A DIFFERENTIATED CASINO GAME KNOWN AS "SUPER COLOR SIC BO"

DESCRIPTION

Field of Invention

The present invention relates to a differentiated casino game that has different colours for the numbers on three colour dices, Chinese Zodiac Characters ("CZC") or Western Zodiac Characters ('WZC') ~~that are required for the game~~. In particular, in a preferred embodiment, the present invention relates to a new method of playing game using three (3) colour dices and each dice with 12 faces with specific numbers with specific coloured backgrounds; CZC or WZC. The present invention is a variant of the Chinese casino game that has various names as Sic Bo, Tai Sai, Dai Siu, Big and Small, Hi-Lo. There is also the English variant of the Chinese casino game known as Grand Hazard and Chuck-a-luck. The game may also be played at a table in different venues including but not limited to casinos and other venues and also virtual tables through the internet including social network platforms that may be accessed via the internet or other communication networks with third parties. The game ~~is of~~ has entertainment ~~and educational~~ value. In addition, the game may also be played in variety of ways, on information storage devices including but not limited to the CDs (C-ROMs), video compact disc (video discs), interactive CDs (CD-Is), on stand-alone machines similar to slot machines and on wireless devices including but not limited to mobile phones. The present invention relates to a differentiated casino game for playing with dices that have different colours for the numbers and also a method for operating an online gaming environment for conducting the differentiated game through various communications media available in the market.

Background

The Chinese casino game like Sic Bo is popular in Asian casinos but are also played in American and English casinos. Sic Bo is played by the roll of a dice with various betting options with the player placing his bets on the various options available to him. The Dealer will then roll and shake a transparent box (also known as "SCS shaker') containing three (3) dices and then stops the rolling and shaking to produce the combination. The dealer will pay the winning betting combination and takes all losing bets. There are many variations of the game but, the player has an option to bet on

various possibilities of the outcome. There are various methods of playing the Sic Bo game, in particular there are regional variations of the rules in Asia. There are fairly standard rules about how the dices are drawn and the order of dealing and playing.

While the basic game-play is more or less the same throughout Sic Bo, the greatest divergence between variations lies in the betting options. Like the game play, there is a generalized system of betting options but none has the coloured specific numbers as the present invention on dice in colours on a new chart ~~layout~~ with ~~Zodiac characters~~ which gives the players a differentiated game for playing the game.

Summary of Invention

Super Color Sic Bo Dice

In accordance with a first preferred aspect of the invention, there is a provided method for playing a game, the method comprising:

(a) A chart ~~layout~~ (as in Figures 1(a) & 1 (b)) that is quite different from a typical "Sic Bo" chart ~~layout~~. The chart ~~layout~~ provides options for colours and all 12 (Chinese or Western) Zodiac characters (CZC as in Figure 1(a) or WZC as in (as in figure 1(b).

(b) A Shaker called SCS shaker (as in Drawing 1b) by means of a mechanical vibrating platform under a round shaped glass cover.

(c) three (3) dices and each dice with twelve (12) faces (1 to 12). The numbers are coloured (as in Drawing 1c) and can be tailored to different colours in accordance to the chart ~~layout~~ of the game table (as in Figure 4 (a) & (b));

There are 14 different ways to bet and accordingly the pay-out differs for different bets The 14 different Bet Options are as follows:

Bet Options and Pay-Out

1. ***Small Bet*** :

Small bets is when the sum of the three (3) dice will be equal to three (3) or four (4) or five (5) or six (6) or seven (7) or eight (8) or nine (9) or ten (10) or eleven

(11) or twelve (12) or thirteen (13) or fourteen (14) or fifteen (15) or sixteen (16) or seventeen (17) or eighteen (18) or nineteen (19). In the case of the three (3) dice is equal to the sum of thirteen (13) the bet is considered a tie and dealer will return money to user. The pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

2. ***Big Bet***:

Big bets is when the sum of three (3) dices will be equal to twenty (20) or twenty-one (21) or twenty-two (22) or twenty-three (23) or twenty-four (24) or twenty-five (25) or twenty-six (26) or twenty-seven (27) or twenty-eight (28) or twenty-nine (29) or thirty (30) or thirty-one (31) or thirty-two (32) or thirty-three (33) or thirty-four (34) or thirty-five (35) or thirty-six (36). In the case of the three (3) dice is equal to the sum of twenty-six (26) the bet is considered a tie and dealer will return money to user. The pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

