Method and apparatus for playing a wagering game

FIELD OF THE INVENTION

The present invention relates to wagering games, and in particular, methods and apparatus for playing such games.

BACKGROUND

Card, dice and roulette games are popular wagering games played around the world. The apparatus used in card, dice and roulette games for casinos are easy to use and manufacture. Many card games are used for gambling purposes, and often these games are played against the casino/bank and players. Many card games provide options for players to place wagers on possible game outcomes of the cards on a wagering layout, known as side bets.

There are many dice games used for gambling . Typical dice wagering games allow players to place their wagers on the outcome of the roll of one or more dice. Betting options typically include wagering on the sum of the dice numbers and various combinations of the faces of the dice.

Roulette games are commonly used for gambling. The roulette game involves a wheel divided into segments. A traditional wheel includes 36 segments, numbered 1 to 36, which are divided into two distinct colours, traditionally in red and black. One additional segment, numbered "0", also appear on the wheel, traditionally in green. Players place wagers on possible game outcomes on a wagering layout. The game outcome is determined by spinning the wheel and dropping a ball onto the wheel. The game outcome is defined by the segment in which the ball comes to rest.

A variety of betting options are normally provided for these card, dice and roulette games. However having numerous betting options require the provision of more betting time for players to place their bets. It is desirable to provide a game with less betting options to expedite game play, thereby benefitting both the players and game operators.

Games with a variety of betting options generally results in diverse bets amongst the players against the casino/bank, leading to a mixture of players hoping for a different game outcome. Such games bring out less emotions of the players. It is thus desirable to provide a game rule where players play against the casino/bank collectively, thereby creating a certain camaraderie among the players.

Games with a variety of betting options also results in more rules and various payouts for the casino/bank. Some of such payouts are more cumbersome and time consuming to manage, particularly in physical payout table games. It is desirable to provide a game with simple

rules and a more communal payout odd to players collectively in a game to speed up game play, to reduce the possibility of dealer errors and to provide players confidence in play. Although the game play for card, dice and roulette games are easy to comprehend among casino games, the lack of ability to reward larger payout can cause players to lose interest in the game. Similar issues can be found in other traditional casino games. It is desirable to provide some form of enhancement to the payouts to such wagering games in order to maintain the interest of the player. It is thus an object to introduce the possibility of a larger payout for a single bet in a game.

SUMMARY

In one aspect, the present invention is a method of playing a wagering game, said method including steps of:

providing the wagering game comprising wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball, and an associated wagering field, wherein the wagering game will be carried out in multiple rounds of game play within a game, with a predetermined highest possible round of game play;

one or more players placing a wager on possible Round One game play outcomes;

conducting a Round One game play through one of the wagering elements;

determining the Round One game play outcome;

collecting the wager if the player loses on the Round One game play outcome and ending the game for that player;

conducting a Round Two game play through one of the wagering elements for the player who wins on the Round One game play outcome;

determining the Round Two game play outcome;

rewarding a predetermined base odds payout to the player who wins on the Round One game play outcome but loses on the Round Two game play outcome, and ending the game;

conducting a Round Three game play through one of the wagering elements for the player who wins on the Round Two game play outcome;

determining the Round Three game play outcome;

rewarding a predetermined step-up 1 odds payout to the player who wins on the Round Two game play outcome but loses on the Round Three game play outcome, and ending the game;

rewarding a predetermined step-up 2 odds payout to the player who wins on the Round Two game play outcome and wins on the Round Three game play outcome, and ending the game if the game provides highest two rounds of game play;

further conducting subsequent rounds of game play, if the game provides more than highest two rounds of game play, through one of the wagering elements whenever the player wins on a subsequent round of game play outcome until the predetermined highest possible round of game play is reached;

ending the game whenever the player loses on a subsequent round of game play outcome or until the predetermined highest possible round of game play is played; and

further rewarding a predetermined step-up 2 odds payout to the player who wins on the Round Three game play outcome but loses on the Round Four game play outcome, rewarding a predetermined step-up 3 odds payout to the player who wins on the Round Four game play outcome but loses on the Round Five game play outcome and so forth, until the predetermined highest possible round of game play;

wherein the step-up 1 odds payout is an incremental odds payout in relation to the base odds payout, the step-up 2 odds payout is higher than the step-up 1 odds payout, the step-up 3 odds payout is higher than the step-up 2 odds payout, and so forth.

In another aspect, the present invention provides a gaming machine adapted to carry out the methods.

In another aspect, the present invention provides a software product to program a gaming system to carry out the methods.

The game apparatus comprises:

a game surface comprising wagering areas for wagering on possible Round One game play outcomes; and

wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball.

The present method could take a number of different embodiments. For example, in one embodiment, players make wagers in a game comprising wagering elements that include playing cards and dice, with a highest four rounds of game play within a game.

In another example, players make wagers in a game comprising wagering elements that include dice and roulette wheel and ball, with a highest four rounds of game play within a game.

In another example, players make wagers in a game comprising wagering elements that include playing cards, with a highest three rounds of game play within a game.

In another example, players make wagers in a game comprising wagering elements that include dice, with a highest four rounds of game play within a game.

In another example, players make wagers in a game comprising wagering elements that include playing cards and dice, with a highest three rounds of game play within a game. The present method could be embodied in an electrical, mechanical, electro-mechanical, or video gaming device or any of the combinations thereof.

Further objects of the invention will become apparent from the description which follows.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 2 is an example of a pay table for the embodiment of FIG. 1;

FIG. 3 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 4 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 5 is an example of a pay table for the embodiment of FIGS. 3 and 4;

FIG. 6 is a roulette wheel arrangement for use with the wagering field shown in FIGS. 3 and 4, according to an optional embodiment of the present invention;

FIG. 7 is plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 8 is an example of a pay table for the embodiment of FIG. 7;

FIG. 9 is plan drawing of a wagering field according to an optional embodiment of the present invention;

FIG. 10 is an example of a pay table for the embodiment of FIG. 9;

FIG. 11 is an plan drawing of a game surface according to an optional embodiment of the present invention;

FIG. 12 is an example of a pay table for the embodiment of FIG. 11;

FIG. 13 illustrates the general process steps involved in an embodiment of the present invention with a highest three rounds of game play within a game; and

FIG. 14 illustrates the general process steps involved in an embodiment of the present invention with a highest four rounds of game play within a game.

DETAILED DESCRIPTION

Reference is now made to the figures wherein like parts are referred to by like numerals throughout. There are a number of possible embodiments of the wagering elements and the wagering fields in the present invention.

Referring to FIG. 1, in one embodiment of the present invention, a wagering field 100 is provided. The game begins with players making wagers in a game comprising wagering elements that include playing cards and dice, with a highest four rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest four rounds of game play within a game are as follows:

a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;

b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play;

c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play; and

d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

The Round One game play outcome is resolved in a two-dice game. Each player makes a bet on one or more wagering areas of the wagering field 100. A player may place a wager on a particular combination of two dice colours, for example, wagering area "RED, RED - MULTIPLIER ONE" 101 and wagering area "BLACK, RED - MULTIPLIER TWO" 102. In addition, players can wager on a combination of two dice scores of "1 or 6 AND 1 or 6", for example, wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 103.

As shown in FIG. 1, MULTIPLIER ONE 110 and MULTIPLIER TWO 111 include two different types of predetermined base and predetermined step-up odds payout as depicted in FIG. 2.

In Round One game play, the dealer rolls two different coloured dice, DICE 1 in white and DICE 2 in grey, the dice each containing scores 1 through 6 represented through a corresponding number of dots, and each containing three faces (scores 1 through 3) of red colour dots and three faces (scores 4 through 6) of black colour dots. Based on the outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "DICE 1 RED, DICE 2 BLACK", a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 104 will lose the wager and the game ends for that player. However, if Round One game play outcome is "DICE 1 RED, DICE 2 BLACK", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a two-cards game. The dealer deals two cards from one or more decks of standard playing cards without Jokers, the cards having values 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 104 will be paid a payout of 1 to 1 and the game ends. However, if Round Two game play outcome is an "ODD" number, the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a two-cards game. The dealer deals another two cards preferably from the same deck or decks of standard playing cards. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Four game play.

For example, suppose Round Three game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 104 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is an "ODD" number, the player will be awarded a Round Four game play.

The Round Four game play outcome is resolved in a one-dice game. The dealer rolls one dice, the dice containing numbers 1 through 6. If the outcome of the dice is not "DICE SCORE OF 6", all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the dice is "DICE SCORE OF 6", all players win. The players will be paid a step-up 3 odds payout and the game ends.

For example, suppose Round Four game play outcome is not "DICE SCORE OF 6", a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 104 will be paid a step-up payout of 5 to 1 and the game ends. However, if Round Four game play outcome is "DICE SCORE OF 6", the player will be paid a step-up payout of 10 to 1 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 2.

Referring to FIG. 3, in another embodiment of the present invention, a wagering field 300 is provided. The game begins with players making wagers in a game comprising wagering

elements that include dice and roulette wheel and ball, with a highest four rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest four rounds of game play within a game are as follows:

a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;

b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play;

c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play; and

d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

The Round One game play outcome is resolved in a roulette wheel and ball game. Each player makes a bet on one or more wagering areas of the wagering field 300. A player may place a wager on a particular colour, for example, wagering area "BLACK" 301. In addition, players can wager on a grouping of four numbers wagering area "1, 11, 21 OR 28" 302 and a single number wagering area "0" 303.

