Method and apparatus for playing a card game

FIELD OF THE INVENTION

The present invention relates to a method and apparatus for playing a card game.

BACKGROUND

There are many card games which can be used for gambling purposes. Popular card games include games where the banker's cards are played against the player's cards, (hereinafter referred to as "Banker versus Player" card games). Many of such card games provide options for players to place wagers on possible game outcomes of the cards on a bet layout, known as "side bet".

Baccarat is a popular casino card game. Players make a wager on whether the Banker's hand value or the Player's hand value would win, including side bet wagering areas.

Typically, a multiple number of decks of fifty-two standard playing cards are used, whereby decks are shuffled together and placed in a card dispensing shoe from which the cards are dealt during the play of the game.

In Baccarat, Ace counts as one, King, Queen, Jack and 10 count as zero, and cards from 2 to 9 count as their respective face values. The suit of a card has no effect on its hand value.

In Baccarat, two cards are initially dealt to each Banker's position and Player's position. The rules require a potential third card to be drawn ("third card draw rules") for both the Banker's position and the Player's position. The total value of the cards in the Banker's position are added together to determine the Banker's hand value. Likewise, the total value of the cards in the Player's position are added together to determine the Player's hand value. If the total value exceeds 9, then the hand value is determined by subtracting 10 from the total value. For example, if the total value is 10, the hand value is 0 and if the total value is 18, the hand value is 8. Thus, the Banker's and the Player's hand values range from the lowest of 0 to the highest of 9.

The third card draw rules for both the Banker's position and the Player's position are complex in Baccarat, and even the more seasoned players get confused at times. It is desirable to provide a Banker versus Player card game with simpler game rules to reduce the possibility of dealer making errors in dealing cards and to provide players, especially newer ones, with more confidence in playing the game.

In conventional Baccarat, typical side bet wagering areas include "TIE", "BANKER PAIR" and "PLAYER PAIR". Such few betting options can limit the excitement to the game. It is desirable to provide novel betting options in a Banker versus Player card game, so as to

increase the excitement for play and to enable the game operator to receive more wagers per game.

Although card games are well-liked among casino games, the lack of chance to win a bigger payout can cause players to lose interest in the game. It is desirable to provide some form of enhancement to the payouts, such as a possibility of an incremental odds payout and a possibility of a multiple odds payout for a single wager in a Banker versus Player card game to create more incentives for play.

It is therefore an object of the present invention to introduce simpler game rules, novel betting options and some form of enhancement to the payouts in a Banker versus Player card game.

SUMMARY

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

providing a wagering card game comprising wagering elements that include playing cards and a dice and an associated bet layout comprising discrete wagering areas where a group of wagering areas consists of a fixed odds payout (known as "Section A" of the bet layout) and another group of wagering areas consists of a single odds payout with a potential multiple odds payout (known as "Section B" of the bet layout);

one or more players placing a wager on possible wagering card game outcomes;

the dealer rolling a dice, having six faces containing scores from 1 to 6;

determining whether a Bonus event is triggered on any of the wagering areas in "Section B" of the bet layout based on the outcome of the dice;

displaying a Bonus indicator to indicate the wagering area on which the Bonus event has been triggered upon, if said event is triggered;

the dealer dealing six cards on a card playing area, whereby two cards are dealt on the two boxes for "Player" position, two cards are dealt on the two boxes for "Banker" position and two cards are dealt on the two boxes for "Round Two" additional draws of cards, known as the "Card A and Card B" positions;

determining the wagering card game outcome for each of the wagering area of the bet layout; and

determining whether the player wins on the game outcome on any wagering area, whereby if the player wins:

awarding a fixed odds payout to the player for a winning wager on a wagering area in "Section A" of the bet layout;

awarding a single odds payout to the player for a winning wager on a wagering area in "Section B" of the bet layout where the Bonus event has not been triggered upon; and

awarding a multiple odds payout to the player for a winning wager on a wagering area in "Section B" of the bet layout where the Bonus event has been triggered upon.