3. ***Odd Bet***:

Odd bets is when the sum of three (3) dices will be equal to three (3) or five (5) or seven (7) or nine (9) or eleven (11) or thirteen (13) or fifteen (15) or seventeen (17) or nineteen (19) or twenty-one (21) or twenty-three (23) or twenty-five (25) or twenty-seven (27) or twenty-nine (29) or thirty-one (31) or thirty-three (33) or thirty-five (35). In the case of the three (3) dice is equal to the sum of thirteen (13) the bet is considered a tie and dealer will return money to user. The pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

4. ***Even Bet:***

Even bets is when the sum of three (3) dices will be equal to four (4) or six (6) or eight (8) or ten (10) or twelve (12) or fourteen (14) or sixteen (16) or eighteen (18) or twenty (20) or twenty-two (22) or twenty-four (24) or twenty-six (26) or twenty-eight (28) or thirty (30) or thirty-two (32) or thirty-four (34) or thirty-six (36). In the case of the three (3) dices is equal to the sum of twenty-six (26) the bet is considered a tie and dealer will return money to user. The pay-out

is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

5. ***Specific Single Colour Bet:***

Red, Blue and Green colour are suitable for this bet type. Specific Single Colour bet is won if exactly one of the resulted dice is of the colour that is wagered on. In the event if the result has no two or three dice of the selected colour, it will be considered as losing bet.

The wining pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

6. ***Specific Double Colour Bet:***

Double Red, Double Blue and Double Green are suitable for this bet type. Specific Double Colour bet is won if exactly two of the resulted dice is of the colour that is wagered on. In the event if the result has no one or three dice of the selected colour, it will be considered as losing bet.

The pay-out is 3 to 1. For example a winning bet of $1 will result in the dealer giving a $3 winning to the player.

7. ***Specific Triple Colour Bet***:

Triple Red, Triple Blue and Triple Green are suitable for this bet type. Specific Triple Colour bet is won if all three of the resulted dice is of the colour that is wagered on.

The pay-out is 23 to 1. For example a winning bet of $1 will result in the dealer giving a $23 winning to the player.

8. ***Any Triple Colour Bet***:

Any Triple Colour bet is won if all three of the resulted dice is of the same colour. The pay-out is 7 to 1. For example a winning bet of $1 will result in the dealer giving a $7 winning to the player.

9. ***Three Stars:***

Three Stars bet is won if the result combination is made up of a red, blue and green dice.

The pay-out is 3 to 1. For example a winning bet of $1 will result in the dealer giving a $3 winning to the player.

10. ***Straights***

Straights bet is won when the three resulting dice forms a consecutive order. For example the sequence of one (1), two (2), three (3) or three (3), four (4), five (5) or six (6), seven (7), eight (8) or ten (10), eleven (11), twelve (12) and etc.

The pay-out is 25 to 1. For example a winning bet of $1 will result in the dealer giving a $25 winning to the player.

11. ***Any Triple Number Bet***

Any Triple Number bet is won when all three numbers of the resulting dice are the same.

The pay-out is 130 to 1. For example a winning bet of $1 will result in the dealer giving a $130 winning to the player.

12. ***Any Double Number Bet***

Any Double Number bet is won when any two numbers of the resulting dice are the same.

The pay-out is 11 to 4. For example a winning bet of $4 will result in the dealer giving a $11 winning to the player.

13. ***Specific Double Number Bet***

Double one (1), Double two (2), Double three (3), Double four (4), Double five (5), Double six (6), Double seven (7), Double eight (8), Double nine (9), Double ten (10), Double eleven (11) and Double twelve (12) are open for this bet type.

Specific Double Number bet is won if any two of the resulted dice is of the Number that is wagered on.

The pay-out is 45 to 1. For example a winning bet of $1 will result in the dealer giving a $45 winning to the player.

14. *Numbers Bet:*

Wager on one (1), two (2), three (3), four (4), five (5), six (6), seven (7), eight (8), nine (9), ten (10), eleven (11), twelve (12), are open for this bet type. Numbers bet is won according to how many of the three resulted dices appear with the wagered number.

