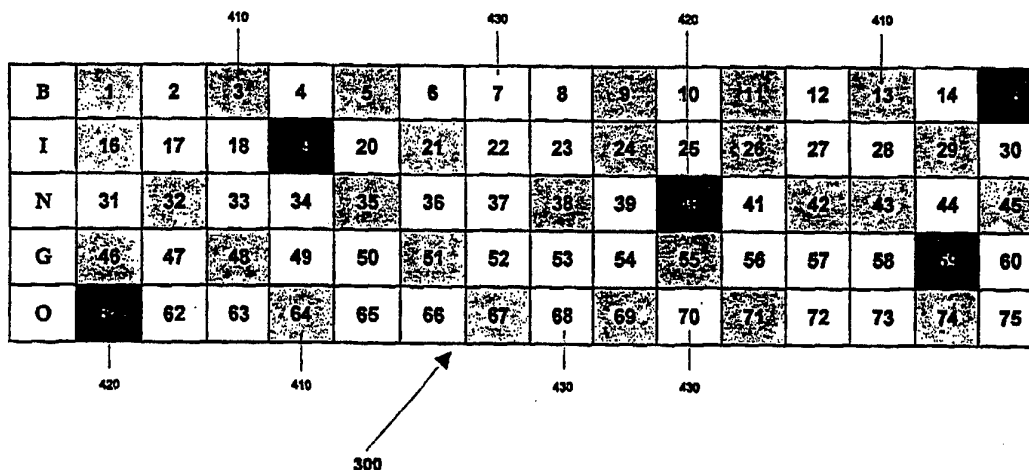




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(54) Title: BINGO GAME



(57) Abstract

All of the possible bingo numbers are displayed on an electronic reader board in the bingo game room. At the beginning of each game, an electronic random number generator selects a predetermined group of bingo numbers to be "red" numbers for that particular game. Additionally, the electronic number generator also selects a smaller predetermined group of bingo numbers to be "red striped" numbers for that same particular game. All of the other numbers remain "white" numbers for that particular game of bingo. When a player achieves a bingo, the player wins certain preestablished payouts depending upon whether the player has an all "red striped" bingo, an all "red" bingo, an all "white" bingo or any other "mixed color" bingo. The all "red striped" bingo receives the highest payout, the all "red" bingo receives an intermediate size payout, the all "white" bingo receives a smaller size payout and any other "mixed color" bingo receives the smallest payout. A progressive feature can be added to the method of play of bingo in which the player makes a separate, additional wager to be eligible for the progressive jackpot payout. Progressive jackpot pools can be established for an all "red striped" bingo, an all "red" bingo, an all "white" bingo or even for a "case" bingo. "Case" bingos are "near miss" bingos in which a player has missed a bingo by one number and a payout pool can be used to pay "case" bingo winners.

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BINGO GAME

Background of the Invention

1
2 This invention relates to a bingo game, and more particularly
3 to a bingo game that utilizes a seven-by-seven matrix card, adds
4 progressive jackpot pools and increases the attractiveness of the
5 game to the players.

6 Conventional bingo is a well known game. Players are provided
7 with bingo cards that have a matrix of five rows and five columns.
8 The columns are lettered B I N G O from left to right across the
9 top of the matrix and each bingo card has five numbers in each row
10 except the center I column which has a "free space" at the
11 intersection of the third row and the third column.

12 Bingo balls individually numbered 1-75 are mixed together and
13 balls are selected one at a time. As each ball is selected, the
14 number is announced to the players, who cover any corresponding
15 number on their bingo card. When a player achieves a predetermined
16 arrangement of covered spots on his bingo card, that player yells
17 out "Bingo!" and he wins the game.

18 In the conventional manner of play of bingo, in order to win
19 the game, a player must cover five spaces in a vertical column, a
20 horizontal row or along one of the two diagonals of the bingo card.
21 The free space in the center of the bingo card allows a player to
22 win with as few as four numbers being drawn. Other winning
23 combinations include the four corners of the bingo card and the
24 eight numbers immediately adjacent and surrounding the free space.
25 Winning combinations can also include the covering of spots on the

1 bingo card so that letter symbols are formed such as an X, U, L, H
2 or T.

3 The operator of the bingo game will designate at the beginning
4 of the game which particular combination or combinations of covered
5 spots will be winning combinations for that particular game. It is
6 also popular to play "coverall" or "blackout" games in which all of
7 the spots on the bingo card must be covered (the twenty-four spots
8 having numbers and the center free space) in order for the player
9 to win.

10 Bingo can be played as an amusement game, but it is quite
11 popular as a form of gambling. Players purchase bingo cards for
12 use during the bingo session and winning players receive payouts
13 from the operator or gaming establishment. Typically, a bingo
14 session includes a number of individual bingo games concluding with
15 a coverall game in which a large prize is awarded. Some operators
16 also offer a jackpot prize if the coverall is achieved within a
17 fixed number of called numbers, e.g. 50.

18 It is also known to add an extra colored bingo ball to the
19 seventy-five numbered balls. The colored ball acts as a wild card
20 or wild number and, if this colored ball is drawn, a player may
21 cover any number he chooses on the bingo card.

22 Conventional bingo has remained relatively unchanged for many
23 years. As legalized gaming expands into more and more jurisdic-
24 tions and as Indian gaming becomes more widespread, there is a need
25 to increase the attractiveness of bingo in order to interest more
26 players to participate in the game.