In Round One game play, the dealer spins a roulette wheel 600 and drops a ball onto the wheel, the wheel 600 includes 36 segments, numbered 1 to 36, which are divided into four distinct colours of red, orange, blue and black and one additional segment numbered "0" appears on the wheel in green. Based on the outcome of the segment in which the ball comes to rest, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "RED", a player who places a wager on a wagering area "RED" 304 will lose the wager and the game ends for that player. However, if Round One game play outcome is "RED", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a wagering area "RED" 304 will be paid a

payout of 1 to 1 and the game ends. However, if Round Two of the game outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Four game play.

For example, suppose Round Three game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a wagering area "RED" 304 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Four game play.

The Round Four game play outcome is resolved in a one-dice game. The dealer rolls one dice, the dice containing numbers 1 through 6. If the outcome of the dice is not "DICE SCORE OF 6", all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the dice is "DICE SCORE OF 6", all players win. The players will be paid a step-up 3 odds payout and the game ends.

For example, suppose Round Four game play outcome is not "DICE SCORE OF 6", a player who places a wager on a wagering area "RED" 304 will be paid a step-up payout of 5 to 1 and the game ends. However, if Round Four game play outcome is "DICE SCORE OF 6", the player will be paid a step-up payout of 20 to 1 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 5.

Referring to FIG. 4, in another embodiment of the present invention, a wagering field 400 is provided. The wagering field comprises a number betting area from 0 to 36 which is similar to a conventional roulette betting layout, and a colour betting area. In one embodiment of the wagering field, the numbers 1, 3, 5, 7, 9, 12, 14, 16 and 18 are red, the numbers 20, 22, 24, 26, 28, 29, 31, 33 and 35 are black, the numbers 19, 21, 23, 25, 27, 30, 32, 34 and 36 are blue, the numbers 2, 4, 6, 8, 10, 11, 13, 15 and 17 are orange, and number 0 is green. The game begins with players making wagers in a game comprising wagering elements that include dice and roulette wheel and ball, with a highest four rounds of game play within a game, in a manner described in more detail below.

The Round One game play outcome is resolved in a roulette wheel and ball game. Each player makes a bet on one or more wagering areas of the wagering field 400. A player may

place a wager on a particular single number or colour, for example, single number wagering area "36" 401 and wagering area "ORANGE" 402. In addition, players can wager on groupings of four adjoining numbers by placing one or more chips or markers at the intersection of the four adjoining numbers, for example, a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 and "31, 32, 34 AND 35" 404.

In Round One game play, the dealer spins a roulette wheel 600 and drops a ball onto the roulette wheel, the wheel 600 includes 36 segments, numbered 1 to 36, which are divided into four distinct colours of red, orange, blue and black and one additional segment numbered "0" appears on the wheel in green. Based on the outcome of the segment in which the ball comes to rest, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "1, 2, 4 OR 5", a player who places a wager on a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 will lose the wager and the game ends for that player. However, if Round One game play outcome is "1, 2, 4 OR 5", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 will be paid a payout of 3 to 1 and the game ends. However, if Round Two game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Four game play.

For example, suppose Round Three game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 will be paid a step-up payout of 8 to 1 and the game ends. However, if

Round Three game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Four game play.

The Round Four game play outcome is resolved in a one-dice game. The dealer rolls one dice, the dice containing numbers 1 through 6. If the outcome of the dice is not "DICE SCORE OF 6", all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the dice is "DICE SCORE OF 6", all players win. The players will be paid a step-up 3 odds payout and the game ends.

For example, suppose Round Four game play outcome is not "DICE SCORE OF 6", a player who places a wager on a grouping of four numbers wagering area "1, 2, 4 AND 5" 403 will be paid a step-up payout of 15 to 1 and the game ends. However, if Round Four game play outcome is "DICE SCORE OF 6", the player will be paid a step-up payout of 60 to 1 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 5.

FIG. 6 depicts a roulette wheel 600 arrangement for use with the wagering field shown in FIGS. 3 and 4, according to an embodiment of the present invention. As shown, the roulette wheel arrangement includes only one house number, the single zero (0) and thirty-six numbers, for a total of thirty-seven segments. The roulette wheel shown in FIG. 6, is a roulette wheel having an example arrangement of indicia according to the roulette wheel arrangement, the indicia including numbers from 1 to 36 arranged at standardised positions around the perimeter of the wheel with red and black numbers alternating in one side of the wheel, and blue and orange numbers alternating in another side of the wheel.

In one embodiment of the roulette wheel 600, the numbers 1, 3, 5, 7, 9, 12, 14, 16 and 18 are red (represented by letter "R" in FIG. 6), the numbers 20, 22, 24, 26, 28, 29, 31, 33 and 35 are black (represented by letter "B" in FIG. 6), the numbers 19, 21, 23, 25, 27, 30, 32, 34 and 36 are blue (represented by letter "b" in FIG. 6), the numbers 2, 4, 6, 8, 10, 11, 13, 15 and 17 are orange (represented by letter "O" in FIG. 6), and number 0 is green (represented by letter "G" in FIG. 6). However, the roulette wheel and corresponding wagering field of the invention is not so limited, and many different variations of the wheel and wagering field configurations are contemplated.

Referring to FIG. 7, in another embodiment of the present invention, a wagering field 700 is provided. The game begins with players making wagers in a game comprising wagering elements that include playing cards, with a highest three rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest three rounds of game play within a game are as follows:

a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;

b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play; and

c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play.

The Round One game play outcome is resolved in a one-card game. Each player makes a bet on one or more wagering areas of the wagering field 700. A player may place a wager on a particular suit of a card, for example, wagering area "SPADE - MULTIPLIER ONE" 701. In addition, players can wager on a rank of a card, for example, wagering area "JACK OR QUEEN - MULTIPLIER ONE" 702 and wagering area "KING - MULTIPLIER TWO" 703. As shown in FIG. 7, MULTIPLIER ONE 710 and MULTIPLIER TWO 711 include two different types of predetermined base and predetermined step-up odds payout as depicted in FIG. 8.

In Round One game play, the dealer deals one card from one deck of standard playing cards without Jokers. Based on the outcome of the card, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "KING", a player who places a wager on a wagering area "KING - MULTIPLIER ONE" 704 will lose the wager and the game ends for that player. However, if Round One game play outcome is "KING", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a two-cards game. The dealer deals two cards preferably from the same deck of standard playing cards, the cards having values 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is an "EVEN" number, a player who places a wager on a wagering area " KING - MULTIPLIER ONE" 704 will be paid a payout

of 6 to 1 and the game ends. However, if Round Two game play outcome is an "ODD" number, the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a two-cards game. The dealer deals another two cards preferably from the same deck of standard playing cards. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be paid a step-up 2 odds payout and the game ends.

For example, suppose Round Three game play outcome is an "EVEN" number, a player who places a wager on a wagering area " KING - MULTIPLIER ONE" 704 will be paid a step-up payout of 12 to 1 and the game ends. However, if Round Three game play outcome is an "ODD" number, the player will be paid a step-up payout of 20 to 1 and the game ends. Winning wagers would be rewarded as indicated in the pay table of FIG. 8.

Referring to FIG. 9, in another embodiment of the present invention, a wagering field 900 is provided. The game begins with players making wagers in a game comprising wagering elements that include dice, with a highest four rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest four rounds of game play within a game are as follows:

a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;
b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play;
c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play; and
d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

The Round One game play outcome is resolved in a two-dice game. Each player makes a bet on one or more wagering areas of the wagering field 900. A player may place a wager on a particular combination of two dice colours, for example, wagering area "RED, RED - MULTIPLIER ONE" 901 and wagering area "BLACK, RED - MULTIPLIER TWO" 902. In addition, players can wager on a combination of two dice scores of "1 or 6 AND 1 or 6", for example, wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903.

As shown in FIG. 9, MULTIPLIER ONE 910 and MULTIPLIER TWO 911 include two different types of predetermined base and predetermined step-up odds payout as depicted in FIG. 10.

In Round One game play, the dealer rolls two different coloured dice, DICE 1 in white and DICE 2 in grey, the dice each containing scores 1 through 6 represented through a corresponding number of dots, and each containing three faces (scores 1 through 3) of red colour dots and three faces (scores 4 through 6) of black colour dots. Based on the outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "1 or 6 AND 1 or 6", a player who places a wager on a wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903 will lose the wager and the game ends for that player. However, if Round One game play outcome is "1 or 6 AND 1 or 6", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903 will be paid a payout of 4 to 1 and the game ends. However, if Round Two game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a three-dice game. The dealer rolls three dice, the dice each containing scores 1 through 6. If the outcome of the three dice is not "AT LEAST ONE DICE SCORE OF 6", all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DICE SCORE OF 6", all players win. The players will be awarded a Round Four game play.

For example, suppose Round Three game play outcome is not "AT LEAST ONE DICE SCORE OF 6", a player who places a wager on a wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903 will be paid a step-up payout of 8 to 1 and the game ends. However, if Round Three game play outcome is "AT LEAST ONE DICE SCORE OF 6", the player will be awarded a Round Four game play.

The Round Four game play outcome is resolved in a one-dice game. The dealer rolls one dice, the dice containing numbers 1 through 6. If the outcome of the dice is not "DICE SCORE OF 6", all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the dice is "DICE SCORE OF 6", all players win. The players will be paid a step-up 3 odds payout and the game ends.

For example, suppose Round Four of the game outcome is not "DICE SCORE OF 6", a player who places a wager on a wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 903 will be paid a step-up payout of 13 to 1 and the game ends. However, if Round Four of the game outcome is "DICE SCORE OF 6", the player will be paid a step-up payout of 40 to 1 and the game ends.

Winning wagers would be rewarded as indicated in the pay table of FIG. 10.