The pay-out is 3 to 1 for one dice, 4 to 1 for two dices and 5 to 1 for three dices. For example a winning bet of $1 for one dice will result in the dealer giving a $3 winning to the player.

15. Zodiac

All twelve Chinese Zodiacs are open for this bet type and each animal represents a number range. Chinese Zodiac bet is won if the total sum of all three resulted dice falls within the range.

Table 1: Chinese Zodiac Characters

Chinese Zodiac Characters	Total Sum of all three dice	Pay-out
Rat:	Three (3) or four (4) or five (5) or six (6) or seven (7) or eight (8)	26:1
Ox:	Nine (9)or ten (10) or eleven (11)	13:1
Tiger:	Twelve (12) or thirteen (13)	11:1
Rabbit:	Fourteen (14) or fifteen (15)	8:1
Dragon:	Sixteen (16) or seventeen (17)	7:1
Snake:	Eighteen (18) or nineteen (19)	6:1
Horse:	Twenty (20) or twenty-one (21)	6:1
Goat:	Twenty-two (22) or twenty-three (23)	7:1
Monkey:	Twenty-four (24) or twenty-five (25)	8:1

Rooster:	Twenty-six (26) or twenty-seven (27)	11:1
Dog:	Twenty-eight (28) or twenty-nine (29) or thirty (30)	13:1
Pig:	Thirty-one (31) or thirty-two (32) or thirty-three (33) or thirty-four (34) or thirty-five (35) or thirty-six (36)	26:1

(b) Western Zodiac Character

b. All twelve Western Zodiac Characters are open for this bet type and each sign represents a number range. Western Zodiac bet is won if the total sum of all three resulted dice falls within the range.

Table 2: Western Zodiac Character

Western Zodiac Characters	Total Sum of all three dice	Pay-out
Aquarius:	Three (3) or Four (4) or Five (5) or six (6) or seven (7) or eight (8)	26:1
Pisces:	Nine (9) or ten (10) or eleven (11)	13:1
Aries:	Twelve (12) or thirteen (13)	11:1
Taurus:	Fourteen (14) or fifteen (15)	8:1
Gemini:	Sixteen (16) or seventeen (17)	7:1
Cancer:	Eighteen (18) or nineteen (19)	6:1
Leo:	Twenty (20) or twenty-one (21)	6:1
Virgo	Twenty-two (22) or twenty-three (23)	7:1
Libra:	Twenty-four (24) or twenty-five (25)	8:1
Scorpio:	Twenty-six (26) or twenty-seven (270	11:1
Sagittarius:	Twenty-eight (28) or twenty-nine (29) or thirty (30)	13:1
Capricorn	Thirty-one (31) or thirty-two (32) or thirty-three (33) or thirty-four (34) or thirty-five (35) or thirty-six (36)	26:1

5 **Summary of All Payouts For the Betting Options for 1 to ~~14~~ 15**

Table 3

No.	Bet Type	Payout
1.	Small	1:1
2.	Big	1:1
3.	Odd	1:1
4.	Even	1:1
5.	Specific Single Colour Bet	1:1
6.	Specific Double Colour Bet	3:1
7.	Specific Triple Colour Bet	23:1
8.	Any Triple	7:1
9.	Three Stars	3:1
10.	Straights	25:1
11.	Any Triple Number Bet	130:1
12.	Any Double Number Bet	11:4
13.	Specific Double Number Bet	45:1
14.	Zodiac	
i.	Rat: 3 to 8	26:1
ii.	Ox: 9, 10 and 11	13:1
iii.	Tiger: 12 and 13	11:1
iv.	Rabbit: 14 and 15	8:1
v.	Dragon: 16 and 17	7:1
vi.	Snake: 18 and 19	6:1
vii.	Horse: 20 and 21	6:1
viii.	Goat: 22 and 23	7:1
ix.	Monkey: 24 and 25	8:1

x.	Rooster: 26 and 27	11:1
xi.	Dog: 28, 29 and 30	13:1
xii.	Pig: 31 to 36	26:1

Advantageously, the present invention provides an option to players to increase the stakes of the game and chances of winnings. (See Figures 15 (a)-(c))

The minimum number of players is at least one and there is no maximum number of players in a game. The game can be played in a plurality of tables as in a tournament. All tables may have an associated computer dealing with the administration of the game or the tournament.

