BACCARAT BONUS FEATURE

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A method of playing a game of Baccarat is disclosed. Upon a triggering event, a first card in either the Player or Banker hand is revealed, and the player is permitted to make a second wager based on information gained from knowledge of the rank of the revealed card. If the hand the player wagers on wins, a payout is made on both wagers.
FIG. 1

7♣

6  
5  
4  
3

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10

12
FIG. 2

20 PLACE FIRST WAGER ON UNDERLYING BACCARAT GAME

30 EITHER HAVE TRIGGER EVENT TO INITIATE SPECIAL WAGER OPTION OR PROCEED WITH UNDERLYING BACCARAT GAME

40 UPON TRIGGERING OPTION, DISPLAYING AT LEAST ONE PLAYING CARD (FOR BANKER HAND OR PLAYER HAND.

50 UPON VIEWING SINGLE DISPLAYED CARD, PLAYER(S) ARE ENABLE TO PLACE A SECOND WAGER INCREASING THE AMOUNT OF THE FIRST WAGER

60 BACCARAT GAME IS PLAYED TO CONCLUSION

70 ALL WAGERS ARE RESOLVED
BACCARAT BONUS FEATURE

RELATED APPLICATION DATA


BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present invention relates to wagering games of chance, particularly wagering games using playing cards, and more particularly casino table card games, such as baccarat, with a bonus event.

[0004] 2. Background of the Art

[0005] In this specification unless the contrary is expressly stated, where a document, act or item of knowledge is referred to or discussed, this reference or discussion is not an admission that the document, act or item of knowledge or any combination thereof was at the priority date, publicly available, known to the public, part of common general knowledge; or known to be relevant to an attempt to solve any problem with which this specification is concerned.

[0006] Baccarat is one of the many live table games played in casinos or gaming establishments. Baccarat uses a standard deck of 52 playing cards and is usually dealt from a shoe having multiple decks that have been shuffled together prior to the beginning of play.

[0007] The object of the game of Baccarat is for the bettor to successfully wager on whether the Banker’s hand or the Player’s hand is going to win. The bettor receives even money for his wager if he selects the winning hand and loses his wager if he selects the losing hand. Because of the rules of play of Baccarat and more particularly the pre-established draw rules, the Banker’s hand has a slightly higher chance of winning than does the Player’s hand. The winning frequency for the Banker’s hand has been determined to be 0.458679 (45.859%) whereas the winning frequency for the Player’s hand is 0.446249 (44.624%), with the remainder of the outcomes being ties. Therefore, if the bettor wagers on the Banker’s hand and the Banker hand wins, the bettor must pay to the gaming establishment a commission (typically 5%) of the amount the bettor wins. No commission is paid if the bettor successfully wagers on the Player’s hand.

[0008] As used in this specification, the term “Conventional Manner of Play of Baccarat” is as follows:

[0009] A multiple number of decks of standard playing cards, 52 in number, are used; typically eight decks are shuffled together and placed in a shoe from which the cards are dealt during the play of the game.

[0010] Each bettor makes a wager on whether the Banker’s hand or the Player’s hand will win. After all wagers are made, two cards are dealt from the shoe to the Player position and two cards are dealt from the shoe to the Banker position on the table layout. The cards are turned face up and the value of the Bank hand and the Player hand is determined, modulo ten. Aces count one; Kings, Queens, Jacks and Tens count zero and the other cards count their respective face value. The suits (Spades, Hearts, Diamonds and Clubs) have no meaning in Baccarat.

[0011] The highest hand value in Baccarat is nine. All hand values range from a low of zero to a high of nine. If when the cards are added together, the total of the hand exceeds nine, then the hand value is determined modulo ten. For example, a seven and an eight total fifteen, but the hand value is five. An Ace and a nine total ten, but the hand value is zero.

[0012] A two card total of eight or nine is called a “natural”; a two card total of zero is called a “baccarat.” As will be explained below, in certain situations in the play of the game, a third card will be dealt. The value of this third card is added to the total of the first two cards and a new hand value is established. Again, if the new hand total exceeds nine, the hand value is determined by subtracting ten from the total of the hand.

[0013] Prior to the deal, each better can make one of three wagers: 1) that the Bank hand will win; 2) that the Player hand will win; or 3) that the Bank hand and the Player hand will tie. Wagering locations are provided on the Baccarat table layout. Whichever of the Bank hand or the Player hand is closest to a total on nine is the winner.