Referring to FIG. 11, in another embodiment of the present invention, a game surface 1100 formed substantially in the shape of a semicircle is provided. The game surface 1100 has a substantially linear side 1110 along the diameter of the semicircle and a curved side 1111 along the circumference of the semicircle. As shown, seven individual player wagering areas are arranged along the circumference of the semicircle playing surface and are spaced a similar distance apart. The number of individual player wagering areas can be more or less, but preferably this number is limited to seven to facilitate monitoring by the dealer. A minimum of one and a maximum of seven players may occupy a seated position in the game. More players may participate in the game via backline betting. The game begins with players making wagers in a game comprising wagering elements that include playing cards and dice, with a highest three rounds of game play within a game, in a manner described in more detail below.

The terms for the payouts with a highest three rounds of game play within a game are as follows:

a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;
b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play; and
c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play.

The Round One game play outcome is resolved in a two-dice game. Each player makes a bet on one or more wagering areas of the wagering field in the game surface 1100. A player may place a wager on a particular combination of two dice colours, for example, wagering area

"RED, RED - MULTIPLIER ONE" 1101 and wagering area "BLACK, RED - MULTIPLIER TWO" 1102. In addition, players can wager on a combination of two dice scores of "1 or 6 AND 1 or 6", for example, wagering area "1 OR 6, 1 OR 6 - MULTIPLIER TWO" 1103. As shown in FIG. 11, MULTIPLIER ONE 1120 and MULTIPLIER TWO 1121 include two different types of predetermined base and predetermined step-up odds payout as depicted in FIG. 12.

In Round One game play, the dealer rolls two different coloured dice, DICE 1 in white and DICE 2 in grey, the dice each containing scores 1 through 6 represented through a corresponding number of dots, and each containing three faces (scores 1 through 3) of red colour dots and three faces (scores 4 through 6) of black colour dots. Based on the outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

For example, suppose Round One game play outcome is other than "DICE 1 RED, DICE 2 BLACK", a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 1104 will lose the wager and the game ends for that player. However, if Round One game play outcome is "DICE 1 RED, DICE 2 BLACK", the player will be awarded a Round Two game play.

The Round Two game play outcome is resolved in a two-cards game. The dealer deals two cards from one or more decks of standard playing cards without Jokers, the cards have values 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

For example, suppose Round Two game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 1104 will be paid a payout of 1 to 1 and the game ends. However, if Round Two game play outcome is an "ODD" number, the player will be awarded a Round Three game play.

The Round Three game play outcome is resolved in a two-cards game. The dealer deals another two cards preferably from the same deck or decks of playing cards. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be paid a step-up 2 odds payout and the game ends.

For example, suppose Round Three game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK - MULTIPLIER ONE" 1104 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is an "ODD" number, the player will be paid a step-up payout of 5 to 1 and the game ends. Winning wagers would be rewarded as indicated in the pay table of FIG. 12.

The wagering field of the invention is not so limited, and many different variations of the wagering field configurations are contemplated.

The general process steps involved in an embodiment of the present invention with a highest three rounds of game play within a game is shown in FIG. 13. A new game is started at step 1301. The player selects and places wagers on possible Round One game play outcomes at step 1302. After the wagers are placed, Round One game play outcome is determined at step 1303. The determination of whether the player wins Round One game play outcome is at step 1304. If the player loses, the wager is collected at step 1305. If no player wins Round One game play outcome, a new game is restarted at step 1301. However, if any player wins Round One game play outcome, Round Two game play outcome is determined at step 1306. The determination of whether the player wins Round Two game play outcome is at step 1307. All players in the game win or lose collectively base on the Round Two game play outcome. If the player loses, the player is provided a base odds payout at step 1308 and a new game is restarted at step 1301. However, if the player wins Round Two game play outcome, Round Three game play outcome is determined at step 1309. The determination of whether the player wins Round Three game play outcome is at step 1310. All players in the game win or lose collectively base on the Round Three game play outcome. If the player loses, the player is provided a step-up 1 odds payout at step 1311 and a new game is restarted at step 1301. However, if the player wins Round Three game play outcome, the player is provided a step-up 2 odds payout at step 1312 and a new game is restarted at step 1301.

There are a number of predetermined highest possible round of game play within a game. In another example, the general process steps involved in an embodiment of the present invention with a highest four rounds of game play within a game is shown in FIG. 14.

As alluded to above, the present game could be played on a mechanical, electrical, electro-mechanical, or video gaming device or any of the combinations thereof. For example, one embodiment may include a conventional mechanical game apparatus and a live dealer. Another embodiment may include an electronic table and a live dealer.

A further embodiment may include an electronic table without any dealer.

In another further embodiment, the game is a multiplayer unit with individual bet stations and a central video representation of the game.

The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

CLAIMS

1. A method of playing a wagering game, the method including steps of:

providing the wagering game comprising wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball, and an associated wagering field, wherein the wagering game will be carried out in multiple rounds of game play within a game, with a predetermined highest possible round of game play;

one or more players placing a wager on possible Round One game play outcomes;

conducting a Round One game play through one of the wagering elements;

determining the Round One game play outcome;

collecting the wager if the player loses on the Round One game play outcome and ending the game for that player;

conducting a Round Two game play through one of the wagering elements for the player who wins on the Round One game play outcome;

determining the Round Two game play outcome;

rewarding a predetermined base odds payout to the player who wins on the Round One game play outcome but loses on the Round Two game play outcome, and ending the game;

conducting a Round Three game play through one of the wagering elements for the player who wins on the Round Two game play outcome;

determining the Round Three game play outcome;

rewarding a predetermined step-up 1 odds payout to the player who wins on the Round Two game play outcome but loses on the Round Three game play outcome, and ending the game;

rewarding a predetermined step-up 2 odds payout to the player who wins on the Round Two game play outcome and wins on the Round Three game play outcome, and ending the game if the game provides highest two rounds of game play;

further conducting subsequent rounds of game play, if the game provides more than highest two rounds of game play, through one of the wagering elements whenever the player wins on a subsequent round of game play outcome until the predetermined highest possible round of game play is reached;

ending the game whenever the player loses on a subsequent round of game play outcome or until the predetermined highest possible round of game play is played; and

further rewarding a predetermined step-up 2 odds payout to the player who wins on the Round Three game play outcome but loses on the Round Four game play outcome,

rewarding a predetermined step-up 3 odds payout to the player who wins on the Round Four game play outcome but loses on the Round Five game play outcome and so forth, until the predetermined highest possible round of game play;

wherein the step-up 1 odds payout is an incremental odds payout in relation to the base odds payout, the step-up 2 odds payout is higher than the step-up 1 odds payout, the step-up 3 odds payout is higher than the step-up 2 odds payout, and so forth.

2. The method of claim 1, wherein the rounds of game play outcomes are independent events of one another.

3. The method of claim 1, wherein the winning outcome of a round of game play includes being a particular card game outcome that includes any one of:

(i) the outcome of two cards is the sum of values of the two cards being an "ODD" number;

(ii) the outcome of one card is a particular suit; and

(iii) the outcome of one card is a particular rank or ranks.

4. The method of claim 1, wherein the winning outcome of a round of game play includes being a particular dice game outcome that includes any one of:

(i) the outcome of two dice is a particular combination of two dice colours;

(ii) the outcome of two dice is a particular combination of two dice scores;

(iii) the outcome of one dice is a particular dice score; and

(iv) the outcome of three dice is at least one of the three dice has a particular dice score.

5. The method of claim 1, wherein the winning outcome of a round of game play includes being a particular roulette wheel and ball game outcome that includes any one of:

(i) the outcome of roulette wheel and ball is a particular single number;

(ii) the outcome of roulette wheel and ball is a particular colour; and

(iii) the outcome of roulette wheel and ball is a particular grouping of four numbers.

6. The method of claim 1, wherein the wagering field further comprises two different types of predetermined base odds payout and step-up odds payout, whereby each type has a different predetermined base odds payout and step-up odds payout from that of the other.

7. A game apparatus of playing a wagering game comprising:

a game surface comprising wagering areas for wagering on possible Round One game play outcomes; and

wagering elements that include any one or more of playing cards, dice, and roulette wheel and ball;

wherein the wagering game is carried out in accordance with any one of the preceding claims.

8. The game apparatus according to claim 7, wherein the wagering elements provided in the respective rounds of game play in the wagering game include any one of:

(i) only playing cards;

(ii) only dice;

(iii) only roulette wheel and ball;

(iv) combination of playing cards and dice;

(v) combination of playing cards and roulette wheel and ball;

(vi) combination of dice and roulette wheel and ball; and

(vii) combination of playing cards, dice and roulette wheel and ball.

9. A gaming machine adapted to carry out the method of claim 1.

10. A software product operatively adapted to program a gaming system to carry out the method of claim 1.

METHOD AND APPARATUS FOR CONDUCTING A WAGERING GAME

Related Application Data

[0001] The present application claims the priority of PCT International Application No. PCT/SG2015/000015, "Method and Apparatus for Playing a Wagering Game," filed January 22, 2015 by Applicant herein.

Field of the Invention

[0002] The present invention relates to a method and apparatus for conducting a wagering game.

Background of the Invention

[0003] Card, dice and roulette games are popular wagering games played around the world. The apparatus used in card, dice and roulette games for casinos are easy to use and manufacture.

[0004] Many card games are used for gambling purposes, and often these games are played against the casino/bank and players. Many card games provide options for players to place wagers on possible game outcomes of the cards on a wagering layout, known as side bets.

[0005] There are many dice games used for gambling. Typical dice wagering games allow players to place their wagers on the outcome of the roll of one or more dice. Betting options typically include wagering on the sum of the dice numbers and various combinations of the faces of the dice.