In accordance with a second preferred aspect of the invention, there is provided a kit of parts comprising a SCS shaker, the three coloured dices and the chart ~~layout~~ with instructions for playing the game in accordance with the first aspect of the invention.

In accordance with a third preferred aspect of the invention, there is a provided method for operating an online gaming environment. The method comprising (a) hosting a game for at least two players, the game being conducted within the online gaming environment; and (b) conducting the game in accordance with the first aspect of the invention.

In accordance to the fourth preferred aspect of the invention, the game may also be played at a table or a plurality of tables with a kit of parts comprising a and instructions for playing the game in accordance with the first aspect of the invention in different venues including but not limited to at home, casinos and other venues.

In accordance to the fifth preferred aspect of the invention, the game may also be played in accordance with the first and third aspect of the invention through the internet including social network platforms that may be accessed via the internet or other communication networks with third parties

In accordance to the sixth preferred aspect of the invention, the game may also be played in accordance with the first and third aspect of the invention on information storage devices including but not limited to the CDs (C-ROMs), video compact disc (video discs), interactive CDs (CD-Is), on stand-alone machines similar to slot machines and on wireless devices including but not limited to mobile phones.

In accordance to the seventh preferred aspect, the game may also be played in accordance with the first, second and third aspect of the invention, with 12 Chinese Zodiac Characters(i.e. Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Goat, Monkey, Rooster, Dog and Pig). Each animal can represent a number range. A Chinese Zodiac bet is won if total sum of all three resulted dice falls within the range. The payout will also differ according to each Chinese Zodiac Character. For example, the Range for Rat is 3 to 8 with the payout at 26:1. The range for Ox is 9,10, and 11 with the payout at 13:1 The range for Tiger is 12 and 13 with the payout at 11:1.

In accordance to the eight preferred aspect, the game may also be played in accordance with the first, second and third aspect of the invention, with 12 Western Zodiac Characters (i.e. Acquarius, Pisces, Aries, Taurus, Gemini, Cancer, Leo, Virgo, Libra, Scorpio, Sagittarius and Capricorn). Each sign of the Western Zodiac can represent a number range. A Western Zodiac bet is won if the total sum of all three resulted dice falls within the range. The payout will also differ according to each Western Zodiac Character. For example, the range for Aquarius is 3 to 8 with the payout at 26:1. The range for Pisces is 9, 10 and 11 with the payout at 13:1. The range for Aries is 12 and 13 with the payout at 11:1.

In accordance to the ninth preferred aspect, the game may also be played in accordance with the first, second and third aspect of the invention, with numbers like single number, double number, triple number. The payout for each specific will differ.For example, the payout for Single Number 3:1; the payout for double Number is 4:1; the payout for Triple Number is 5:1.

Brief Description of Figures

In order that the present invention may be fully understood and readily put into practical effect, there shall now be described by way of non-limitative examples only

preferred embodiments of the present invention, the description being with reference to the accompanying illustrative figures.

In the Figures:

Figure 1 (a) & (b) shows the chart of the Super Color Sic Bo;
Figures 2 shows SCS shaker device with tampered glass domes;
Figure 3 shows the coloured dices with 12-faces
Figure 4 (a) & (b) shows the Dice Combinations with the numbers tailored to different colours combinations;
Figure 5 shows the Specific Single Colour Bet;
Figure 6 shows the Specific Double Colour Bet;
Figure 7 shows the Specific Triple Colour Bet;
Figure 8 shows the Any Triple Colour Bet;
Figure 9 shows the Three Stars Bet;
Figure 10 shows the Any Triple Number Bet;
Figure 11 shows the Any Double Number Bet;
Figure 12 shows the specific Double Number Bet;
Figure 13 shows the Number Bet;
Figure 14 (a) & (b) shows the Chinese and Western Zodiac Bet respectively;
Figure 15 (a) –(c) shows the Bets and Probabilities for Super Color Sic Bo;
Figure ~~15~~ 16 shows the conventional Sic Bo game.
Figure ~~16~~ 17 shows the screenshot of the Super Color Sic Bo online gaming environment according to an embodiment of the inventions;
Figure ~~17~~ 18 shows the examples of the 12 Chinese and Western Zodiac Characters in the Super Color Sic Bo and;
Figure ~~18~~ 19 shows a screenshot of the Super Color Sic Bo, a table providing gaming and scoring information in the online gaming environment according to an embodiment of the invention

Detailed Description of The Preferred Embodiments

Figures 1(a) and (b) shows conventional Sic Bo. The present invention adopts the use of a mechanical vibration shaker with coloured numbered dices. In a preferred embodiment, the present invention is played on a chart ~~layout~~ with coloured device.