[0014] All winning Bank hand wagers are paid off at odds of one-to-one and the house charges a five percent (5%) commission on the amount won by the bettor. For example, if a bettor wagers $100 on the Bank hand and the Bank hand wins, the bettor wins $100 and is charged a $5 commission on the amount that the bettor won. The bettor is not charged any commission on the amount of his wager.

[0015] All winning Player hand wagers are paid off at odds of one-to-one and the bettor is not charged any commission on the amount of his winnings or his wager because the house, by virtue of the third card draw rules, has a statistical advantage over the player of 45.859-44.624 or 1.235% which is the vigorish of the house on player wagers. Winning wagers on the Tie hand are paid off at odds of nine-to-one or eight-to-one (depending on the gaming establishment) and the bettor is not charged any commission on the amount of his winnings or his wager since there is already a statistical advantage in favor of the house on tie wagers. If a Tie hand occurs, all wagers on the Bank hand and all wagers on the Player hand are “pushes” and the amount wagered is returned to the bettor.

[0016] Depending on the point total of the Player’s hand and the Banker’s hand, one more card may be dealt to either the Player’s hand, the Banker’s hand or both hands. The rules for determining whether a third card is dealt are fixed rules, there is no discretion for either the Player’s hand or the Banker’s hand on whether a third card is dealt.

[0017] If either the Player hand or the Banker hand has a point total of eight or nine on the first two cards, no third card is dealt to either hand and the hand with the highest point total is the winner (or the hand is a Tie, as the case may be). If neither the Player hand nor the Banker hand has a point total higher than or equal to nine, then there is a possibility of a third card draw.

[0018] The rules for the Player hand and the Banker hand drawing a third card vary depending on the point total of the first two cards, as follows:

[0019] Player’s Drawing Rule:

[0020] The player must draw a third card if the player has a total of 5 or less.

[0021] Banker’s Drawing Rules:

[0022] If the banker has a total of 0-2, then the banker must draw.

[0023] If the banker has a total of 3, then the banker must stand if the player’s three cards total 8.

[0024] If the banker has a total of 4, then the banker must draw if the player’s three cards total is between 2 and 7.

[0025] If the banker has a total of 5, then the banker must draw if the player’s three cards total is between 4 and 7.
If the banker has a total of 6, then the banker must draw if the player’s three card total is between 6 and 7.

If the banker has a total of 7, then the banker must stand.

If the banker has a total of 8 or 9, then the banker is a natural winner.

If the player does not draw a third card, then the banker follows the player’s rule, i.e., the banker must draw a third card if he has a total of 5 or less.

At the end of each hand, winning wagers are paid and losing wagers are collected by the house. Any commission due to the house is marked in commission boxes in the center of the table. Gaming chips are used to represent the amount of money owed by each bettor to the house for the commissions. In order not to slow down the progress of the game, the commission is not actually collected from each bettor until the end of the round determined by all of the cards in the shoe being dealt down to the plastic cut card, usually approximately eighty hands.

It has become desirable to provide side bet events or jackpot events to enhance the interest of and attractiveness to gamers.

U.S. Pat. Nos. 6,585,586 and 6,896,614 (Romero) describe an assembly for playing a variation of the game baccarat including a computer processor, a display and a user actuated selector. The computer processor is structured to determine a winning hand in accordance with rules of baccarat. Additionally, the computer processor monitors the nature of the winning hand and/or monitors consecutive ones of the user’s hands and indicates a bonus payout for the user in the event that the winning hand totals a natural nine or that consecutive ones of the user’s hands have a final number count equal to a natural nine. In one variation, the user is further able to designate one of the initial cards that comprise the player’s hand or the banker’s hand in exchange for a new card to complete the initial hand and/or may view the initial cards before selecting whether to play the banker’s hand or the player’s hand.

U.S. Pat. No. 6,345,824 (Selitzky) describes a bonus method for a base casino card game, such as Blackjack or Baccarat. Play begins with the player making an ante wager and a first and second bonus wager. The player and dealer are each dealt a hand of cards, or electronic representations thereof. The player plays the player’s hand to completion and is rewarded based on the player’s first bonus wager if the player’s hand includes a predetermined bonus combination. The values of the cards are then summed according to the rules of the base game and the player’s ante wager is resolved by comparing a player’s hand value with the hand value of the dealer and determining which hand is closest to a target value. Finally, the player’s second bonus wager is resolved by rewarding the player if the player has won both the base game and the first bonus wager. If the player loses the base game or does not have a bonus combination, the player’s second bonus wager is collected.