[0006] Roulette games are commonly used for gambling. The roulette game involves a wheel divided into segments. A traditional wheel includes 36 segments, numbered 1 to 36, which are divided into two distinct colors, traditionally in red and black. One additional segment, numbered "0," also appears on the wheel, traditionally in green. Players place wagers on possible game outcomes on a wagering layout. The game outcome is determined by spinning the wheel and dropping a ball onto the wheel. The game outcome is defined by the segment in which the ball comes to rest.

[0007] A variety of betting options are normally provided for these card, dice, and roulette games. However having numerous betting options require the provision of more betting time for players to place their bets. It is desirable to provide a game with less betting options to expedite game play, thereby benefitting both the players and game operators.

[0008] Games with a variety of betting options generally results in diverse bets amongst the players against the casino/bank, leading to a mixture of players hoping for a different game outcome. Such games bring out fewer emotions of the players. It is thus desirable to provide a game rule where players play against the casino/bank collectively, thereby creating a certain level of camaraderie among the players.

[0009] Games with a variety of betting options also results in more rules and various payouts for the casino/bank. Some of such payouts are more cumbersome and time consuming to manage, particularly in physical payout table games. It is desirable to provide a game with simple rules and a more communal payout odd to players collectively in a game to speed up game play, to reduce the possibility of dealer errors and to provide players confidence in play.

[0010] Although the game play for card, dice and roulette games are easy to comprehend among casino games, the lack of ability to reward larger payout can cause players to lose interest in the game. Similar issues can be found in other traditional casino games. It is desirable to provide some form of enhancement to the payouts to such wagering games in order to maintain the interest of the player. It is thus an object to introduce a potential larger payout rather than a fixed payout for a single bet in a game.

Summary of the Invention

[0011] The present invention includes a method, apparatus, and electronic game machine for conducting a wagering game over a sequence of rounds containing a first round and a predefined quantity of at least one additional round. The method may be conducted as a live table game, on a linked or stand alone electronic gaming machine, or a combination thereof.

[0012] A schedule of odds payouts is defined. In an optional embodiment, the schedule of odds payouts includes a base odds payout and a plurality of step-up odds payouts. Optionally, the first round is associated with the base odds payout and each of the additional rounds after the first round is associated with one of the step-up odds payouts. In an optional embodiment, each additional round in sequence after the first round is associated with a step-up odds payout that is (a) greater than the step-up odds payout associated with the immediately preceding additional round in the sequence of rounds and (b) greater than the base odds payout. In an optional embodiment, the

schedule of odds payouts includes one or more different sets of base odds payouts and step-up odds payouts associated with different possible first round outcomes.

[0013] Game pieces are provided to generate a first round outcome. In an optional embodiment, the game pieces consist of one or more types of game pieces selected from the group consisting of playing cards, dice, and roulette wheel and ball. Optionally, other types of game pieces are utilized. The game pieces utilized for the first round and additional rounds include all the same or at least two different types of game pieces for all the rounds in the wagering game.

[0014] A first round is conducted. In an optional embodiment, the first round includes receiving a wager selecting one of a plurality of possible first round outcomes. In an optional embodiment, the wager is placed on a bet layout that identifies the possible first round outcomes that may be wagered upon.

[0015] A first round outcome is generated using the game pieces. For each wager on a possible first round outcome that does not match the first round outcome generated, the wager is collected and the wagering game is terminated. Conversely, at least one additional round is conducted for each wager on a possible first round outcome that does match the first round outcome generated.

[0016] In an optional embodiment, each additional round includes providing game pieces to generate an additional round outcome. An additional round outcome is generated using the game pieces. In an optional embodiment, each additional round outcome is generated independently of every other additional round outcome and independently of the first round outcome. A determination is made whether the additional round outcome is a winning outcome or a losing outcome. When the

additional round outcome is a losing outcome, an odds payout associated with the immediately preceding round in the sequence is issued. When the additional round outcome is a winning outcome and the predefined quantity of rounds has not been conducted, a further additional round is conducted. When the additional round outcome is a winning outcome and the predefined quantity of additional rounds has been conducted, a step-up odds payout associated with the present additional round is issued.

[0017] In an optional embodiment, each wager confers eligibility for the first round and any additional rounds that are conducted, such that the additional rounds do not require any further wagers for eligibility to participate in those additional rounds of the wagering game. In an alternate optional embodiment, further wagers may be received, either as optional side wagers or mandatory wagers to continue the wagering game. In an optional embodiment, the additional round outcomes are communal outcomes whereby wagers win or lose collectively. In an alternate optional embodiment, the additional round outcomes are non-communal outcomes.

[0018] The present method could take a number of different embodiments. For example, in one embodiment, players make wagers in a game comprising game pieces that include playing cards and dice with up to four rounds of game play within a game.

[0019] In another example, players make wagers in a game comprising game pieces that include dice and roulette wheel and ball with up to four rounds of game play within a game.

[0020] In another example, players make wagers in a game comprising game pieces that include playing cards with up to three rounds of game play within a game.

[0021] In another example, players make wagers in a game comprising game pieces that include dice with up to four rounds of game play within a game.

[0022] In another example, players make wagers in a game comprising game pieces that include playing cards and dice with up to three rounds of game play within a game.

[0023] The present method could be embodied in linked or stand alone electrical, mechanical, electro-mechanical, or video gaming device and any combinations thereof.

[0024] Further objects of the invention will become apparent from the description which follows.

Brief Description of the Drawings

[0025] FIG. 1 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

[0026] FIG. 2 is an example of a pay table for the embodiment of FIG. 1;

[0027] FIG. 3 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

[0028] FIG. 4 is a plan drawing of a wagering field according to an optional embodiment of the present invention;

[0029] FIG. 5 is an example of a pay table for the embodiment of FIGS. 3 and 4;

[0030] FIG. 6 is a roulette wheel arrangement for use with the wagering field shown in FIGS. 3 and 4, according to an optional embodiment of the present invention;

[0031] FIG. 7 is plan drawing of a wagering field according to an optional embodiment of the present invention;

[0032] FIG. 8 is an example of a pay table for the embodiment of FIG. 7;

[0033] FIG. 9 is plan drawing of a wagering field according to an optional embodiment of the present invention;

[0034] FIG. 10 is an example of a pay table for the embodiment of FIG. 9;

[0035] FIG. 11 is an plan drawing of a game surface according to an optional embodiment of the present invention;

[0036] FIG. 12 is an example of a pay table for the embodiment of FIG. 11;

[0037] FIG. 13 illustrates the general process steps involved in an embodiment of the present invention with a highest three rounds of game play within a game;

[0038] FIG. 14 illustrates the general process steps involved in an embodiment of the present invention with a highest four rounds of game play within a game;

[0039] FIG. 15 is a flow chart of a method according to an embodiment of the present invention; and

[0040] FIG. 16 is a block diagram of a device according to an embodiment of the present invention.

Description

[0041] Reference is now made to the figures wherein like parts are referred to by like numerals throughout. There are a number of possible embodiments of the game pieces and the wagering fields in the present invention.

[0042] Referring to FIG. 1, in one embodiment of the present invention, a wagering field 100 is provided. The game begins with players making wagers in a game comprising game pieces that include playing cards and dice with up to four rounds of game play within a game, in a manner described in more detail below.

[0043] In an optional embodiment as shown in FIG. 2, the terms for the payouts with a highest four rounds of game play within a game are as follows:

[0044] a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;

[0045] b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play;

[0046] c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play; and

[0047] d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

[0048] The Round One game play outcome is resolved in a two-die game. Each player makes a bet on one or more wagering areas of the wagering field 100. A player may place a wager on a particular combination of two dice colors, for example, wagering area “RED, RED — MULTIPLIER ONE” 101 and wagering area “BLACK, RED — MULTIPLIER TWO” 102. In addition, players can wager on a combination of two dice scores of “1 or 6 AND 1 or 6,” for example, wagering area “1 OR 6, 1 OR 6 — MULTIPLIER TWO” 103.

[0049] As shown in FIG. 1, the schedule of odds payouts MULTIPLIER ONE 110 and MULTIPLIER TWO 111 includes two different sets of base odds payouts and step-up odds payouts associated with different possible first round outcomes as depicted in FIG. 2.

[0050] In Round One game play, two different colored dice are rolled, DIE 1 in white and DIE 2 in grey, the dice each containing scores 1 through 6 represented through a

corresponding number of dots, and each containing three faces (scores 1 through 3) of red color dots and three faces (scores 4 through 6) of black color dots. Based on the outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

[0051] For example, suppose Round One game play outcome is other than "DIE 1 RED, DIE 2 BLACK," a player who places a wager on a wagering area "RED, BLACK — MULTIPLIER ONE" 104 will lose the wager and the game ends for that player. However, if Round One game play outcome is "DIE 1 RED, DIE 2 BLACK," the player will be awarded a Round Two game play.

[0052] The Round Two game play outcome is resolved in a two-card game. The dealer deals two cards from one or more decks of standard playing cards without Jokers, the cards having values 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

[0053] For example, suppose Round Two game play outcome is an "EVEN" number, a player who places a wager on a wagering area "RED, BLACK — MULTIPLIER ONE" 104 will be paid a payout of 1 to 1 and the game ends. However, if Round Two game play outcome is an "ODD" number, the player will be awarded a Round Three game play.

[0054] The Round Three game play outcome is resolved in a two-card game. The dealer deals another two cards preferably from the same deck or decks of standard playing cards. If the sum of values of the two cards is an “EVEN” number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an “ODD” number, all players win. The players will be awarded a Round Four game play.