Further unlike the convention Sic Bo game, the Super Color Sic Bo game chart ~~layout~~ in the present invention besides introduction of colours, there is also Chinese and Western Zodiac Characters used to play the game.

The Super Color Sic Bo game has no minimum or maximum numbers of players. At the start of the game, players may wedge bet on as many combination as desired per game. The dices are mechanically bounced by a SCS shaker operated by the Dealer. The Dealer will only activate the SCS shaker after all the bets have been made. The betting options available at Super Color Sic Bo game are formed by the various combinations obtained with three (3) dices.

For example, in the case of a bet on Specific Triple Colour Bet, the triple colours are either red, blue or green. The player can bet on one colour, which must appear on all three (3) dices. Obviously, the player does not have a good chance as the Small Bet as the chances of hitting a winning bet 64 dice combination compared to small which is 798. Please see attach the probabilities scenarios for each bet type and the consequent pay-out as a result of the best or remote chances.

The winner of the Super Color Sic Bo game will acquire the money which is equivalent to the total amount of pay-out in accordance to the bet provided by the player during the course of the game. A tie condition is in particular circumstance unique to the bet placed by the player as stated the betting options For example in a Small Bet the Tie is thirteen (13) and all monies will be forfeited by the dealer in the event of Tie.

In an alternative embodiment, the Super Color Sic Bo game of the present invention may be played in an online gaming environment. The method for operating an online gaming environment comprises (a) hosting a game for any number of players, the game being conducted within the online gaming environment; and (b) conducting the game in accordance with the method described above.

In a still alternative embodiment, the present invention may be a kit of parts comprising the three dices and each dice with 12 faces (1 to 12) as in Figure 3, a SCS shaker in Figure 2 and a chart ~~layout~~ as in Figures 1(a) and (b) and a set of instructions for playing the game as described in this document.

The online gaming environment provides for players to log onto the system to play the game. The environment provides virtual game table or rooms that can accommodate many players. As described above, there is no minimum number of players to start a game.

Figure ~~4~~ 17 shows an example of a screenshot of the online gaming environment.

The online gaming environment may be organised in a way that is known by a skilled person in the art. The environment may be wired or wireless and comprises a network server for communicating with devices (e.g. computers) used by players for playing the game, and a user interface at these devices. The network server may store players' personal account particulars such as user IDs and passwords, and also accept payment. Each player will have to log onto the system in order to play the game. The players themselves may select the tables at which they wish to play the game.

The "dealer" will then start the game by starting the operation of the SCS shaker which will allow the SCS shaker to bounce the 3 dices for more than three (3) bounces.

There are 14 possible bets with various combinations to win a bet. The betting Options and the pay-out are stated above on ~~in~~ page 8 ~~13~~ (Table 3 above). A player may potentially win, when he bets on the following:

1. Small bets is when the sum of the three (3) dice will be equal to three (3) or four (4) or five (5) or six (6) or seven (7) or eight (8) or nine (9) or ten (10) or eleven (11) or twelve (12) or thirteen (13) or fourteen (14) or fifteen (15) or sixteen (16) or seventeen (17) or eighteen (18) or nineteen (19). In the case of the three (3) dice is equal to the sum of thirteen (13) the bet is considered a tie and dealer will return money to user. The pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

2. Big bets is when the sum of three (3) dices will be equal to twenty (20) or twenty-one (21) or twenty-two (22) or twenty-three (23) or twenty-four (24) or twenty-five (25) or twenty-six (26) or twenty-seven (27) or twenty-eight (28) or twenty-nine (29) or thirty (30) or thirty-one (31) or thirty-two (32) or thirty-three (33) or thirty-four (34) or thirty-five (35) or thirty-six (36). In the case of the three (3)

dice is equal to the sum of twenty-six (26) the bet is considered a tie and dealer will return money to user. The pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