U.S. Pat. No. 5,772,211 (Naizryan) describes a wagering card game permitting players to play against a dealer or the “house” and not against other players. Six standard decks of playing cards, from which all kings and queens have been removed, are combined. Each of the numbered cards has a number value equal to its rank, jacks have a number value of zero, and aces have a number value of 11. Each player places a wager as to whether a three-card game hand to be dealt to him or her will be odd or even. If a player is dealt a jack, the player loses the wager. If a player is not dealt a jack, and the player’s odd/even wager matches the sum of the number values of the three cards in that player’s game hand, then the player wins the wager. Preferably, a single card is dealt face down to the dealer and in addition to an odd/even wager as to the player’s own game hand, the player is permitted to place one or more other wagers as to a characteristic of the face down card. Further, each player is permitted to place additional wagers as to another characteristic of the cards in the player’s own game hand. Variations of the type of game hand dealt are also possible.

There is some background art that is available with respect to various wagering and card playing games and rules that might also be considered in appreciating the scope of the present invention, such as Published U.S. Applications 20040256802 and 20050127607 (Centrone); and U.S. Pat. No. 5,615,888 (Lofink). All references cited herein are incorporated by reference in their entirety for their disclosures.

SUMMARY OF THE INVENTION

According to one embodiment of the invention, a player plays a unique method of play of baccarat. The player places a first wager in an underlying baccarat game. After placing the wager, a single card is displayed to be used specifically in either a Player hand or Banker hand. After a player sees the single card, the method includes allowing the player to increase the amount of the first wager on the underlying baccarat game with a second wager. The baccarat game is then played to conclusion and any first wager and any second wager are paid according to ordinary resolutions of baccarat wagers. Prior to displaying any banker hand cards or player hand cards, the method may provide a randomly occurring prior trigger event. Prior to displaying any dealer hand cards, the method may include providing a prior randomly occurring trigger event. Upon providing a randomly occurring prior trigger event, a single card to be used specifically in either a Player hand or Banker hand is then displayed.

After a player who has made the first wager sees the single banker hand card, the player has an option to increase the amount of the first wager on the underlying baccarat game with a second wager or continue playing with the amount of the first wager. The baccarat game is then played to conclusion and any first wager and any second wager are resolved according to ordinary resolutions of baccarat wagers. The game is playable in live format, electronic video game format, or a hybrid live and video format.

According to a first aspect of the invention there is provided a baccarat game by a method comprising:

at least one player placing a first wager in an underlying baccarat game;

displaying a single card to be used specifically in either a Player hand or Banker hand;

after a player sees the single card, allowing the player to increase the amount of the first wager on the underlying baccarat game with a second wager; and

playing the baccarat game to conclusion and paying any first wager and any second wager according to ordinary resolutions of baccarat wagers. Prior to displaying any banker hand cards or player hand cards, the method may optionally provide a randomly occurring prior trigger event. Prior to displaying any banker hand cards, the method may include providing a randomly occurring prior trigger event. Upon providing a ran-
domly occurring prior trigger event, a single card to be used specifically in either a Player hand or Banker hand is then displayed.

[0043] According to a second aspect of the invention there is provided an electronic apparatus for playing a wagering game of baccarat comprising:

[0044] a processor;
[0045] a video monitor; and
[0046] player input controls at least for placing wagers, increasing wagers and selecting a hand to wager upon,

[0047] wherein the processor enables:

[0048] a) display and play of a baccarat game on the apparatus,
[0049] b) accepting of wagers from the player on the wagering game of baccarat, and
[0050] c) determination of random addition of a bonus event to the play of the wagering game of baccarat, wherein the bonus event comprises allowing the player after a first wager has been made on the wagering game of baccarat to see at least one card in play in the wagering game of baccarat and after seeing the at least one card, allowing the player to optionally place a second wager on the wagering game of baccarat and

[0051] d) resolving all wagers placed on the wagering game of baccarat.

BRIEF DESCRIPTION OF THE FIGURES

[0052] A preferred embodiment of the invention will now be described, by way of example only, with reference to the accompanying drawings in which:

[0053] FIG. 1 shows a screen shot of a baccarat game in which a single card has been disclosed from a Banker hand on the basis of a displayed random bonus event.