[0055] For example, suppose Round Three game play outcome is an “EVEN” number, a player who places a wager on a wagering area “RED, BLACK — MULTIPLIER ONE” 104 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is an “ODD” number, the player will be awarded a Round Four game play.

[0056] The Round Four game play outcome is resolved in a one-die game. One die, containing numbers 1 through 6, is rolled. If the outcome of the die is not “DIE SCORE OF 6,” all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the die is “DIE SCORE OF 6,” all players win. The players will be paid a step-up 3 odds payout and the game ends.

[0057] For example, suppose Round Four game play outcome is not “DIE SCORE OF 6,” a player who places a wager on a wagering area “RED, BLACK — MULTIPLIER ONE” 104 will be paid a step-up payout of 5 to 1 and the game ends. However, if Round Four game play outcome is “DIE SCORE OF 6,” the player will be paid a step-up payout of 10 to 1 and the game ends.

[0058] Winning wagers would be rewarded as indicated in the pay table of FIG. 2.

[0059] Referring to FIG. 3, in another embodiment of the present invention, a wagering field 300 is provided. The game begins with players making wagers in a game comprising game pieces that include dice and roulette wheel and ball, with a highest four rounds of game play within a game, in a manner described in more detail below.

[0060] In an optional embodiment as shown in FIG. 5, the terms for the payouts with a highest four rounds of game play within a game are as follows:

[0061] a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;

[0062] b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play;

[0063] c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play; and

[0064] d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

[0065] The Round One game play outcome is resolved in a roulette wheel and ball game. Each player makes a bet on one or more wagering areas of the wagering field 300. A player may place a wager on a particular color, for example, wagering area "BLACK" 301. In addition, players can wager on a grouping of four numbers wagering area "1, 11, 21 OR 28" 302 and a single number wagering area "0" 303.

[0066] In Round One game play, the dealer spins a roulette wheel 600 and drops a ball onto the wheel, the wheel 600 includes 36 segments, numbered 1 to 36, which are divided into four distinct colors of red, orange, blue and black and one additional segment numbered "0" appears on the wheel in green. Based on the outcome of the

segment in which the ball comes to rest, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

[0067] For example, suppose Round One game play outcome is other than "RED," a player who places a wager on a wagering area "RED" 304 will lose the wager and the game ends for that player. However, if Round One game play outcome is "RED," the player will be awarded a Round Two game play.

[0068] The Round Two game play outcome is resolved in a three-die game. Three dice, each containing scores 1 through 6, are rolled. If the outcome of the three dice is not "AT LEAST ONE DIE SCORE OF 6," all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DIE SCORE OF 6," all players win. The players will be awarded a Round Three game play.

[0069] For example, suppose Round Two game play outcome is not "AT LEAST ONE DIE SCORE OF 6," a player who places a wager on a wagering area "RED" 304 will be paid a payout of 1 to 1 and the game ends. However, if Round Two of the game outcome is "AT LEAST ONE DIE SCORE OF 6," the player will be awarded a Round Three game play.

[0070] The Round Three game play outcome is resolved in a three-die game. Three dice, each containing scores 1 through 6, are rolled. If the outcome of the three dice is not "AT LEAST ONE DIE SCORE OF 6," all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is

"AT LEAST ONE DIE SCORE OF 6," all players win. The players will be awarded a Round Four game play.

[0071] For example, suppose Round Three game play outcome is not "AT LEAST ONE DIE SCORE OF 6," a player who places a wager on a wagering area "RED" 304 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is "AT LEAST ONE DIE SCORE OF 6," the player will be awarded a Round Four game play.

[0072] The Round Four game play outcome is resolved in a one-die game. One die, containing numbers 1 through 6, is rolled. If the outcome of the die is not "DIE SCORE OF 6," all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the die is "DIE SCORE OF 6," all players win. The players will be paid a step-up 3 odds payout and the game ends.

[0073] For example, suppose Round Four game play outcome is not "DIE SCORE OF 6," a player who places a wager on a wagering area "RED" 304 will be paid a step-up payout of 5 to 1 and the game ends. However, if Round Four game play outcome is "DIE SCORE OF 6," the player will be paid a step-up payout of 20 to 1 and the game ends.

[0074] Winning wagers would be rewarded as indicated in the pay table of FIG. 5. As shown in this table, the schedule of odds payouts includes one set of base odds payout and step-up odds payouts associated with different possible first round outcomes.

[0075] Referring to FIG. 4, in another embodiment of the present invention, a wagering field 400 is provided. The wagering field comprises a number betting area from 0 to 36 which is similar to a conventional roulette betting layout, and a color betting area. In

one embodiment of the wagering field, the numbers 1, 3, 5, 7, 9, 12, 14, 16 and 18 are red, the numbers 20, 22, 24, 26, 28, 29, 31, 33 and 35 are black, the numbers 19, 21, 23, 25, 27, 30, 32, 34 and 36 are blue, the numbers 2, 4, 6, 8, 10, 11, 13, 15 and 17 are orange, and number 0 is green. The game begins with players making wagers in a game comprising game pieces that include dice and roulette wheel and ball, with a highest four rounds of game play within a game, in a manner described in more detail below.

[0076] The Round One game play outcome is resolved in a roulette wheel and ball game. Each player makes a bet on one or more wagering areas of the wagering field 400. A player may place a wager on a particular single number or color, for example, single number wagering area “36” 401 and wagering area “ORANGE” 402. In addition, players can wager on groupings of four adjoining numbers by placing one or more chips or markers at the intersection of the four adjoining numbers, for example, a grouping of four numbers wagering area “1, 2, 4 AND 5” 403 and “31, 32, 34 AND 35” 404.

[0077] In Round One game play, the dealer spins a roulette wheel 600 and drops a ball onto the roulette wheel, the wheel 600 includes 36 segments, numbered 1 to 36, which are divided into four distinct colors of red, orange, blue and black and one additional segment numbered “0” appears on the wheel in green. Based on the outcome of the segment in which the ball comes to rest, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

[0078] For example, suppose Round One game play outcome is other than “1, 2, 4 OR 5,” a player who places a wager on a grouping of four numbers wagering area “1, 2, 4 AND 5” 403 will lose the wager and the game ends for that player. However, if Round

One game play outcome is “1, 2, 4 OR 5,” the player will be awarded a Round Two game play.

[0079] The Round Two game play outcome is resolved in a three-die game. Three dice, each containing scores 1 through 6, are rolled. If the outcome of the three dice is not “AT LEAST ONE DIE SCORE OF 6,” all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is “AT LEAST ONE DIE SCORE OF 6,” all players win. The players will be awarded a Round Three game play.

[0080] For example, suppose Round Two game play outcome is not “AT LEAST ONE DIE SCORE OF 6,” a player who places a wager on a grouping of four numbers wagering area “1, 2, 4 AND 5” 403 will be paid a payout of 3 to 1 and the game ends. However, if Round Two game play outcome is “AT LEAST ONE DIE SCORE OF 6,” the player will be awarded a Round Three game play.

[0081] The Round Three game play outcome is resolved in a three-die game. Three dice, each containing scores 1 through 6, are rolled. If the outcome of the three dice is not “AT LEAST ONE DIE SCORE OF 6,” all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is “AT LEAST ONE DIE SCORE OF 6,” all players win. The players will be awarded a Round Four game play.

[0082] For example, suppose Round Three game play outcome is not “AT LEAST ONE DIE SCORE OF 6,” a player who places a wager on a grouping of four numbers wagering area “1, 2, 4 AND 5” 403 will be paid a step-up payout of 8 to 1 and the game

ends. However, if Round Three game play outcome is “AT LEAST ONE DIE SCORE OF 6,” the player will be awarded a Round Four game play.

[0083] The Round Four game play outcome is resolved in a one-die game. One die, containing numbers 1 through 6, is rolled. If the outcome of the die is not “DIE SCORE OF 6,” all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the die is “DIE SCORE OF 6,” all players win. The players will be paid a step-up 3 odds payout and the game ends.

[0084] For example, suppose Round Four game play outcome is not “DIE SCORE OF 6,” a player who places a wager on a grouping of four numbers wagering area “1, 2, 4 AND 5” 403 will be paid a step-up payout of 15 to 1 and the game ends. However, if Round Four game play outcome is “DIE SCORE OF 6,” the player will be paid a step-up payout of 60 to 1 and the game ends.

[0085] Winning wagers would be rewarded as indicated in the pay table of FIG. 5.

[0086] FIG. 6 depicts a roulette wheel 600 arrangement for use with the wagering field shown in FIGS. 3 and 4, according to an embodiment of the present invention. As shown, the roulette wheel arrangement includes only one house number, the single zero (0) and thirty-six numbers, for a total of thirty-seven segments. The roulette wheel shown in FIG. 6, is a roulette wheel having an example arrangement of indicia according to the roulette wheel arrangement, the indicia including numbers from 1 to 36 arranged at standardized positions around the perimeter of the wheel with red and black numbers alternating in one side of the wheel, and blue and orange numbers alternating in another side of the wheel.

[0087] In one embodiment of the roulette wheel 600, the numbers 1, 3, 5, 7, 9, 12, 14, 16 and 18 are red (represented by letter "R" in FIG. 6), the numbers 20, 22, 24, 26, 28, 29, 31, 33 and 35 are black (represented by letter "B" in FIG. 6), the numbers 19, 21, 23, 25, 27, 30, 32, 34 and 36 are blue (represented by letter "b" in FIG. 6), the numbers 2, 4, 6, 8, 10, 11, 13, 15 and 17 are orange (represented by letter "O" in FIG. 6), and number 0 is green (represented by letter "G" in FIG. 6). However, the roulette wheel and corresponding wagering field of the invention is not so limited, and many different variations of the wheel and wagering field configurations are contemplated.