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 dice;

a plurality of standard playing cards without Jokers; and

a table having a game surface comprising:

a dice rolling area;

Bonus indicator;

a card playing area for dealing six cards, consisting two boxes for "Player" position, two boxes for "Banker" position and two boxes for "Round Two" additional draws of cards, known as the "Card A and Card B" positions; and

a bet layout comprising discrete wagering areas where a group of wagering areas consists of a fixed odds payout ("Section A") and another group of wagering areas consists of a single odds payout with a potential multiple odds payout ("Section B").

The present method could be embodied in an electrical, mechanical, electro-mechanical, or video gaming device and any 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 bet layout according to an optional embodiment of the present invention;

FIG. 2A-2B-2C is an example of a pay table for the embodiment of FIG. 1;

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

FIG. 4A-4B is an example of a pay table for the embodiment of FIG. 3;

FIG. 5 is plan drawing of a game surface according to an optional embodiment of the present invention; and

FIG. 6A-6B is an example of a pay table for the embodiment of FIG. 5.

DETAILED DESCRIPTION

Reference is now made to the figures wherein like parts are referred to by like numerals throughout.

In the present invention, one or more decks of fifty-two standard playing cards are used, whereby decks are shuffled together and placed in a card dispensing shoe from which the cards are dealt during the play of the game.

Ace counts as one, King, Queen, Jack and 10 count as zero (where King, Queen and Jack are known as picture cards), and cards from 2 to 9 count as their respective face values. The suit of a card has no effect on its hand value.

FIGS. 1, 3 and 5 comprise optional embodiments of the bet layout in the present invention. As shown in FIG. 1, the bet layout 100 comprises wagering areas in "Section B" 120 and wagering areas in "Section A" 121 separated by a horizontal dash line 122. As shown in FIG. 3, the bet layout 300 comprises wagering areas in "Section B" 320 and wagering areas in "Section A" 321 separated by a horizontal dash line 322. As shown in FIG. 5, the game surface 500 comprises wagering areas in "Section B" 520 and wagering areas in "Section A" 521 separated by a horizontal dash line 522.

The bet layout of the present invention comprises of the following wagering areas or any combinations of these in various possible embodiments:

(i) "BANKER WIN" wagering area 101, 301, 501 in "Section A" 121, 321, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is higher than the Player's hand value, with half of the fixed odds payout when the Banker's hand value is 6;

(ii) "PLAYER WIN" wagering area 102, 302, 502 in "Section A" 121, 321, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Player's hand value is higher than the Banker's hand value, with half of the fixed odds payout when the Player's hand value is 6;

(iii) "BANKER WIN MARGIN" wagering area 103, 503 in "Section A" 121, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is higher than the Player's hand value by a margin of 4 or more, with a variation of the fixed odds payout depending on the outcome of the margin difference;

(iv) "PLAYER WIN MARGIN" wagering area 104, 504 in "Section A" 121, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Player's hand value is higher than the Banker's hand value by a margin of 4 or more,

with a variation of the fixed odds payout depending on the outcome of the margin difference;

(v) "BANKER DOUBLE BATTLE" wagering area 105, 505 in "Section A" 121, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is higher than the Player's hand value and the sum of the "Round Two" additional draws of Card A and Card B is an odd number;

(vi) "PLAYER DOUBLE BATTLE" wagering area 106, 506 in "Section A" 121, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Player's hand value is higher than the Banker's hand value and the sum of the "Round Two" additional draws of Card A and Card B is an odd number;

(vii) "BANKER HIGH" wagering area 107, 303 in "Section A" 121, 321 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is from 5 to 9;

(viii) "BANKER LOW" wagering area 108, 304 in "Section A" 121, 321 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is from 0 to 4, whereby the hand value of 0 excludes "Banker Unique Zero", defined as a unique combination of two cards "1,9", "2,8", "3,7", "4,6" or "5,5";