[0054] FIG. 2 shows a flow diagram of one method of play according to the present technology.

DETAILED DESCRIPTION OF THE INVENTION

[0055] According to the present invention, a player plays a baccarat game combined with a unique bonus event. The player places a first wager in an underlying baccarat game on either the Player hand, the Banker hand and/or a tie event. After placing the wager, a single card is displayed to be used specifically in either a Player hand or Banker hand. After a player sees the single card, the player is permitted to increase the amount of the first wager on the underlying baccarat game with a second wager. The baccarat game is then played to conclusion. Any first wager and any second wager are paid according to ordinary resolutions of baccarat wagers. Prior to displaying any banker hand cards or player hand cards, the method may also provide a randomly occurring prior trigger event. Prior to displaying any banker hand cards, the method may also include providing a randomly occurring prior trigger event. Upon providing a prior trigger event, a single card to be used specifically in either a Player hand or Banker hand is then displayed.

[0056] In one preferred embodiment, prior to displaying any banker hand cards, the game system, rules or process provides a randomly occurring prior trigger event. Upon occurrence of the prior trigger event, a single banker hand card is displayed. After a player who has made the first wager sees the single banker hand card, the player has the option to increase the amount of the first wager (on the same wagering event, that is increasing a wager on the Player hand, increasing the wager on the Banker hand and/or increasing the wager on a tie event) on the underlying baccarat game with a second wager or may also continue playing with the amount of the first wager. Because of the underlying percentages on the Banker hand wager and tie bet advantages, the Player may be allowed to place a second wager on a different event than the first wager. For example, in one embodiment, upon the occurrence of a randomly occurring trigger event, the player is permitted to make a separate wager on a different game outcome from the first wager. If, for example, the player made a first wager of $5.00 on the player hand, the player can now make a second $5.00 wager on the banker hand or a tie hand. The baccarat game is then played to conclusion and any first wager and any second wager are resolved according to ordinary resolutions of baccarat wagers. The game is playable in either live format, electronic video game format, or a hybrid live and video format.

[0057] The essential technology and rules of the baccarat bonus feature of the present invention is used with an underlying baccarat game, with all its attendant and ordinary rules, except for the provision of a randomly occurring bonus trigger event and the additional second wager allowed on the underlying baccarat game. The underlying game of baccarat is modified only with respect to the bonus event and not the underlying game itself.

[0058] Although the triggering event occurs on a random basis in a first example of the invention, the triggering event may be predetermed, pseudo-randomly determined, may occur according to a schedule or by other known means.

[0059] The game may be played in a live format, on a video gaming system, or on a system that combined components of a live game and electronic components known as a hybrid system. As played on a video gaming apparatus with a processor, a player places a wager on the Player or Banker hand (and/or tie) in advance of the cards (here virtual cards) being provided or displayed. The processor generates a random bonus event, which may or may not be based on frequency of hand play or may be a purely random or pseudo-random event initiated by a random event or random number generator.

[0060] In advance of both or either of the Player hand and Banker hand being fully disclosed in a first or second game, a triggering event may be randomly determined as to whether or not the next game or the present game (before any disclosure of cards) will be a Bonus Feature game. It is also possible that the appearance of a particular dealt card triggers the bonus. In this example, when a first Banker card is turned over and if the particular card is dealt, before the second card and any Player cards are disclosed, the random bonus feature may be triggered. If the next card dealt is not a card that triggers the bonus feature, a standard game of baccarat is played. If the card is a particular card that triggers the Bonus Feature event, then the bonus event is triggered. After viewing this single card, but less than all cards in the two hands, the player is allowed to increase his original wager by a second wager on a same winning event (Player hand or Banker hand), or on a different winning event usually by a fixed amount (e.g., 1x, 2x, 5x the original first wager amount). The game of baccarat is continued according to standard rules, and the original wager and second wager are resolved according to standard baccarat rules.