1 In relative terms, bingo as it is currently conducted in
2 gaming casinos is a low payout game. During each bingo game,
3 numbers are drawn until a player wins, so the gaming establishment
4 is limited in the amount of money it can award as prizes. During
5 a regular bingo game in which the winning bingo combination is
6 simply five covered spots in a row vertically, diagonally or
7 horizontally, a winning player can expect to receive a \$500.00
8 payout. The jackpot coverall game at the end of a session may pay
9 out \$1,000.00 to the winning player. If a typical bingo session
10 has ten regular games and a single jackpot coverall game, the
11 gaming establishment has guaranteed to pay out \$6,000.00 to the
12 players.

13 The revenue to the gaming establishment is based on the number
14 of bingo cards that are bought by the players. Since the prize
15 fund is guaranteed at a fixed amount, the more bingo cards a gaming
16 establishment can sell, the better the profit will be.

17 Bingo operators have attempted to increase interest in bingo
18 by paying larger jackpot payouts for coveralls achieved in a
19 predetermined number of selected numbers. It takes at least
20 twenty-four drawn numbers to achieve a coverall and typically most
21 bingo operators select a number between fifty and fifty-five as the
22 number of balls in which the coverall is achieved in order for the
23 player to win the large jackpot, say \$5,000.00. If a coverall is
24 not achieved within this preset number requirement, then the payout
25 reverts to the smaller jackpot amount, say \$1,000.00, for the
26 player who achieves the coverall.

1 With the advent of electronic bingo, players are able to play
2 virtually an unlimited number of bingo cards, thus increasing their
3 chances of hitting a bingo. With all the positive aspects of
4 electronic bingo, it is still limited in the size and amount of the
5 payouts that can be made since there is a cap on the total of bingo
6 ball numbers (seventy-five) available to be chosen and a limited
7 number of locations to hit these numbers (24 spaces). These
8 limitations along with the free space greatly affect the amount of
9 the jackpot prize that can currently be awarded.

10 There is a need to increase the player appeal of bingo in
11 order to generate increased revenues from the operation of the
12 game. Increased player participation would allow the payment of
13 higher payouts which in turn would generate more player participa-
14 tion.

15 It is an object of the present invention to provide a method
16 of playing bingo and an improved bingo card that will increase the
17 player participation in the game.

18 It is a further object of the present invention to increase
19 the popularity of bingo by increasing the difficulty factor of
20 getting a bingo, to allow for prizes high enough to attract
21 gamblers away from other types of gaming such as video poker, slot
22 machines and live table games, and to compete with lotteries.

23 The present invention adds a degree of difficulty to bingo
24 that increases the odds for obtaining a bingo thus allowing the
25 gaming establishment or bingo operator to offer higher prizes.
26 This is done by adding two columns and two rows to a standard five-

1 by-five matrix card to create a seven-by-seven matrix card. These
2 two additional columns can be labeled with any suitable differenti-
3 ating symbols such as "E" and "S". This would create a game called
4 BINGOES. The additional columns and rows could be demarcated
5 separately, such as by using different colors to make the game
6 easier to play and understand.

7 It is a feature of the present invention to utilize a bingo
8 card that uses a matrix of seven rows and seven columns which will
9 increase the difficulty of obtaining a winning combination and will
10 also increase the types of winning combinations that can be
11 utilized.

12 It is a further feature of the present invention to use
13 different colored bingo balls so that the winning combinations can
14 be based not only the numbers selected but also the colors of those
15 numbers. The bingo card can also have different colored areas
16 corresponding to the colors on the bingo balls.

17 It is a further feature of the present invention to provide a
18 large electronic display board on which all of the possible bingo
19 ball numbers are displayed. Prior to each game, some of the
20 numbers on the display board are specially designated with a first
21 distinctive marking and a smaller portion of the numbers on the
22 display board are specially designated with a second distinctive
23 marking. These special designations are accomplished by means of
24 an electronic random number generator so that chance is introduced
25 into the selection of which numbers receive the first distinctive
26 marking and the second distinctive marking.

1 It is a further feature of the present invention to provide a
2 progressive jackpot feature to the game of bingo in which the
3 player can become eligible for the progressive jackpot by making a
4 separate wager.

5 It is an advantage of the present invention that the addition-
6 al features added to the bingo game will allow more payouts to be
7 made by the gaming establishment or the bingo operator. This will
8 result in increased player participation and additional revenues to
9 the gaming establishment or bingo operator.

10 Other objects, features and advantages of the present
11 invention will become apparent from a consideration of the
12 following detailed description.

13

14

Summary of the Invention

15 All of the possible bingo numbers are displayed on an
16 electronic reader board in the bingo game room. At the beginning
17 of each game, an electronic random number generator selects a
18 predetermined group of bingo numbers to be "red" numbers for that
19 particular game. Additionally, the electronic number generator
20 also selects a smaller predetermined group of bingo numbers to be
21 "red striped" numbers for that same particular game. All of the
22 other remaining numbers are "white" for that particular game of
23 bingo.

24 When a player achieves a bingo, the player wins certain
25 preestablished payouts depending upon whether the player has an all
26 "red stripe" bingo, an all "red" bingo, an all "white" bingo or any

1 other bingo (which would be a "mixed color" bingo). The all "red
2 stripe" bingo receives the highest payout, the all "red" bingo
3 receives an intermediate size payout, the all "white" bingo
4 receives a smaller size payout and the smallest payout is awarded
5 to a regular "mixed color" bingo.