[0088] Referring to FIG. 7, in another embodiment of the present invention, a wagering field 700 is provided. The game begins with players making wagers in a game comprising game pieces that include playing cards with up to three rounds of game play within a game, in a manner described in more detail below.

[0089] In an optional embodiment as shown in FIG. 8, the terms for the payouts with a highest three rounds of game play within a game are as follows:

[0090] a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;

[0091] b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play; and

[0092] c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play.

[0093] The Round One game play outcome is resolved in a one-card game. Each player makes a bet on one or more wagering areas of the wagering field 700. A player may place a wager on a particular suit of a card, for example, wagering area "SPADE —

MULTIPLIER ONE" 701. In addition, players can wager on a rank of a card, for example, wagering area "JACK OR QUEEN — MULTIPLIER ONE" 702 and wagering area "KING — MULTIPLIER TWO" 703.

[0094] As shown in FIG. 7, the schedule of odds payouts MULTIPLIER ONE 710 and MULTIPLIER TWO 711 includes two different sets of base odds payouts and step-up odds payouts associated with different possible first round outcomes as depicted in FIG. 8.

[0095] In Round One game play, the dealer deals one card from one deck of standard playing cards without Jokers. Based on the outcome of the card, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

[0096] For example, suppose Round One game play outcome is other than "KING," a player who places a wager on a wagering area "KING — MULTIPLIER ONE" 704 will lose the wager and the game ends for that player. However, if Round One game play outcome is "KING," the player will be awarded a Round Two game play.

[0097] The Round Two game play outcome is resolved in a two-card game. The dealer deals two cards preferably from the same deck of standard playing cards, the cards having values 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

[0098] For example, suppose Round Two game play outcome is an “EVEN” number, a player who places a wager on a wagering area “KING — MULTIPLIER ONE” 704 will be paid a payout of 6 to 1 and the game ends. However, if Round Two game play outcome is an “ODD” number, the player will be awarded a Round Three game play.

[0099] The Round Three game play outcome is resolved in a two-card game. The dealer deals another two cards preferably from the same deck of standard playing cards. If the sum of values of the two cards is an “EVEN” number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an “ODD” number, all players win. The players will be paid a step-up 2 odds payout and the game ends.

[0100] For example, suppose Round Three game play outcome is an “EVEN” number, a player who places a wager on a wagering area “KING — MULTIPLIER ONE” 704 will be paid a step-up payout of 12 to 1 and the game ends. However, if Round Three game play outcome is an “ODD” number, the player will be paid a step-up payout of 20 to 1 and the game ends.

[0101] Winning wagers would be rewarded as indicated in the pay table of FIG. 8.

[0102] Referring to FIG. 9, in another embodiment of the present invention, a wagering field 900 is provided. The game begins with players making wagers in a game comprising game pieces that include dice with up to four rounds of game play within a game, in a manner described in more detail below.

[0103] In an optional embodiment as shown in FIG. 10, the terms for the payouts with a highest four rounds of game play within a game are as follows:

[0104] a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;

[0105] b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play;

[0106] c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play; and

[0107] d) the step-up 3 odds payout refers to a payout for the players who win Round Four game play.

[0108] The Round One game play outcome is resolved in a two-die game. Each player makes a bet on one or more wagering areas of the wagering field 900. A player may place a wager on a particular combination of two dice colors, for example, wagering area "RED, RED — MULTIPLIER ONE" 901 and wagering area "BLACK, RED — MULTIPLIER TWO" 902. In addition, players can wager on a combination of two dice scores of "1 or 6 AND 1 or 6," for example, wagering area "1 OR 6, 1 OR 6 — MULTIPLIER TWO" 903.

[0109] As shown in FIG. 9, the schedule of odds payouts MULTIPLIER ONE 910 and MULTIPLIER TWO 911 includes two different sets of base odds payouts and step-up odds payouts associated with different possible first round outcomes as depicted in FIG. 10.

[0110] In Round One game play, two different colored dice are rolled, DIE 1 in white and DIE 2 in grey, the dice each containing scores 1 through 6 represented through a corresponding number of dots, and each containing three faces (scores 1 through 3) of red color dots and three faces (scores 4 through 6) of black color dots. Based on the

outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

[0111] For example, suppose Round One game play outcome is other than "1 or 6 AND 1 or 6," a player who places a wager on a wagering area "1 OR 6, 1 OR 6 — MULTIPLIER TWO" 903 will lose the wager and the game ends for that player. However, if Round One game play outcome is "1 or 6 AND 1 or 6," the player will be awarded a Round Two game play.

[0112] The Round Two game play outcome is resolved in a three-die game. Three dice, each containing scores 1 through 6, are rolled. If the outcome of the three dice is not "AT LEAST ONE DIE SCORE OF 6," all players lose. The players will be paid a base odds payout and the game ends. However, if the outcome of the three dice is "AT LEAST ONE DIE SCORE OF 6," all players win. The players will be awarded a Round Three game play.

[0113] For example, suppose Round Two game play outcome is not "AT LEAST ONE DIE SCORE OF 6," a player who places a wager on a wagering area "1 OR 6, 1 OR 6 — MULTIPLIER TWO" 903 will be paid a payout of 4 to 1 and the game ends. However, if Round Two game play outcome is "AT LEAST ONE DIE SCORE OF 6," the player will be awarded a Round Three game play.

[0114] The Round Three game play outcome is resolved in a three-die game. Three dice, each containing scores 1 through 6, are rolled. If the outcome of the three dice is not "AT LEAST ONE DIE SCORE OF 6," all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the outcome of the three dice is

"AT LEAST ONE DIE SCORE OF 6," all players win. The players will be awarded a Round Four game play.

[0115] For example, suppose Round Three game play outcome is not "AT LEAST ONE DIE SCORE OF 6," a player who places a wager on a wagering area "1 OR 6, 1 OR 6 — MULTIPLIER TWO" 903 will be paid a step-up payout of 8 to 1 and the game ends. However, if Round Three game play outcome is "AT LEAST ONE DIE SCORE OF 6," the player will be awarded a Round Four game play.

[0116] The Round Four game play outcome is resolved in a one-die game. One die, containing numbers 1 through 6, is rolled. If the outcome of the die is not "DIE SCORE OF 6," all players lose. The players will be paid a step-up 2 odds payout and the game ends. However, if the outcome of the die is "DIE SCORE OF 6," all players win. The players will be paid a step-up 3 odds payout and the game ends.

[0117] For example, suppose Round Four of the game outcome is not "DIE SCORE OF 6," a player who places a wager on a wagering area "1 OR 6, 1 OR 6 — MULTIPLIER TWO" 903 will be paid a step-up payout of 13 to 1 and the game ends. However, if Round Four of the game outcome is "DIE SCORE OF 6," the player will be paid a step-up payout of 40 to 1 and the game ends.

[0118] Winning wagers would be rewarded as indicated in the pay table of FIG. 10.

[0119] Referring to FIG. 11, in another embodiment of the present invention, a game surface 1100 formed substantially in the shape of a semicircle is provided. The game surface 1100 has a substantially linear side 1110 along the diameter of the semicircle and a curved side 1111 along the circumference of the semicircle. As shown, seven individual player wagering areas are arranged along the circumference of the semicircle

playing surface and are spaced a similar distance apart. The number of individual player wagering areas can be more or less, but preferably this number is limited to seven to facilitate monitoring by the dealer. A minimum of one and a maximum of seven players may occupy a seated position in the game. More players may participate in the game via backline betting. The game begins with players making wagers in a game comprising game pieces that include playing cards and dice with up to three rounds of game play within a game, in a manner described in more detail below.

[0120] In an optional embodiment as shown in FIG. 12, the terms for the payouts with a highest three rounds of game play within a game are as follows:

[0121] a) the base odds payout refers to a payout for the players who win Round One game play but lose Round Two game play;

[0122] b) the step-up 1 odds payout refers to a payout for the players who win Round Two game play but lose Round Three game play; and

[0123] c) the step-up 2 odds payout refers to a payout for the players who win Round Three game play but lose Round Four game play.

[0124] The Round One game play outcome is resolved in a two-die game. Each player makes a bet on one or more wagering areas of the wagering field in the game surface 1100. A player may place a wager on a particular combination of two dice colors, for example, wagering area “RED, RED — MULTIPLIER ONE” 1101 and wagering area “BLACK, RED — MULTIPLIER TWO” 1102. In addition, players can wager on a combination of two dice scores of “1 or 6 AND 1 or 6,” for example, wagering area “1 OR 6, 1 OR 6 — MULTIPLIER TWO” 1103.

[0125] As shown in FIG. 11, the schedule of odds payouts MULTIPLIER ONE 1120 and MULTIPLIER TWO 1121 includes two different sets of base odds payouts and step-up odds payouts associated with different possible first round outcomes as depicted in FIG. 12.

[0126] In Round One game play, two different colored dice are rolled, DIE 1 in white and DIE 2 in grey, the dice each containing scores 1 through 6 represented through a corresponding number of dots, and each containing three faces (scores 1 through 3) of red color dots and three faces (scores 4 through 6) of black color dots. Based on the outcome of the two dice, wagers of the losing bets are collected and the game ends for those bets while wagers of the winning bets are awarded a Round Two game play.