[0061] The nature of the random event can be provided in various ways depending upon the game format. Even in a fully or substantially fully live game, a random number generator can be used with a display to provide an indicator that
the present hand or the next hand or some future hand will be a bonus event. Such a random number generator and display that may be modified according to the practices of the present invention are shown in U.S. Pat. No. 5,275,411 (Breedling). Even dice may be used, with only certain numbers in the desired range of probabilities (e.g., a roll of 11 with a 1/18 probability, or a roll of 10 with a 1/12 probability) to determine when the present hand or next hand is a bonus event. It is desirable in any such forecasting of the bonus event in a live game that only players playing in the previous game (when the bonus event was signaled) or already in the game when the signal appears can take advantage of and play in the baccarat round with the bonus event. This will prevent players from waiting around tables (without playing) for the bonus event to be signaled and only then entering the game. This control would be important especially in multiple player formats such as live table games, hybrid games, VegasStar® game systems, TableMaster® games systems, internet gaming systems and other formats in which multiple players can play the same hand. Single player video systems may also be locked out of bonus play if the current player cashes out at the time the bonus event is triggered. This prevents a new play from participating in bonus play without first playing conventional baccarat.

The method of the present invention is illustrated in the process flow diagram of FIG. 2.

The first step 20 is for a player to place a wager in the game of baccarat. The wager may be on the player hand, the banker hand or a tie hand.

According to an embodiment, a trigger event 30 may or may not initiate bonus play. If bonus event is triggered, bonus play commences. Otherwise, normal baccarat play resumes.

When a triggering event occurs at step 40, at least one card is displayed from the initial player or banker hand.

The player at step 50 has to option, after viewing the displayed card, to make an additional wager. The additional wager can be made on the same hand as the initial wager, on a different hand, or on a tie hand. In one example, the first wager is increased by placing the second wager.

In step 60, the baccarat hand is played to conclusion. Player and Banker hands take hit cards according to known deal/draw rules.

At step 70, all wagers are resolved according to the rules of baccarat.

The invention also includes an electronic computerized apparatus for playing a wagering game of baccarat. The apparatus has at least a processor, a video monitor and player input controls as they are known and used in the video gaming art, especially for single player apparatus, banked apparatus, multiplayer formats and communal gaming apparatus. The processor enables a) display and play of a game of wagering game of baccarat on the apparatus, b) accepting wagers from the player on the wagering game of baccarat, c) determination of random addition of a bonus event to the play of the wagering game of baccarat, wherein the bonus event comprises allowing the player after a first wager has been made on the wagering game of baccarat and upon the occurrence of a triggering event, to see at least one card in play in the wagering game of baccarat and after seeing the at least one card, allowing the player to optionally place a second wager on the wagering game of baccarat, and d) resolving all wagers placed on the wagering game of baccarat. The player input controls may comprise a player control dedicated to placing the second wager after the bonus event is triggered and may comprise, a designated region on a touchscreen, a button which may be used solely for placing the second wager or a button or screen area may also be used for placing the second wager and for indicating another player input. For example, there may be a single wager entry button which can be used for the first wager, and then when the bonus event is active, the same button may be then used for input of the second wager. The dedicated player control may comprise a second wager input control, a second wager increase control and a second wager decline input control. The apparatus may have the processor default to a no second wager event if no player input is received within a predetermined time limit.

The game will be illustrated in examples on a single player video game with the understanding that this example should not be considered as limiting the scope of the generic concept of the invention.

EXAMPLE 1

A single player has entered credits in a video wagering apparatus with a processor and video monitor that is enabled with rules of play for baccarat. In addition to these rules of play, the processor randomly determines when a present game or a next game is to be triggered, providing a bonus event according to the present invention. The processor may have a random number generator that is programmed with a probability based event determiner. For example, if the device wants to provide the bonus event approximately 1/20 times the game is played, 1000 stops or events may be provided to the random number generator and 50 of the 1000 numbers (50/10001/20) will be assigned a bonus event initiating effect. By randomly selecting one stop or event with bonus event initiating stops or events having a 1/20 probability, approximately 1/20 events will be a bonus event.

During, or before or after each game event is initiated, the random number generator selects one of the 1000 stops or events. When the bonus event initiator is not selected, a normal baccarat event is played at the interval (game interval) affected by the selection process. When the bonus event indicator is selected, an indication is provided to the player that an identified event (e.g., the present event or the next event) will be a bonus event baccarat game. The signal can be anything that clearly identifies the occurrence of the bonus event. The notice may be audio, visual, vibratory, alphanumeric display on a screen, bulb lighting and the like. For example, the display may provide a visual indication of a bonus event and prompt the player to make another wager. Preferably, the range of possible wagers and amounts are displayed.