6 A progressive feature can be added to the method of play of
7 bingo in which the player makes a separate, additional wager to be
8 eligible for the progressive jackpot payouts. Progressive jackpot
9 pools can be established for an all "red stripe" bingo, an all
10 "red" bingo, an all "white" bingo or even for a "case" bingo.
11 "Case" bingos are those in which a player has missed a bingo by one
12 number. The "case" bingo is a "near miss" bingo and a jackpot pool
13 can be used to pay those players who almost won.

14 15 Brief Description of the Drawings

16 Figure 1 shows a bingo card of the present invention.

17 Figure 2 shows a chart of bingo balls used in the method of
18 the present invention.

19 Figure 3 shows a schematic layout for an electronic bingo game
20 using the bingo card and method of play of the present invention.

21 Figure 4 shows an electronic bingo number display board
22 programmed to show each game which bingo numbers have been selected
23 as the "red" numbers, which bingo numbers have been selected as the
24 "red stripe" numbers and which bingo numbers remain as the "white"
25 numbers.

1 Figure 5 shows an electronic bingo number display board and
2 representative bingo cards used in a form of Lightning Bingo played
3 in accordance with the method of the present invention.

4 Figure 6 shows a layout for a bingo card used in an eight-way
5 version of Lightning Bingo played in accordance with the method of
6 the present invention.

7 8 Detailed Description of the Preferred Embodiments

9 A bingo card of the present invention is shown generally at 10
10 in Figure 1. The bingo card 10 consists of a plurality of spaces
11 that will include numbers formed in a seven-by-seven matrix. The
12 seven vertical columns 21, 22, 23, 24, 25, 26 and 27 each prefera-
13 bly include a symbol designating the column, e.g. the symbols B I
14 N G O E S as shown in Figure 1. The seven horizontal rows 31, 32,
15 33, 34, 35, 36 and 37 do not necessarily require symbols to
16 identify the rows, although could be provided if desired.

17 As shown in Figure 1, location 41 designates the intersection
18 of the third column 23 and the third row 33. Location 51 desig-
19 nates the intersection of the fourth column 24 and the fourth row
20 34. In the preferred embodiment of the present invention, the
21 sixth column 26, seventh column 27, sixth row 36 and seventh row 37
22 are demarcated differently from the other rows and columns. For
23 example, the sixth column 26, seventh column 27, sixth row 36 and
24 seventh row 37 could be printed with a red background while the
25 remaining rows and columns could simply have a white background.
26 Any distinguishing colors could be used or other forms of separate

1 demarcation could also be used, such as shading, cross-hatching or
2 similar ways of showing separate demarcation.

3 The two additional columns and the two additional rows would
4 increase the amount of numbers in the number pool of bingo balls
5 from 75 to 147 which could be disbursed to the respective bingo
6 card columns as shown by the following table:

7

8	B	I	N	G	O	E	S
9	1	22	43	64	85	105	127
10	T	T	T	T	T	T	T
11	H	H	H	H	H	H	H
12	R	R	R	R	R	R	R
13	U	U	U	U	U	U	U
14	21	42	63	84	104	126	147

15

16 TABLE 1.

17

18 The bingo card 10 shown in Figure 1 could be used in the play
19 of a variety of variations of conventional bingo. The entire
20 seven-by-seven matrix card could be used to play the game of bingo
21 and a player would be paid for covering spots corresponding to
22 called bingo balls according to one or more of the following
23 winning combinations: a straight line of seven numbers in a row
24 either vertically, horizontally or diagonally; the four corners;
25 the inside rectangle comprising the eight spots around the center
26 free space 51, the outside rectangle comprising the twenty-four
27 spots around the perimeter of the bingo card 10 or the intermediate

1 rectangle comprising the sixteen spots between the inside rectangle
2 and the outside rectangle. The operator can designate payout
3 amounts based on the degree of difficulty of obtaining one or more
4 of these various winning combinations.

5 Alternatively, two contemporaneous bingo games could be run
6 simultaneously using the same bingo card. A conventional five-by-
7 five matrix game could be called using that portion of the bingo
8 card 10 comprising columns 21, 22, 23, 24 and 25 and rows 31, 32,
9 33, 34 and 35. For this game, the free space would be designated
10 at space 41. The same bingo card 10 could be used for the seven-
11 by-seven matrix game described above in which all seven columns and
12 rows are active and the free space is designated at space 51. Play
13 continues until one player achieves a winning combination in the
14 five-by-five matrix game and one player achieves a winning
15 combination in the seven-by-seven matrix game. To make it even
16 more difficult to win, it could be required that the winning player
17 have both the five-by-five matrix game winner and the seven-by-
18 seven matrix game winner on the same bingo card. The operator can
19 designate payout amounts based on the degree of difficulty of
20 obtaining either a five-by-five matrix game winning combination, a
21 seven-by-seven matrix game winning combination or both.

22 Another alternative method of play using the bingo card 10
23 shown in Figure 1 is to provide different payouts to the player
24 depending on what locations of the bingo card 10 are used to form
25 the winning combinations. In the preferred embodiment described
26 above in column 26, column 27, row 36 and row 37 are shaded in the

1 color red and the remaining rows and columns are shaded in the
2 color white, a player could be paid a higher payout if he achieved
3 an "all red" bingo instead of a mixed red and white bingo.