[0127] For example, suppose Round One game play outcome is other than "DIE 1 RED, DIE 2 BLACK," a player who places a wager on a wagering area "RED, BLACK — MULTIPLIER ONE" 1104 will lose the wager and the game ends for that player. However, if Round One game play outcome is "DIE 1 RED, DIE 2 BLACK," the player will be awarded a Round Two game play.

[0128] The Round Two game play outcome is resolved in a two-card game. The dealer deals two cards from one or more decks of standard playing cards without Jokers, the cards have values 1 through 10, whereby Kings, Queens and Jacks count as 10, Aces count as 1 and cards from 2 to 9 count as their respective face values. If the sum of values of the two cards is an "EVEN" number, all players lose. The players will be paid a base odds payout and the game ends. However, if the sum of values of the two cards is an "ODD" number, all players win. The players will be awarded a Round Three game play.

[0129] For example, suppose Round Two game play outcome is an “EVEN” number, a player who places a wager on a wagering area “RED, BLACK — MULTIPLIER ONE” 1104 will be paid a payout of 1 to 1 and the game ends. However, if Round Two game play outcome is an “ODD” number, the player will be awarded a Round Three game play.

[0130] The Round Three game play outcome is resolved in a two-card game. The dealer deals another two cards preferably from the same deck or decks of playing cards. If the sum of values of the two cards is an “EVEN” number, all players lose. The players will be paid a step-up 1 odds payout and the game ends. However, if the sum of values of the two cards is an “ODD” number, all players win. The players will be paid a step-up 2 odds payout and the game ends.

[0131] For example, suppose Round Three game play outcome is an “EVEN” number, a player who places a wager on a wagering area “RED, BLACK — MULTIPLIER ONE” 1104 will be paid a step-up payout of 4 to 1 and the game ends. However, if Round Three game play outcome is an “ODD” number, the player will be paid a step-up payout of 5 to 1 and the game ends.

[0132] Winning wagers would be rewarded as indicated in the pay table of FIG. 12.

[0133] The game apparatus and bet layout of the invention are not so limited, and many different variations of the game apparatus and bet layout configurations are contemplated.

[0134] FIG. 15 illustrates the general method according to an embodiment of the present invention. FIGS. 13 and 14 illustrate specific examples of games with three rounds and four rounds of game play within a game, respectively. Referring first to

FIG. 15, a wager is received 1502. Optionally, no further wagers are required for the additional rounds of the wagering game. The wager may be received as physical gaming chips placed on a bet layout, electronic credits received through a player interface, or the like. As noted above, the wager is placed on a possible first round outcome. In one optional embodiment, several possible first round outcomes are selectable, and the placement of the wager serves to select one of the first round outcomes for resolution of the wager. In an optional embodiment, the various possible first round outcomes may have different probabilities and/or different payouts, thus selection and placement of the wager serves to determine both which first round outcome will determine whether the wager wins, but also how much the payout may be.

[0135] A first round outcome is generated 1504. As discussed above, the first round outcome may be generated using game pieces, such as playing cards, playing tiles, dominoes, dice, reels, wheels, a wheel and ball, any combination of the foregoing, or any other type of random outcome generator, whether physical or electronic. Optionally, the game pieces utilized for the first round and additional rounds include may all the same or, in an alternate optional embodiment, at least two different types of game pieces for all the rounds in the wagering game.

[0136] A determination is made 1506 of whether the wager is a winning wager by comparing the first round outcome generated with the first round outcome wagered upon. If the first round outcome generated does match the first round outcome wagered upon, the wager is a winning wager and at least one additional round is conducted. If the first round outcome generated does not match a first round outcome wagered upon,

the wager is a losing wager and the wager is collected 1508 and the game is ended 1520.

[0137] To conduct an additional round, an additional round outcome is generated 1510. In an optional embodiment, each additional round outcome is generated independently of every other additional round outcome and independently of the first round outcome.. Again, the additional round outcomes may be generated through the use of game pieces. Optionally, the additional round outcomes are communal outcomes whereby wagers win or lose collectively.

[0138] A determination is made 1512 of whether the additional round outcome is a winning outcome. If the additional round outcome is a losing outcome, i.e., the additional round outcome generated does not match the additional round outcome associated with advancement to another round, an odds payout associated with the preceding round is issued 1514 and the game is ended 1520.

[0139] If the additional round outcome is a winning outcome, i.e., the additional round outcome generated does match the additional round outcome associated with advancement to another round, a further determination must be made 1516 whether all the rounds have been conducted. That is, a game comprises a number of rounds up to a predefined quantity (e.g., three rounds, four rounds, or the like) and the additional rounds are conducted so long as the additional round outcomes are winning outcomes until the predefined quantity of rounds has been conducted. If a losing outcome is obtained prior to conducting the predetermined quantity of additional rounds, the game ends before conducting all the additional rounds. Conversely, so long as winning outcomes are obtained, further additional rounds are conducted 1510 and the game may

continue until the predefined quantity of rounds is conducted. In other words, if there still remain rounds to be conducted and the additional round outcome is a winning outcome, a further additional round is conducted (i.e., an additional round outcome is generated 1510, a determination is made 1512 whether that additional round outcome is a winning outcome, and so forth).

[0140] If the final round has been conducted and the additional round outcome in the final round is a winning outcome, the step-up odds payout associated with the present round (i.e., the final round) is issued 1518 and the game is ended 1520. As noted above, if the final round has been conducted and the additional round outcome in the final round is a losing outcome, the odds payout associated with the immediately preceding round is issued 1514 and the game is ended 1520.

[0141] Reference is now made to the examples illustrated in FIGS. 13 and 14. The general process steps involved in an embodiment of the present invention with a highest three rounds of game play within a game is shown in FIG. 13. A new game is started at step 1301. The player selects and places wagers on possible Round One game play outcomes at step 1302. After the wagers are placed, Round One game play outcome is determined at step 1303. The determination of whether the player wins Round One game play outcome is at step 1304. If the player loses, the wager is collected at step 1305. If no player wins Round One game play outcome, a new game is restarted at step 1301. However, if any player wins Round One game play outcome, Round Two game play outcome is determined at step 1306. The determination of whether the player wins Round Two game play outcome is at step 1307. Optionally all players in the game win or lose collectively base on the Round Two game play outcome. If the player loses, the

player is provided a base odds payout at step 1308 and a new game is restarted at step 1301. However, if the player wins Round Two game play outcome, Round Three game play outcome is determined at step 1309. The determination of whether the player wins Round Three game play outcome is at step 1310. Optionally all players in the game win or lose collectively base on the Round Three game play outcome. If the player loses, the player is provided a step-up 1 odds payout at step 1311 and a new game is restarted at step 1301. However, if the player wins Round Three game play outcome, the player is provided a step-up 2 odds payout at step 1312 and a new game is restarted at step 1301.

[0142] There are a number of predetermined highest possible round of game play within a game. In another example, the general process steps involved in an embodiment of the present invention with a highest four rounds of game play within a game is shown in FIG. 14.

[0143] As alluded to above, the present game could be played on a linked or stand alone mechanical, electrical, electro-mechanical, or video gaming device or any of the combinations thereof. In an optional embodiment, gaming devices may be linked via network or internet space, stand alone, or a mix of both linked and stand alone. For example, one embodiment may include a conventional mechanical game apparatus and a live dealer. Another embodiment may include an electronic table and a live dealer. A further embodiment may include an electronic table without any dealer. In another further embodiment, the game is a multi-player unit with individual bet stations and a central video representation of the game.

[0144] For example, as illustrated in FIG. 16, a method according to an embodiment of the present invention may be implemented using a device. In one optional embodiment,

the device only serves to produce random outcomes. Such a random outcome generator may take the form of a playing card shuffler incorporating a random number generator that randomizes playing cards and, optionally, deals randomized hands; a dice shaker that randomizes dice to display randomly selected dice faces; a wheel and ball that cooperate to randomly select a pocket in the wheel; or the like. Alternatively, a device may perform additional tasks aside from producing random outcomes, such as displaying cards, dice, wheel and ball combinations, or the like, evaluating and comparing outcomes, receiving input, and the like. A device may take the form of an electronic gaming machine, such as a slot machine, electronic video machine, electronic table, electronic table system, mobile phone, tablet device, handheld device, personal computer, or the like. Additionally or alternatively, an embodiment of the present invention may be conducted on a system of networked devices connected through a local area network, wide area network, Internet, mobile broadband network, or other telecommunications network. Moreover, it should be understood that the device that produces random outcomes with respect to the first round outcome may be the same device or a separate device from that which produces random outcomes with respect to the additional round outcomes.

[0145] In one such optional embodiment, a device includes a logic controller 1602 in communication with a display 1604, a player interface 1606, and a data storage device 1608. Wagers are received or designated through a wager receiver that communicates with, or is integrated into, a player interface 1606. Such a player interface 1606 may take any form, including a button panel, keyboard, keypad, or the like. In a further optional embodiment, the player interface 1606 and display 1604 may be combined into

a touch-screen device. In response to receipt of a wager, a random outcome is generated by a random outcome generator. In one such optional embodiment, the random outcome generator is a software, firmware, or hardware random number generator working in concert with a controller 1602 that maps random numbers generated by the random number generator to outcomes, such as dice, playing cards, tiles, dominoes, reels, wheels, wheel and ball combinations, or the like.

[0146] The display 1604 may take any form, including a plasma display, liquid crystal display ("LCD"), organic light emitting diode ("OLED") display, cathode ray tube ("CRT") monitor, mechanical reels, or the like. As may be appreciated, in a gaming device with an electronic display, the game may be accompanied by animation to provide entertainment during the course of the game. It is contemplated that the device may be configured for multiple players with each player having his or her own device and/or own display 1604. Alternatively, the device may be configured for multiple players sharing a display 1604. In yet another optional embodiment, the device may be configured for a single player and a single display 1604.