In FIG. 1, a screen shot 2 for a bonus event is displayed. The backs of playing cards 4, 8 and 10 are shown and during the bonus event and the revealed first card 6 is displayed as the seven of clubs. Preferably, the first card dealt is a player card. In order embodiments, the first card dealt is the banker card. The bonus event was previously indicated by the musical notes symbols 12 and accompanied by an electronic musical rendition that is broadcast so that the player is alerted to the bonus event occurrence. In the displayed game, it will be assumed that the player has made a $10.00 wager on the Player hand. The display of the seven of clubs would be interpreted by the player to determine the option would be exercised for increasing the Player hand wager or not. The count of seven is a good final count and the presence of a zero card (10, J, Q or K) would cause the seven-count to remain fixed. An Ace (1) or 2 would improve the count to 8 and 9
respectively. Cards of 3, 4, 5, 6, 7 and 8 would worsen the final count. As 7 of 13 possible cards remain or improve the present count of 7 to a final count of 7, 8 or 9 and 6 of 13 cards worsen the present count of 7 to the final count less than 7, a distinct advantage is provided to the player. It is likely that the player would elect to increase the first wager. The player would use touchscreen or button controls to enter the additional wager. After entering the additional wager or declining the additional wager, the processor would proceed to complete the revelation of cards to display initial two-card player hands and two-card Banker hands. The processor would then complete Player and Banker hands according to the rules of baccarat embedded in the processor and executed by game logic or game processing capability in the system. If the Player hand count is higher than the Banker hand count according to the conventional rules of baccarat, the player would win both the first wager and the additional wager. If the counts of the Player hand and Banker hand were equal, both wagers would push. If the Player hand count is lower than the Banker hand count according to the conventional rules of baccarat, the player would lose both the first wager and the additional wager.

**EXAMPLE 2**

[0074] In FIG. 1, a screen shot 2 for a bonus event is displayed. In this example, the first Banker card is the first revealed card. The backs of playing cards 4, 8 and 10 are shown and during the bonus event and the revealed Banker hand card 6 is displayed as the seven of clubs. The bonus event was previously indicated by the musical notes symbols 12 and accompanied by an electronic musical rendition that is broadcast so that the player is alerted to the bonus event occurrence. In the displayed game, it will be assumed that the player has made a $10.00 wager on the Player hand. The display of the seven of clubs would be interpreted by the player to determine how the option would be exercised for increasing the Player hand wager or not. The count of seven is a good final count for the Banker hand and the presence of a zero card (10, J, Q or K) would cause the seven-count to remain fixed. An Ace (1) or 2 would improve the count to 8 and 9 respectively. Cards of 3, 4, 5, 6, 7 and 8 would worsen the final count. As 7 of 13 possible cards remain or improve the present count of 7 to a final count of 7, 8 or 9 and 6 of 13 cards worsen the present count of 7 to the final count less than 7, a distinct advantage is provided to the Banker hand. It is likely that the player would elect to not increase the first wager, since he is playing against the banker hand. The player would use touchscreen or button controls to indicate that the player would not enter the additional wager. After not entering the additional wager or declining the additional wager, the processor would proceed to complete the revelation of cards to display initial two-card player hands and two-card Banker hands. The processor might automatically default to not increasing the initial wager if there was no active decision (yes additional wager or no additional wager) is made by the player within a predetermined time period, such as 10, 15 or 20 seconds after the indication has been given that a bonus option is available. The processor would then complete Player and Banker hands according to the rules of baccarat embedded in the processor and executed by game logic or game processing capability in the system. If the Player hand count is higher than the Banker hand count according to the conventional rules of baccarat, the player would win the first wager. If the counts of the Player hand and Banker hand were equal, the sole wager would push. If the Player hand count is lower than the Banker hand count according to the conventional rules of baccarat, the player would lose the wager.

[0075] There are some variations that can be accepted as within the scope of the present technology as variations and alternatives within the skill of the artisan. For example, the player may be allowed to increase or make tie wagers after seeing the first card. The amount of the additional wager may be restricted to multiples of existing wagers (e.g., 1x or 2x or 3x an existing wager) or the amount of the additional wager may be optionally applied to multiples of existing wagers (e.g., 1x or 2x or 3x an existing wager) but applied to either the Player hand or Banker hand, without regard to what hand the initial wager was applied.

[0076] It is also possible for a player to place a side bet from which a fixed percent commission or a fixed price amount is kept by the house without respect to game outcome. The amount of commission or the fixed price (relative to the maximum additional wager allowed) would be set at a level that would assure a house advantage on the event, in spite of the apparent advantage provided to the player by allowing a player to see a card before making the additional wager. It is also possible to allow the player to see only a single Player card instead of a Banker card, or even to allow one card from each hand to be viewed.