4 It is also contemplated to use separate and distinct markings
5 on the bingo balls, themselves, to differentiate some of the bingo
6 balls from other of the bingo balls. For example, some of the
7 bingo balls could be colored red and the remainder of the bingo
8 balls colored white, in addition to the individual letters and
9 numbers each bingo ball has marked thereon.

10 Figure 2 shows a chart 100 of all seventy-five of the bingo
11 balls that would be used in a five-by-five matrix game. In this
12 preferred embodiment of the present invention, some of the bingo
13 balls as shown at 63 are colored white (for example, balls numbered
14 8-15, 23-30, 38-45, 53-60 and 68-75), some of the bingo balls as
15 shown at 62 are colored red (for example, balls numbered 2-7, 17-
16 22, 32-37, 47-52 and 62-67) and some of the bingo balls as shown at
17 61 are colored red with a black stripe (balls numbered 1, 16, 31,
18 46 and 61).

19 Various payouts can be made to the player depending on whether
20 the player achieves an all white bingo, an all red bingo, an all
21 red with black stripes bingo or a mixed bingo.

22 The same principle can be applied to the seven-by-seven matrix
23 game.

24 The method of the present invention can include a progressive
25 jackpot feature. A player makes a wager and receives a bingo card
26 of the type shown in Figure 1. The player is then eligible to

1 participate in a five-by-five matrix game and the player uses only
2 the five-by-five portion of the bingo card for this game. The
3 player makes a second, separate wager that goes into a separate
4 pool and the player is eligible for the seven-by-seven matrix game.
5 As money is wagered by players participating in the seven-by-seven
6 matrix game, the size of the payout that a player can win in the
7 seven-by-seven game can increase progressively.

8 If desired by the gaming establishment or the bingo operator,
9 both the five-by-five matrix game and the seven-by-seven matrix
10 game can be run as progressive jackpot payouts. The player may be
11 eligible for the progressive payouts by making a third separate
12 wager. Portions of the third wager are designated to separate
13 pools. Separate pools can include jackpot pools, future pools and
14 lower payout pools.

15 Figure 3 shows a schematic layout of an electronic bingo game
16 that uses the bingo card and the method of play of the present
17 invention. An electronic gaming machine 200 is provided with a
18 video screen 210. The video screen 210 has a location 220 in which
19 the bingo card is displayed to the player. The video screen also
20 can include displays that provide other information to the player,
21 such as a display 240 that shows the number of credits accrued to
22 the player, a touch panel 250 to allow the player to make a
23 progressive bet, a touch panel 260 to allow the player to bet one
24 or more of his accrued credits, a display 270 that shows the
25 monetary value per credit, a touch panel 280 to allow the player to
26 play the seven-by-seven matrix bingo card and a touch panel 290 to

1 allow the player to play the five-by-five matrix bingo card. A
2 bill acceptor or coin acceptor 230 is also provided to allow the
3 player to activate the gaming machine 200.

4 Figure 4 shows the electronic bingo number display board 300
5 that is used in the room or hall in which the bingo game is being
6 conducted. The display board 300 is modeled after a conventional
7 electronic bingo display board used in seventy-five number bingo in
8 that there are five rows designated B, I, N, G and O, with each row
9 having the fifteen numbers that comprise a conventional seventy-
10 five number bingo set.

11 The electronic controls that operate this bingo board include
12 a conventional random number generator that is programmed to
13 randomly select from the seventy-five number set two groups of
14 bingo numbers to be designated as the first specially designated
15 numbers and the second specially designated numbers for a
16 particular game. In the preferred embodiment of the present
17 invention, a total of between twenty-five and thirty-five bingo
18 numbers are predetermined each game to be "red" numbers (the first
19 specially designated numbers) and a total of between five and ten
20 of the bingo numbers are predetermined to be "red stripe" numbers
21 (the second specially designated numbers). Whatever numbers are
22 remaining are left as "white" numbers.

23 For example, as shown in Figure 4, twenty-five numbers have
24 been designated as "red" numbers 410 and five numbers are
25 designated as "red striped" numbers 420. The remaining forty-five
26 bingo numbers are left as "white" or regular numbers 430.

1 Of course, there is nothing critical about the use of "white",
2 "red" and "red striped" as the designators for the numbers on the
3 electronic reader board 300. Any suitable markings can be used, as
4 long as the players can differentiate between the markings on the
5 reader board 300. For example, depending on the type of electronic
6 reader board that is being used, it may be easier to use "red",
7 "white" and "blue" as the markings used to designate the various
8 numbers.

9 The electronic controls that operate the electronic bingo
10 board illuminate the selected "red" numbers as the color red and
11 the selected "red stripe" numbers as red with a black stripe. The
12 remaining numbers are left as "white" which the initial color of
13 all the numbers on the electronic reader board. Each player can
14 then see at the beginning of a game which of the bingo numbers have
15 the various distinctive markings.

16 The game then begins in the conventional manner with the bingo
17 caller announcing which bingo numbers have been selected
18 sequentially during the play of the game. As soon as a player
19 achieves a BINGO, the player calls this out and a determination is
20 made as to whether the player has achieved a regular bingo or one
21 of the special bingos that can be achieved. If the player has a
22 bingo in which all of his winning numbers are "red stripe" numbers,
23 then the player can be paid a large award. If the player has a
24 bingo in which all of his winning numbers are just "red" numbers,
25 then the player can be paid an intermediate size award. If the
26 player has a bingo in which all of his winning numbers are just

1 "white" numbers, then the player can be paid a smaller size award.
2 Finally if the player has a bingo in which all of his winning
3 numbers include one or more of the colors (a "mixed color" bingo),
4 then the player can be paid a smaller award.