3. Odd bets is when the sum of three (3) dices will be equal to three (3) or five (5) or seven (7) or nine (9) or eleven (11) or thirteen (13) or fifteen (15) or seventeen (17) or nineteen (19) or twenty-one (21) or twenty-three (23) or twenty-five (25) or twenty-seven (27) or twenty-nine (29) or thirty-one (31) or thirty-three (33) or thirty-five (35). In the case of the three (3) dice is equal to the sum of thirteen (13) the bet is considered a tie and dealer will return money to user. The pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

4. Even bets is when the sum of three (3) dices will be equal to four (4) or six (6) or eight (8) or ten (10) or twelve (12) or fourteen (14) or sixteen (16) or eighteen (18) or twenty (20) or twenty-two (22) or twenty-four (24) or twenty-six (26) or twenty-eight (28) or thirty (30) or thirty-two (32) or thirty-four (34) or thirty-six (36) . In the case of the three (3) dice is equal to the sum of twenty-six (26) the bet is considered a tie and dealer will return money to user. The pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

5. Red, Blue and Green colour are suitable for this bet type. Specific Single Colour bet is won if exactly one of the resulted dice is of the colour that is wagered on. In the event if the result has no two or three dice of the selected colour, it will be considered as losing bet. The wining pay-out is 1 to 1. For example a winning bet of $1 will result in the dealer giving a $1 winning to the player.

6. Double Red, Double Blue and Double Green are suitable for this bet type. Specific Double Colour bet is won if exactly two of the resulted dice is of the colour that is wagered on. In the event if the result has no one or three dice of the selected colour, it will be considered as losing bet. The pay-out is 3 to 1. For example a winning bet of $1 will result in the dealer giving a $3 winning to the player.

7. Triple Red, Triple Blue and Triple Green are suitable for this bet type. Specific Triple Colour bet is won if all three of the resulted dice is of the colour that is wagered on. The pay-out is 23 to 1. For example a winning bet of $1 will result in the dealer giving a $23 winning to the player.

8. Any Triple Colour bet is won if all three of the resulted dice is of the same colour. The pay-out is 7 to 1. For example a winning bet of $1 will result in the dealer giving a $7 winning to the player.

9. Three Stars bet is won if the result combination is made up of a red, blue and green dice. The pay-out is 3 to 1. For example a winning bet of $1 will result in the dealer giving a $3 winning to the player.

10. Straights bet is won when the three resulting dice forms a consecutive order. For example the sequence of one (1) and two (2) and three (3) or three (3) and four (4) and five (5) or six (6) and seven (7) and eight (8) or ten (10) and eleven (11) and twelve (12) and etc. The pay-out is 25 to 1. For example a winning bet of $1 will result in the dealer giving a $25 winning to the player.

11. Any Triple Number bet is won when all three numbers of the resulting dice are the same. The pay-out is 130 to 1. For example a winning bet of $1 will result in the dealer giving a $130 winning to the player.

12. Any Double Number bet is won when any two numbers of the resulting dice are the same. The pay-out is 11 to 4. For example a winning bet of $4 will result in the dealer giving an $11 winning to the player.

13. Any Specific Double Number Bet is won when Double one (1), Double two (2), Double three (3), Double four (4), Double five (5), Double six (6), Double seven (7), Double eight (8), Double nine (9), Double ten (10), Double eleven (11) and Double twelve (12) are open for this bet type. Specific Double Number bet is won if any two of the resulted dice is of the Number that is wagered on. The pay-out is 45 to 1. For example a winning bet of $1 will result in the dealer giving a $45 winning to the player.

14. Numbers Bet is won when there is a wager on one (1), two (2), three (3), four (4), five (5), six (6), seven (7), either (8), nine (9), ten (10), eleven (11), twelve (12) are open for this bet type. Numbers bet is won according to how many of the three resulted dices appear with the wagered number.

The pay-out is 3 to 1 for one dice, 4 to 1 for two dices and 5 to 1 for three dices. For example a winning bet of $1 for one dice will result in the dealer giving a $3 winning to the player.

15. All twelve Chinese Zodiacs Characters are open for this bet type and each animal represents a number range. Chinese Zodiac bet is won if the total sum of all three resulted dice falls within the range.