[0077] There are hundreds of available computer languages that may be used to implement embodiments of the invention, among the more common being Ada; Algol; APL; awk; Basic; C; C++; Cobol; Delphi; Eiffel; Euphoria; Forth; Fortran; HTML; Icon; Java; Javascript; Lisp; Logo; Mathematica; Matlab; Miranda; Modula-2; Oberon; Pascal; Perl; PL/I; Prolog; Python; Rexx; SAS; Scheme; sed; Simula; Smalltalk; Snobol; SQL; Visual Basic; Visual C++; Linux and XML.

[0078] Any commercial processor may be used to implement the embodiments of the invention either as a single processor, serial or parallel set of processors in the system. Examples of commercial processors include, but are not limited to: Merced™, Pentium™, Pentium II™, Xeon™, Celeron™, Pentium Pro™, Efficeon™, Athlon, AMD and the like.

[0079] Display screens may be segmented display screens, analogue display screens, digital display screens, CRTs, LED screens, Plasma screens, liquid crystal diode screens, and the like.

[0080] Although the invention has been described with reference to specific examples, it will be appreciated by those skilled in the art that the invention may be embodied in many other forms.

What is claimed:

1. A player playing a baccarat game by a method comprising:
   a. at least player placing a first wager in an underlying baccarat game;
   b. displaying a single card to be used specifically in either a Player hand or Banker hand;
   c. after a player sees the single card, allowing the player to increase the amount of the first wager on the underlying baccarat game with a second wager; and
   d. playing the baccarat game to conclusion and paying any first wager and any second wager according to ordinary resolution of baccarat wagers.

2. The method of claim 1 wherein prior to displaying any Banker hand cards or Player hand cards, providing a prior trigger event.
3. The method of claim 1 wherein prior to displaying any Banker hand cards, providing a trigger event.

4. The method of claim 3 wherein the trigger event is randomly provided and further comprising displaying a single card to be used specifically in either a Player hand or Banker hand is then displayed.

5. The method of claim 4 played on a video format with a processor and the processor randomly provides the trigger event.

6. The method of claim 5 wherein the random event occurs on a basis of hand play frequency by at least one player on the video format.

7. The method of claim 5 wherein the trigger event is a predetermined event or sequence of events in the baccarat game.

8. The method of claim 4 wherein the single card is dedicated to the Banker hand.

9. The method of claim 4 wherein the single card is dedicated to the Player hand.

10. The method of claim 1 wherein the second wager is limited to a whole number multiple of the first wager.

11. The method of claim 1 wherein the second wager must be placed on a same event outcome on which the first wager was placed.

12. The method of claim 1 wherein the second wager must be equal to the first wager.

13. The method of claim 5 wherein availability of placing a second wager is indicated to the player before placing the first wager.

14. The method of claim 5 wherein availability of placing a second wager is indicated to the player after placing the first wager.

15. An electronic apparatus for playing a wagering game of baccarat comprising:
   a) a processor;
   b) a video monitor; and
   player input controls,
   wherein the processor enables:
   a) display and play of a game of wagering game of baccarat on the apparatus,
   b) accepting wagers from the player on the wagering game of baccarat,
   c) determination of a random addition of a bonus event to the play of the wagering game of baccarat, wherein the bonus event comprises allowing the player after a first wager has been made on the wagering game of baccarat, to see at least one card in play in the wagering game of baccarat and, after seeing the at least one card, allowing the player to optionally place a second wager on the wagering game of baccarat, and
   d) resolving all wagers placed on the wagering game of baccarat.

16. The apparatus of claim 15 wherein player input controls comprise a player control dedicated to placing the second wager after the bonus event is being played on the apparatus.

17. The apparatus of claim 16 wherein the player control comprises a designated region on a touchscreen.

18. The apparatus of claim 16 wherein the player control comprises a button which may be used solely for placing the second wager.

19. The apparatus of claim 16 wherein the player control comprises a button which may be used for placing the second wager and for indicating another player input.

20. The apparatus of claim 16 wherein the player control comprises a second wager increase input control and a second wager decline input control.

21. The apparatus of claim 15 wherein the processor defaults to a no second wager event if no player input is received within a predetermined time.