5 Because the identification of the "red stripe" bingo numbers
6 and the "red" bingo numbers are made on the electronic reader
7 board, it is possible to use any type of bingo card to play the
8 method of the present invention. Hard board cards or paper cards
9 can be used by the players and it is not necessary to have
10 specially printed cards used for the game. Even electronic bingo
11 stations that are now in use at which each player sits and
12 electronically participates in the game can be used. The only
13 modification that a bingo establishment needs to undertake to
14 practice the method of the present invention is to install the
15 electronic reader board that can show different designations on the
16 numbers on the board as well as a random number generator to
17 predetermine which numbers are going to have which designations for
18 that particular game.

19 The progressive pools used with the electronic reader board
20 version of the present invention can take any suitable format. For
21 example, separate progressive pools can be created for "all red"
22 bingos, "all red-striped" bingos and "all white" bingos.

23 Furthermore, another payout pool can be established to pay any
24 player who achieves a "case bingo." A "case bingo" is achieved
25 whenever a player is one number short of having a pre-established
26 winning bingo arrangement. The "case bingo" winners are determined

1 after a winning bingo arrangement occurs during a particular round
2 of play and the "case bingo" payout pool is split up among those
3 players qualifying with "case bingos."

4 The funding for the progressive jackpots can come from the
5 pool of money used as the buy-in for the regular game or from a
6 separate wager or buy-in required from a player to be eligible for
7 the progressive jackpots.

8 In the latter situation, all progressive money is pooled
9 together and distributed amongst the various progressive jackpot
10 pools and the gaming establishment. A portion of this progressive
11 money can also be designated as seed money for re-seeding each pool
12 after a player wins the pool. This avoids having the progressive
13 pool go back to zero, which would discourage player participation
14 in that pool.

15 In one preferred embodiment of the present invention, the
16 progressive wager money could be divided with 10% going to the "all
17 red-striped" pool, 9% going to the "all red" pool, 9% going to the
18 "all white" pool, 4% each going to the seed pools for these
19 progressive jackpot pools, 30% going to the "case bingo" pool and
20 the remaining 30% being held by the bingo establishment.

21 When the progressive jackpots reach high amounts, players may
22 wager large amounts to increase their chances of winning. These
23 large wagers may be in excess of what the house offers as the non-
24 progressive standard bingo payout prize. Therefore, in such a
25 situation there may need to be a mechanism which would allow the
26 house to increase the standard bingo payout prize in proportion to

1 the amounts wagered. This mechanism can be found in U.S. Patent
2 No. 5,275,400 (Weingardt), incorporated herein by this reference.

3 The method of the present invention can also be applied to a
4 form of bingo known as Lightning Bingo or Speed Bingo. In
5 Lightning or Speed Bingo, there is a pool of thirty numbers, e.g.
6 balls numbered 1-30 without letter designations. Each player has
7 a bingo card with only three numbers thereon, generally set out in
8 a vertical pattern. Figure 5 shows the board pattern 500 for a
9 Lightning Bingo game as well as three representative bingo cards
10 510, 520 and 530 used in Lightning Bingo.

11 In Lightning Bingo, the caller draws numbers sequentially from
12 the pool of thirty numbers and a player wins when he achieves all
13 three numbers called on his bingo card.

14 Similarly to the invention described above in connection with
15 Figure 4, the electronic reader board 500 for Lightning Bingo uses
16 a random number generator to designate some of the thirty numbers
17 as "red numbers" 502 and then some of those numbers as "red
18 striped" numbers 504. The remaining numbers are left as "white" or
19 natural numbers 506.

20 The progressive pools used with the electronic reader board
21 version of Lightning Bingo can take any suitable format. For
22 example, separate progressive pools can be created for "all red"
23 bingos, "all red-striped" bingos and "all white" bingos.
24 Alternatively, there may only be a single progressive pool for the
25 "red-striped" bingos.

1 The funding for the Lightning Bingo progressive jackpots can
2 come from the pool of money used as the buy-in for the regular game
3 or from a separate wager or buy-in required from a player to be
4 eligible for the progressive jackpots. The money can also be used
5 to form the seed pools for re-seeding each pool after a player wins
6 the pool.

7 With reference to Figure 6, it is also possible to provide
8 each player with a bingo card 600 in the form of a three-by-three
9 matrix for playing Lightning Bingo. The bingo card 600 has nine
10 numbers thereon so that it is possible to achieve a Lightning Bingo
11 in any one of eight possible directions: left vertical column 601,
12 center vertical column 602, right vertical column 603, top
13 horizontal row 604, center horizontal row 605, bottom vertical row
14 606, left bottom to right top diagonal 607 and left top to right
15 bottom diagonal 608. The use of this card 600 allows the player
16 the ability to have eight possible combinations on a single card,
17 instead of having to play eight cards at once.

18 While the invention has been illustrated with respect to
19 several specific embodiments thereof, these embodiments should be
20 considered as illustrative rather than limiting. Various modifica-
21 tions and additions may be made and will be apparent to those
22 skilled in the art. Accordingly, the invention should not be
23 limited by the foregoing description, but rather should be defined
24 only by the following claims.