16. All twelve Western Zodiac Characters are open for this bet type and each sign represents a number range. Western Zodiac bet is won if the total sum of all three resulted dice falls within the range.

Figure ~~6~~ 19 shows a screenshot of the game and scoring information. Information such as a player's amount of bet, amount of loses and number of wins may be recorded and shown.

Whilst there has been described in the foregoing description preferred embodiments of the present invention, it will be understood by those skilled in the technology concerned that many variations or modifications in details of design or construction may be made without departing from the present invention. In particular, the above method of playing the game may vary when the game is played with different coloured numbered dice as the chart ~~layout~~ would change in accordance to different coloured numbers.

CLAIMS

1. A differentiated casino game with coloured numbers on coloured dices for playing a game known as Super Color Sic Bo, comprising:

(a) operating an online gaming environment comprising hosting a game for at least two players, wherein the players use a device to play the game, and wherein the device includes a user interface;

(b) communicating via a network server with the device to play the game;

(c) ~~(a)~~ A ~~chart~~ layout that is quite different from a typical "Sic Bo" ~~chart~~ layout, wherein the layout ~~The chart~~ provides options for colours and also with all 12 Chinese or Western Zodiac characters;

(d) ~~(b)~~ A Shaker called SCS shaker by means of a mechanical vibrating platform under a round shaped glass cover;

(e) ~~(c)~~ three (3) dices and each dice with 12 faces (1 to 12) wherein the numbers are coloured in different combinations.

2. The method according to claim 1, wherein there are 14 different ways to bet as follows:

(a) Small Bet;
(b) Big Bet;
(c) Odd Bet;
(d) Even Bet;
(e) Specific Single Colour Bet;
(f) Specific Double Colour Bet;
(g) Specific Triple Colour Bet;
(h) Any Triple Colour Bet;
(i) Three Stars;
(j) Straight;
(k) Any Triple Number Bet;
(l) Any Double Number Bet;
(m) Specific Double Number Bet;
(n) Numbers Bet; and
(o) Chinese or Western Zodiacs and pay-out differs for the 14 different ways to bet.

3. The method according to claim 1, wherein the pay-out differs in accordance to the probabilities of the 14 bets mentioned in Claim 2.

4. The method according to any one of the preceding claims, wherein each player is provided with an option to bet on different number denominations with a tie on numbers thirteen (13) and twenty-six (26) as follows:

(a) Small Bet;
(b) Big Bet;
(c) Odd Bet;
(d) Even Bet

5. The method according to any one of the preceding claims, wherein each player is provided with an option to bet on the different colours in different combinations as follows:

(a) Specific Single Colour Bet;
(b) Specific Double Colour Bet;
(c) Specific Triple Colour Bet;
(d) Any Triple;
(e) Three Stars;
(f) Straights
(g) Any Triple Number Bet;
(h) Any Double Number Bet ~~and~~
(i) Specific Double Number Bet; and
(j) Numbers Bet.

6. The method according to any one of the preceding claims, wherein each player is provided with an option to bet on different Chinese or Western Zodiac Characters in different combinations such as Chinese Zodiac bet or Western bet as follows:

(a) Rat for numbers three (3) to eight (8);
(b) Ox for numbers nine (9), ten (10) and eleven (11);
(c) Tiger for numbers twelve (12) and thirteen (13);

(d) Rabbit for numbers fourteen (14) and fifteen (15);
(e) Dragon for numbers sixteen (16) and seventeen (17);
(f) Snake for numbers eighteen (18) and nineteen (19);
(g) Horse for numbers twenty (20) and twenty-one (21);
(h) Goat for numbers twenty-two (22) and twenty-three (23);
(i) Monkey for numbers twenty-four (24) and twenty-five (25);
(j) Rooster for numbers twenty-six (26) and twenty-seven (27);
(k) Dog for numbers twenty-eight (28), twenty-nine (29) and thirty (30) and
(l) Pig for numbers thirty-one (31) and thirty-six (36).

