

METHOD FOR PLAYING A DICE GAME

ABSTRACT

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The method for playing a dice game comprises the steps of: (i) providing six dice of the same kind, each of the six dice having six different symbols printed on six sides thereof; (ii) providing a game surface comprising: (a) a first layout comprising the six
10 different symbols printed thereon indicating the combination of two of a kind of a wagered symbol; (b) a second layout with at least one combination printed thereon that is selected from the group consisting of three of a kind, four of a kind, five of a kind and six of a kind of any of the six different symbols; and (c) a third layout indicating a combination of six odds; (iii) allowing the player to make a wager on at least one of
15 the first, second, and third layouts; (iv) randomly displaying six face-up sides of the six dice at a single time; (v) comparing the six face-up sides of the six dice to the wagered combination on the first, second and third layouts; and (vi) determining whether the six face-up sides of the six dice match any of the wagered combinations or not.

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Figure 2