WHAT IS CLAIMED IS:

1 Claim 1. A bingo apparatus comprising:

2 a) an electronic bingo reader board having a plurality of
3 numbered spaces and further including:

4 1) means for randomly designating a portion of the
5 numbered spaces with a first designated marking; and

6 3) means for randomly designating a portion of the
7 numbered spaces with a second designated marking;

8 b) a plurality of bingo balls.

1 Claim 2. The bingo apparatus of Claim 1 in which the first
2 designated marking is a first color and the second designated
3 marking is a second color.

1 Claim 3. The bingo apparatus of Claim 1 further including means
2 for designating the remaining numbers with a third designated
3 marking.

1 Claim 4. The bingo apparatus of Claim 1 in which the third
2 designated marking is a third color.

1 Claim 5. A bingo apparatus comprising:

2 a) a bingo card having a plurality of numbered spaces formed
3 as a matrix used in the play of a bingo game; and

4 b) a plurality of bingo balls each having individual numbers

5 corresponding to the numbered spaces on the bingo card, the
6 plurality of bingo ball further comprising a first group of the
7 plurality of bingo balls marked with a first indicium, a second
8 group of the plurality of bingo balls marked with a second indicium
9 and a third group of the plurality of bingo balls marked with a
10 third indicium.

1 Claim 6. The method of Claim 5 wherein the first indicium is a
2 first color, the second indicium is a second color and the third
3 indicium is a strip.

1 Claim 7. The method of Claim 5 wherein the first indicium is a
2 first color, the second indicium is a second color and the third
3 indicium is a third color.