[0147] Wagers are received through the player interface 1606. In an optional embodiment, a bet layout may be displayed on a display 1604 and wager selections may be received through a player interface 1606 in the form of a touch-screen device integrated into the display 1604.

[0148] A first round outcome is generated by the logic controller 1602 randomizing electronic representations of game pieces. In one optional embodiment, the first round outcome is determined by a random number generated by a random outcome generator that is mapped to a first round outcome. The game outcome is displayed at the display

1604. In an optional embodiment, the wagering areas on a bet layout that correspond to the first round outcome (i.e., the "winning" wagering areas) may be highlighted.

[0149] In an optional embodiment, the logic controller 1602 evaluates the first round outcome against the wagered-upon first round outcome. If the first round outcome does match a wagered-upon first round outcome(s), as determined by the possible first round outcomes stored at the data storage device 1608 that are available for wagering, at least one additional round is conducted by the logic controller 1602. Conversely, if the first round outcome does not match a wagered-upon first round outcome, the wager is collected by the logic controller 1602.

[0150] Each additional round includes the generation of an additional round outcome by the logic controller 1602. The logic controller 1602 compares the additional round outcome to the possible winning outcome(s) and determines whether the additional round outcome is a winning or losing outcome. If the additional round outcome is a losing outcome, the logic controller 1602 issues the odds payout associated with the immediately preceding round. If the additional round outcome is a winning outcome the logic controller 1602 determines whether additional rounds remain to be conducted, i.e., whether the predefined quantity of rounds has been conducted. If more rounds remain to be conducted, a winning outcome will trigger the logic controller 1602 to conduct further additional rounds until either a losing outcome is generated or the predefined quantity of rounds is conducted. In the event that the final round is conducted, and a winning outcome is generated, the step-up odds payout associated with the final round is issued by the logic controller 1602. As discussed above, if the

final round has been conducted and a losing outcome is generated, the odds payout associated with the immediately preceding round is issued by the logic controller 1602.

[0151] As each round is conducted, the results are conveyed to the display 1604.

[0152] The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

I CLAIM:

1. A method of conducting a wagering game over a sequence of rounds containing a first round and a predefined quantity of at least one additional round, comprising:

defining a schedule of odds payouts comprising a base odds payout and a plurality of step-up odds payouts, wherein said first round is associated with said base odds payout and each said additional round after said first round is associated with one of said step-up odds payouts, wherein each said additional round in said sequence of rounds after said first round is associated with a step-up odds payout (a) greater than the step-up odds payout associated with the immediately preceding additional round in said sequence of rounds and (b) greater than said base odds payout;

conducting said first round comprising:

receiving a wager selecting one of a plurality of possible first round outcomes;

providing game pieces to generate a first round outcome;

generating said first round outcome using said game pieces; and

for each said wager on a possible first round outcome that does not match the first round outcome generated, collecting said wager and terminating said wagering game; and

conducting at least one additional round for each said wager on a possible first round outcome that does match the first round outcome generated, each additional round comprising:

providing game pieces to generate an additional round outcome;

generating said additional round outcome using said game pieces;

determining whether said additional round outcome is a winning outcome or a losing outcome;

issuing said odds payout associated with the immediately preceding round in said sequence of rounds when said additional round outcome is a losing outcome;

conducting a further additional round when said additional round outcome is a winning outcome and said predefined quantity of additional rounds has not been conducted; and

issuing said step-up odds payout associated with the present additional round when said additional round outcome is a winning outcome and said predefined quantity of additional rounds has been conducted.

2. The method of claim 1, wherein each additional round outcome is generated independently of every other additional round outcome and independently of said first round outcome.

3. The method of claim 1 wherein said game pieces are selected from the group consisting essentially of playing cards, dice, and roulette wheel and ball.

4. The method of claim 1 wherein said game pieces used to generate said first round outcome differ from said game pieces used to generate at least one of said additional round outcomes.

5. The method of claim 1 wherein said schedule of odds payouts comprises at least two different sets of base odds payouts and step-up odds payouts associated with different possible first round outcomes.

6. The method of claim 1, wherein said step of receiving a wager selecting one of a plurality of possible first round outcomes confers eligibility for participation in any additional rounds conducted without requiring any further wagers for said additional rounds of said wagering game.

7. The method of claim 1, wherein said additional round outcomes are communal outcomes insofar as wagers win or lose collectively.

8. An apparatus for conducting a wagering game over a sequence of rounds containing a first round and a predefined quantity of at least one additional round, comprising:

a plurality of game pieces to generate a first round outcome and additional round outcomes; and

a bet layout defining a schedule of odds payouts comprising a base odds payout and a plurality of step-up odds payouts, wherein said first round is associated with said base odds payout and each said additional round after said first round is associated with one of said step-up odds payouts, wherein each said additional round in said sequence of rounds after said first round is associated with a step-up odds payout (a) greater than the step-up odds payout associated with the immediately preceding additional round in

said sequence of rounds and (b) greater than said base odds payout, such that said first round is conducted by receiving a wager on said bet layout selecting one of a plurality of possible first round outcomes, generating a first round outcome using said game pieces, and, for each said wager on a possible first round outcome that does not match said first round outcome generated, collecting said wager and terminating said wagering game, and at least one additional round is conducted for each said wager on a possible first round outcome that does match said first round outcome generated, where each additional round includes generating an additional round outcome using said game pieces, determining whether said additional round outcome is a winning outcome or a losing outcome, issuing said odds payout associated with the immediately preceding round in said sequence of rounds when said additional round outcome is a losing outcome, conducting a further additional round when said additional round outcome is a winning outcome and said predefined quantity of additional rounds has not been conducted, and issuing said step-up odds payout associated with the present additional round when said additional round outcome is a winning outcome and said predefined quantity of additional rounds has been conducted.

9. The apparatus of claim 8, wherein each additional round outcome is generated independently of every other additional round outcome and generated independently of said first round outcome.

10. The apparatus of claim 8 wherein said game pieces are selected from the group consisting essentially of playing cards, dice, and roulette wheel and ball.

11. The apparatus of claim 8 wherein said game pieces used to generate said first round outcome differ from said game pieces used to generate at least one of said additional round outcomes.

12. The apparatus of claim 8 wherein said schedule of odds payouts comprises at least two different sets of base odds payouts and step-up odds payouts associated with different possible first round outcomes.

13. The apparatus of claim 8, wherein said wager received on said bet layout selecting one of a plurality of possible first round outcomes confers eligibility for participation in any additional rounds conducted without requiring any further wagers for said additional rounds of said wagering game.

14. The apparatus of claim 8, wherein said additional round outcomes are communal outcomes insofar as wagers win or lose collectively.

15. An electronic game machine for conducting a wagering game over a sequence of rounds containing a first round and a predefined quantity of at least one additional round comprising:

a logic controller;

a display in communication with said logic controller;

a player interface in communication with said logic controller; and

a data storage device in communication with said logic controller configured to store a plurality of electronic representations of game pieces to generate a first round outcome and at least one additional round outcome, a schedule of odds payouts comprising a base odds payout and a plurality of step-up odds payouts, wherein said first round is associated with said base odds payout and each said additional round after said first round is associated with one of said step-up odds payouts, wherein each said additional round in sequence of rounds after said first round is associated with a step-up odds payout (a) greater than the step-up odds payout associated with the immediately preceding additional round in said sequence of rounds and (b) greater than said base odds payout, and program instructions executable by said logic controller to conduct a wagering game comprising the steps of:

conducting said first round by said logic controller comprising:

receiving a wager through said player interface selecting one of a plurality of possible first round outcomes;

generating a first round outcome by said logic controller using said game pieces; and

for each said wager on a possible first round outcome that does not match the first round outcome generated, collecting said wager and terminating said wagering game by said logic controller; and

conducting at least one additional round by said logic controller for each said wager on a possible first round outcome that does match the first round outcome generated, each additional round comprising:

generating an additional round outcome by said logic controller using said game pieces;

determining whether said additional round outcome is a winning outcome or a losing outcome by said logic controller;

issuing by said logic controller said odds payout associated with the immediately preceding round in said sequence of rounds when said additional round outcome is a losing outcome;

conducting a further additional round by said logic controller when said additional round outcome is a winning outcome and said predefined quantity of additional rounds has not been conducted; and

issuing by said logic controller said step-up odds payout associated with the present additional round when said additional round outcome is a winning outcome and said predefined quantity of additional rounds has been conducted.

16. The electronic game machine of claim 15, wherein each round outcome is generated by said logic controller independently of every other round outcome and generated by said logic controller independently of said first round outcome.

17. The electronic game machine of claim 15 wherein said electronic representations of game pieces stored at said data storage device are selected from the group consisting essentially of playing cards, dice, and roulette wheel and ball.

18. The electronic game machine of claim 15 wherein said electronic representations of game pieces stored at said data storage device used to generate said first round outcome differ from said electronic representations of game pieces stored at said data storage device used to generate at least one of said additional round outcomes.

19. The electronic game machine of claim 15 wherein said schedule of odds payouts stored at said data storage device comprises at least two different sets of base odds payouts and step-up odds payouts associated with different possible first round outcomes.

20. The electronic game machine of claim 15 wherein said step of receiving a wager through said player interface selecting one of a plurality of possible first round outcomes confers eligibility for participation in any additional rounds conducted without requiring any further wagers for said additional rounds of said wagering game.

21. The electronic game machine of claim 15 wherein said additional round outcomes generated by said logic controller are communal outcomes insofar as wagers win or lose collectively.