Western Zodiac

(m) Aquarius for numbers three (3) to eight (8);
(n) Pisces for numbers nine (9), ten (10) and eleven (11);
(o) Aries for numbers twelve (12) and thirteen (13);
(p) Taurus for numbers fourteen (14) and fifteen (15);
(q) Gemini for numbers sixteen (16) and seventeen (17);
(r) Cancer for numbers eighteen (18) and nineteen (19);
(s) Leo for numbers twenty (20) and twenty-one (21);
(t) Virgo for numbers twenty-two (22) and twenty-three (23);
(u) Libra for numbers twenty-four (24) and twenty-five (25);
(v) Scorpio for numbers twenty-six (26) and twenty-seven (27);
(w) Sagittarius for numbers twenty-eight (28), twenty-nine (29) and thirty (30) and
(x) Capricorn for numbers thirty-one (31) and thirty-six (36).

7. The differentiated casino game according to Claim 1, wherein there are three (3) dices and each dice with 12 faces (1 to 12) ~~and~~ the dices are of specific design as in a dodecagon and size of 20mm by 20mm by 20mm, with the numbers on the dices are coloured in different combinations;

8. The differentiated casino game according to Claim 1, wherein there is a Shaker called SCS shaker by means of a mechanical vibrating platform under a

round shaped glass cover which allows the three (3) dices to bounce three (3) times.

9. The differentiated casino game according to Claim 1, wherein the chart ~~layout~~ is quite different from a typical "Sic Bo" chart ~~layout~~ or any other similar traditional casino. The chart ~~layout~~ provides options for colours and also with all 12 Chinese or Western Zodiac characters as follows:

Chinese Zodiac Characters

i. Rat;
ii. Ox;
iii. Tiger;
iv. Rabbit;
v. Dragon;
vi. Snake;
vii. Horse;
viii. Goat;
ix. Monkey;
x. Rooster;
xi. Dog and
xii. Pig

Western Zodiac Characters

i. Aquarius;
ii. Pisces;
iii. Aries;
iv. Taurus;
v. Gemini;
vi. Cancer;
vii. Leo;
viii. Virgo;
ix. Libra;
x. Scorpio;
xi. Sagittarius and
xii. Capricorn.

10. A kit of parts comprising three (3) dices and each dice with 12 faces (1 to 12), a Shaker called SCS shaker, a chart ~~layout~~ that provides options for colours and also with all 12 Chinese Zodiac characters and instructions for playing a game according to any one of claims 1 to 9.

11. A method for operating an online gaming environment, the method comprising:

(a) hosting a game for any number of players, the game being conducted within the online gaming environment; and

(b) conducting the game in accordance with the method according to any one of claims 1 to 9.

12. A method for conducting the game in accordance with any one of claims 1 to 9 at a table or a plurality of tables as in different venues including but not limited to casinos and other venues.

13. A method of conducting the online game in accordance with any one of claims 1 to 9 through the internet including social network platforms that may be accessed via the internet or other communication networks with third parties.

14. A method of conducting the online game in accordance with any one of claims 1 to 9 on information storage devices including but not limited to the CDs (C-ROMs), video compact disc (video discs), interactive CDs (CD-Is), on stand-alone machines similar to slot machines and on wireless devices including but not limited to mobile phones.

15. A method for conducting the game in accordance with any one of claims 1 to 9 at A table or plurality of tables as in tournament in different venues including not limited to casino and other venues.

ABSTRACT

A DIFFERENTIATED CASINO GAME KNOWN AS "SUPER COLOR SIC BO"

The present invention relates to a differentiated casino game that has different colours for the numbers on three colour dices required for the game. In particular, in a preferred embodiment, the present invention relates to a new method of playing game using three (3) colour dices and each dice with 12 faces with specific numbers with specific colours. The present invention is a variant of the Chinese casino game that has various names as Sic Bo, Tai Sai, Dai Siu, Big and Small, Hi-Lo. There is also the English variant of the Chinese casino game known as Grand Hazard and Chuck-a-luck. The game may also be played at a table in different venues including but not limited to casinos and other venues and also virtual tables through the internet including social network platforms that may be accessed via the internet or other communication networks with third parties. The game is of both entertainment and educational value. In addition, the game may also be played in variety of ways, on information storage devices including but not limited to the CDs (C-ROMs), video compact disc (video discs), interactive CDs (CD-Is), on stand-alone machines similar to slot machines and on wireless devices including but not limited to mobile phones. The present invention relates to a differentiated casino game for playing with dices that have different colours for the numbers and also a method for operating an online gaming environment for conducting the differentiated game through various communications media available in the market.