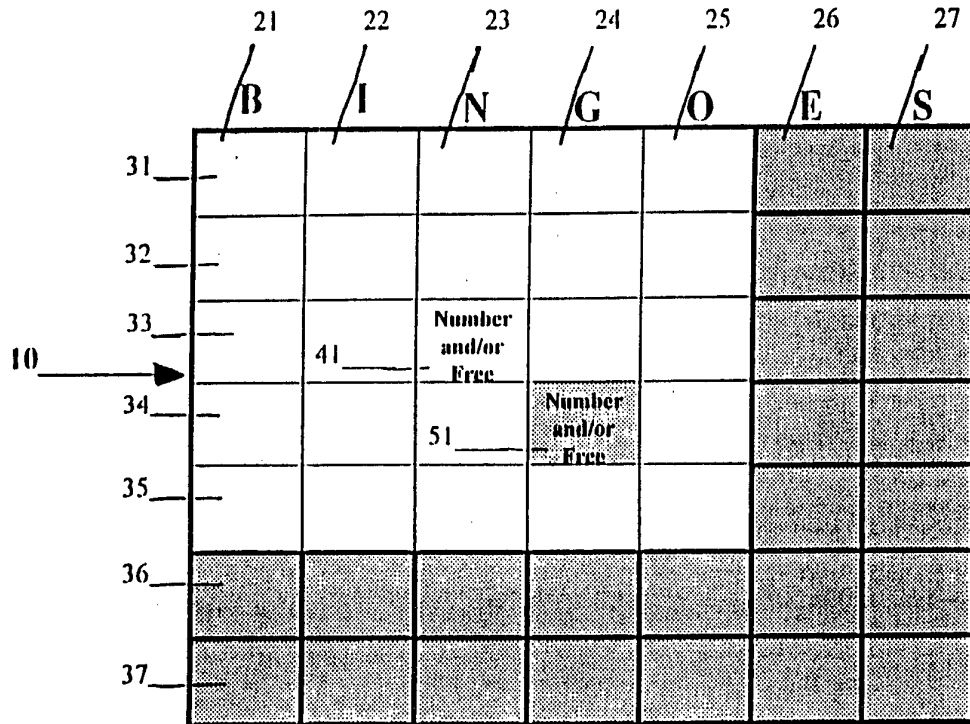


Fig. 1

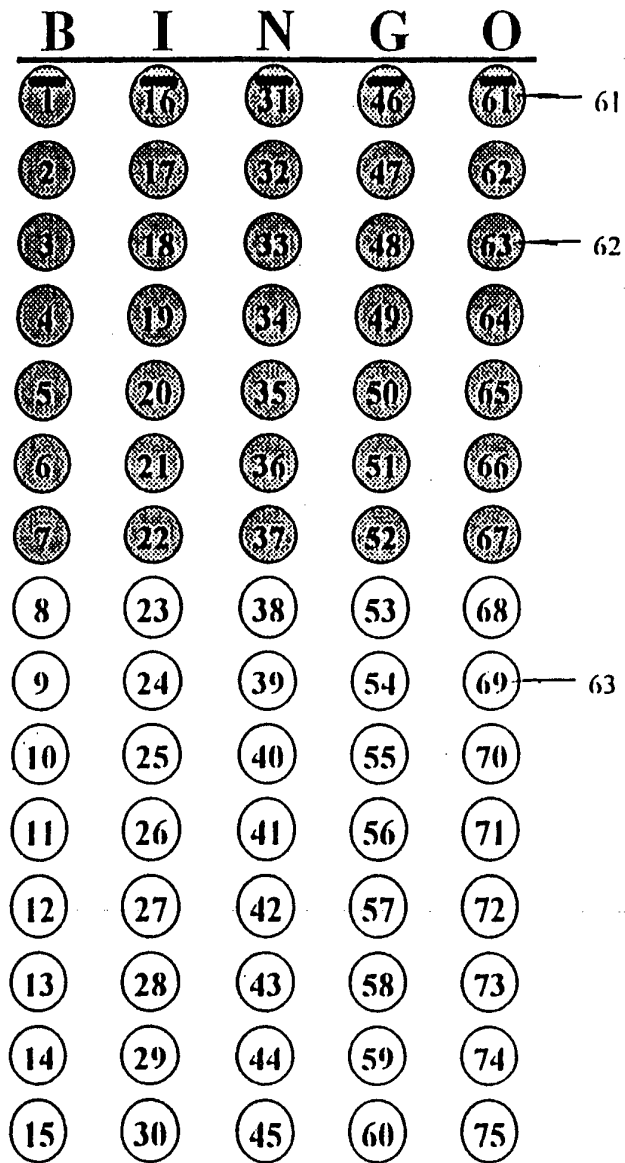


Fig. 2

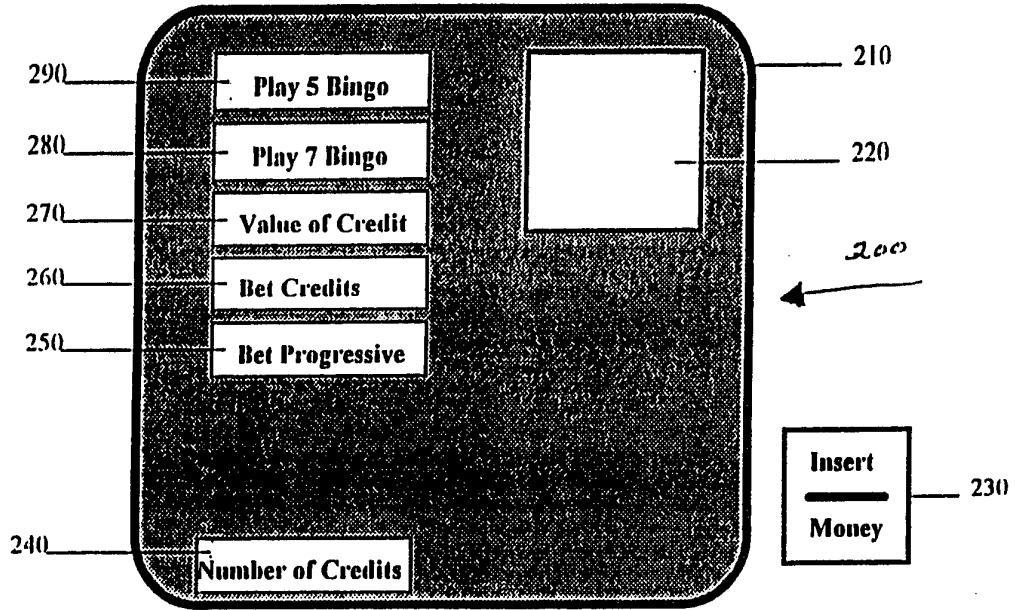


Fig. 3

B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
I	16	17	18		20	21	22	23	24	25	26	27	28	29	30
N	31	32	33	34	35	36	37	38	39		41	42	43	44	45
G	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
O		62	63	64	65	66	67	68	69	70	71	72	73	74	75

