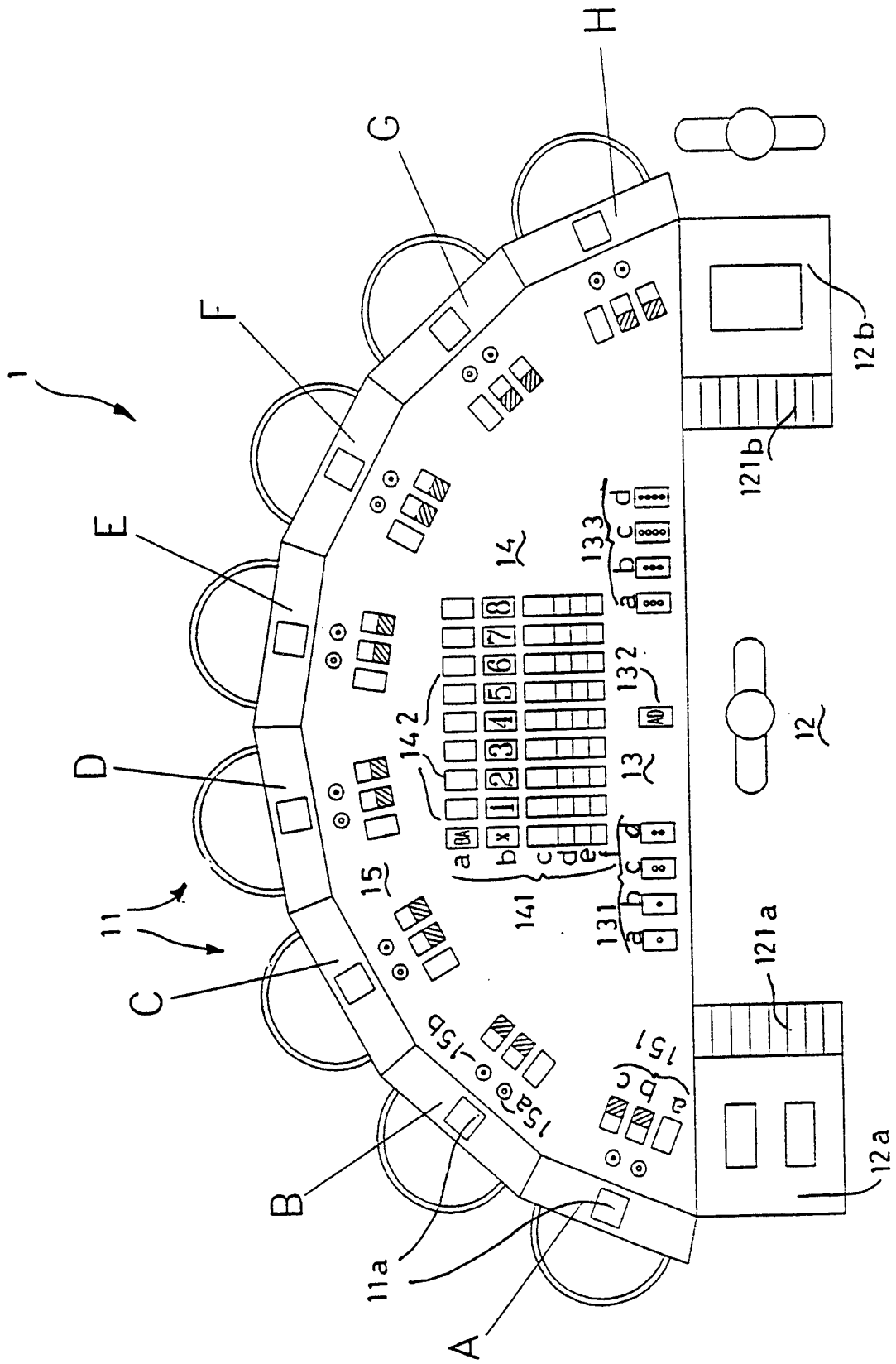


FIG.1

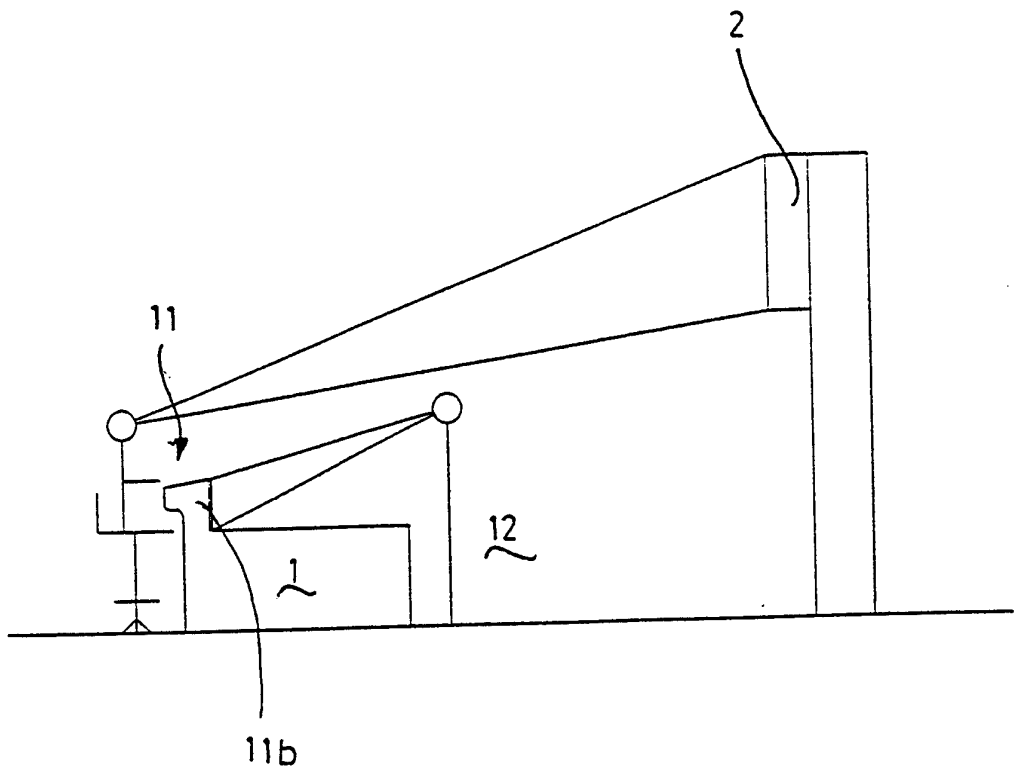


FIG.2

INTERNATIONAL SEARCH REPORT

Inter nal Application No
PCT/IT 96/00152

A. CLASSIFICATION OF SUBJECT MATTER
IPC 6 A63F3/00 A63F1/00 E04H3/10

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
IPC 6 A63F E04H

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US,A,4 614 342 (TAKASHIMA) 30 September 1986 see the whole document ---	1,5
A	US,A,5 275 415 (WISTED) 4 January 1994 see the whole document ---	1,5
A	DE,A,30 39 538 (LÖWEN-AUTOMATEN GERHARD W. SCHULZE) 6 May 1982 see the whole document ---	1,5
A	EP,A,0 464 935 (ROUVOET ELECTRONICS) 8 January 1992 see column 4, line 56 - column 5, line 45; figure 3 ---	1,5
A,P	WO,A,96 19271 (GAUDIOSO) 27 June 1996 see the whole document -----	1,5

Further documents are listed in the continuation of box C.

Patent family members are listed in annex.

* Special categories of cited documents :

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- *O* document referring to an oral disclosure, use, exhibition or other means
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- *T* later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
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Date of the actual completion of the international search

13 November 1996

Date of mailing of the international search report

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INTERNATIONAL SEARCH REPORT

Information on patent family members

International Application No
PCT/IT 96/00152

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
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US-A-5275415	04-01-94	NONE	
DE-A-3039538	06-05-82	NL-A- 8103164	01-02-82
EP-A-464935	08-01-92	NL-A- 9001487	16-01-92
WO-A-9619271	27-06-96	AU-A- 4187896	10-07-96