Fig. 4

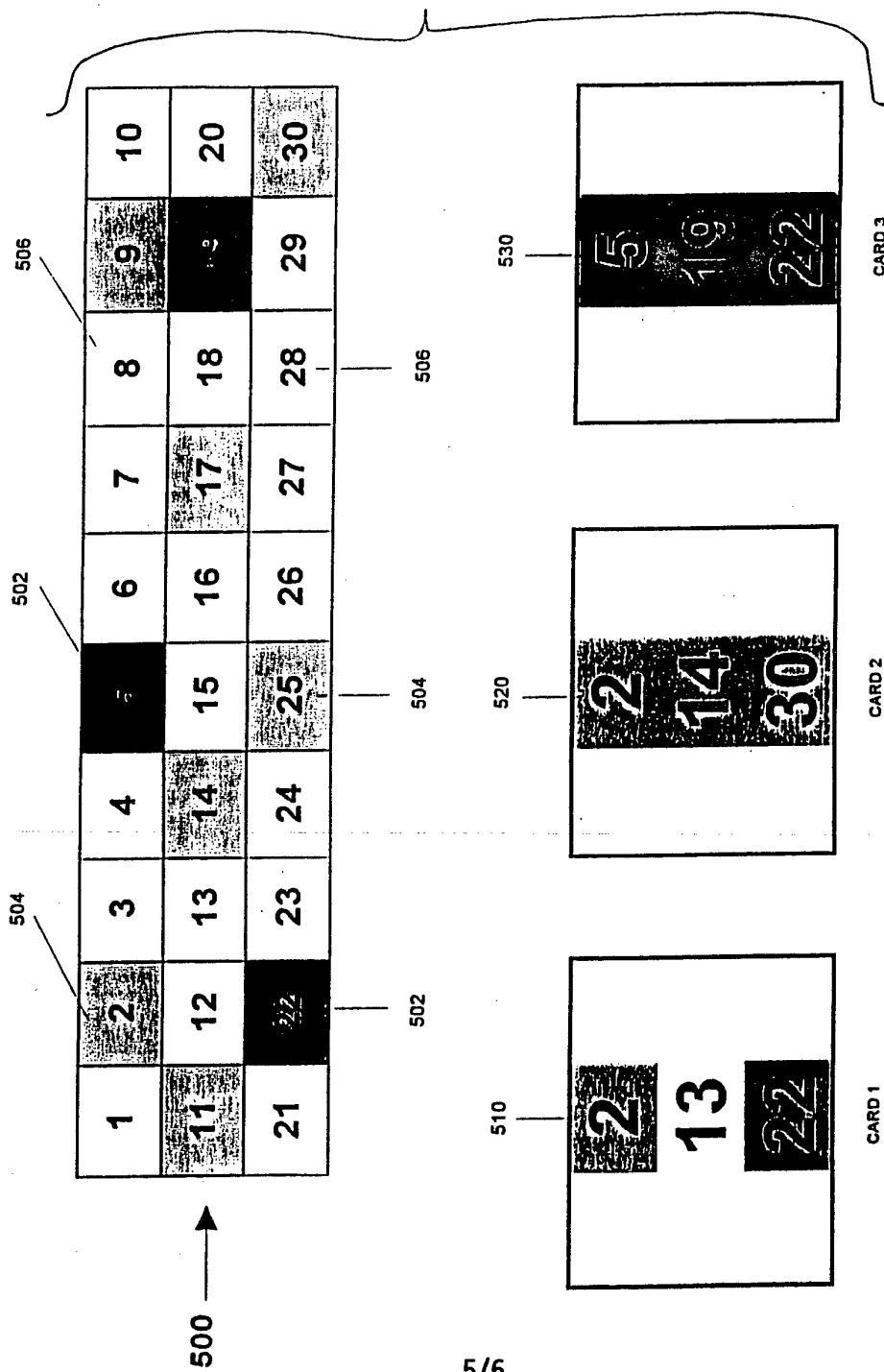


Fig. 5

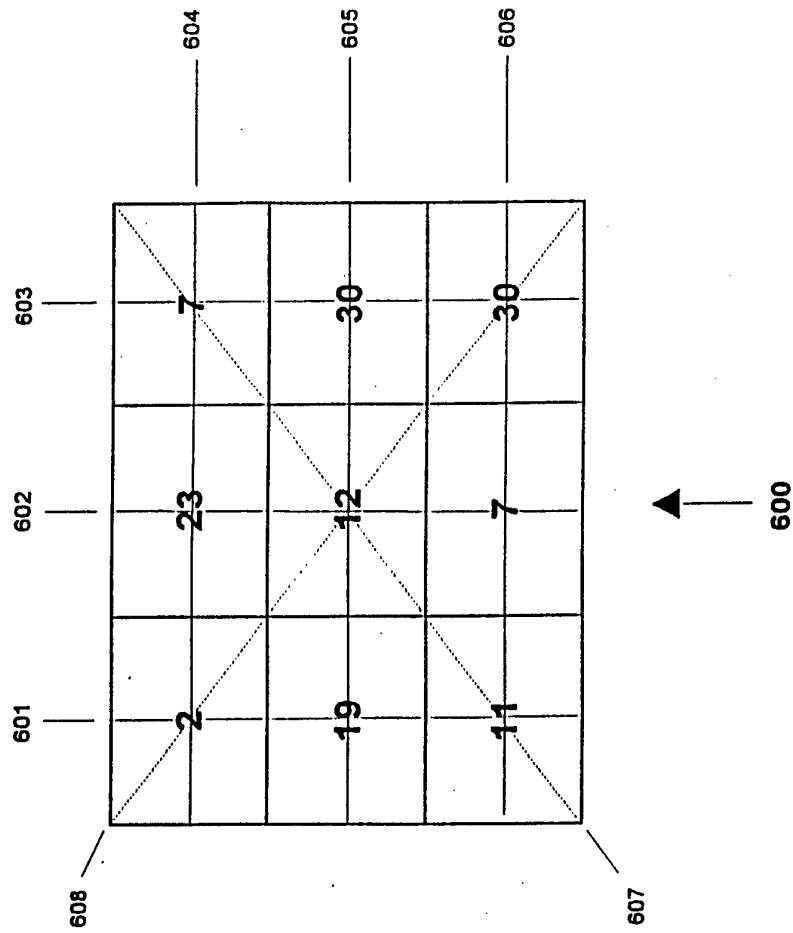


Fig. 6

INTERNATIONAL SEARCH REPORT

International Patent No
PCT/US 95/00728

A. CLASSIFICATION OF SUBJECT MATTER
IPC 6 A63F3/06

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 G07F G07C

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.
Y	US,A,5 230 514 (FRAIN) 27 July 1993 see column 3, line 53 - line 56 ---	1-7
Y	US,A,5 192 076 (KOMORI) 9 March 1993 see column 3, line 40 - line 64 ---	1-4
A Y	US,A,4 807 882 (CIMINO) 28 February 1989 see column 2, line 31 - line 36 ---	1 5-7
A	WO,A,85 04338 (CONLEN) 10 October 1985 see claims 7,8 ---	1-4
A	WO,A,91 03288 (SCHWARTZ) 21 March 1991 see page 3, line 14 - line 16; claim 7 -----	5-7

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

"P" document published prior to the international filing date but later than the priority date claimed

"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

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

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"&" document member of the same patent family

Date of the actual completion of the international search: 9 June 1995

Date of mailing of the international search report: 23.06.95

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Authorized officer: Glas, J

INTERNATIONAL SEARCH REPORT

Information on patent family members

International / Application No
PCT/US 95/00728

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
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US-A-5192076	09-03-93	NONE	
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		EP-A- 0176560	09-04-86
		JP-T- 61501889	04-09-86
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		EP-A- 0490943	24-06-92