(ix) "BANKER UNIQUE ZERO" wagering area 109, 305 in "Section B" 120, 320 of the bet layout, whereby a winning wager occurs when the Banker's hand value is 0 by a unique combination of two cards "1,9", "2,8", "3,7", "4,6" or "5,5" and in such an event, the player participates in a "Round Two" additional draw of Card A, and if Card A is a picture card (where King, Queen and Jack are known as picture cards), the player participates in a "Round Two" additional draw of Card B, wherein a single odds payout is awarded when Card A is not a picture card, a step-up odds payout is awarded when Card A is a picture card and a higher step-up odds payout is awarded when Card B is a picture card, with a multiple odds payout instead of a single odds payout and a multiple step-up odds payout instead of a step-up odds payout when the wager wins, if the Bonus event is triggered;

(x) "BANKER PICTURE" wagering area 110, 306, 507 in "Section B" of the bet layout, whereby a winning wager occurs when the Banker's position contains one or two picture cards (where King, Queen and Jack are known as picture cards) and in the event that it contains two picture cards, the player participates in a "Round Two" additional draw of Card A, and if Card A is a picture card, the player participates in a

"Round Two" additional draw of Card B, wherein a single odds payout is awarded when the Banker's position contains one picture card, and when the Banker's position contains two picture cards but Card A is not a picture card, a step-up odds payout is awarded when Card A is a picture card and a higher step-up odds payout is awarded when Card B is a picture card, with a multiple odds payout instead of a single odds payout and a multiple step-up odds payout instead of a step-up odds payout when the wager wins, if the Bonus event is triggered;

(xi) "PLAYER LUCKY 7" wagering area 111, 307, 508 in "Section B" 120, 320, 520 of the bet layout, whereby a winning wager of a single odds payout occurs when the Player's hand value is 7, with a variation of the single odds payout depending on the outcome of the Banker's hand value, and with a multiple odds payout instead of a single odds payout when the player wins, if the Bonus event is triggered;

(xii) "PLAYER LUCKY 8" wagering area 112, 308, 509 in "Section B" 120, 320, 520 of the bet layout, whereby a winning wager of a single odds payout occurs when the Player's hand value is 8, with a variation of the single odds payout depending on the outcome of the Player's hand value, and with a multiple odds payout instead of a single odds payout when the player wins, if the Bonus event is triggered;

(xiii) "PLAYER or BANKER PAIR" wagering area 113, 309 in "Section B" 120, 320 of the bet layout, whereby a winning wager of a single odds payout occurs when either the Banker's position or the Player's position, or both the Banker's and the Player's individual positions contain two cards of same rank (for example "8, 8" or "Jack, Jack"), with a variation of the single odds payout depending on the outcome of the number of pairs, and with a multiple odds payout instead of a single odds payout when the player wins, if the Bonus event is triggered; and

(xiv) "PLAYER & BANKER FOUR CARDS" wagering area 114, 310, 510 in "Section B" 120, 320, 520 of the bet layout, whereby a winning wager of a single odds payout occurs when the Banker's and the Player's positions collectively contain four cards with a combination of "Two Pairs", "Three of a Kind", "Flush", "Straight", "Four of a Kind" or "Straight Flush" (where said combination terminology refers to terms commonly known in a conventional poker game), with a variation of the single odds payout depending on the outcome of the cards combination, and with a multiple odds payout instead of a single odds payout when the player wins, if the Bonus event is triggered.

A feature of the present invention is the multiple odds payout. The multiple odds payout is the single odds payout multiplied by a predetermined value of N, where N is a rational number of more than 1. For example, the value of N could be 1.5, 2 or 3. The value of N may differ for each wagering area in "Section B" of the bet layout.

In a preferred embodiment, the multiple odds payout comprises a standard value of N for all the wagering areas in "Section B" of the bet layout. The present embodiments shown in FIGS. 1 to 6 are examples of a multiple odds payout of 2 times the single odds payout for all the wagering areas in "Section B" of the bet layout. Since 2 times is equivalent to a double odds payout, the Bonus event according to FIGS. 1 to 6 is hereinafter referred to as a "Double Bonus" event, the multiple odds payout is hereinafter referred to as a double odds payout, and the multiple step-up odds payout is hereinafter referred to as a double step-up odds payout. The wagering areas in "Section B" of the bet layout comprise a predetermined Bonus event visibly indicated upon each of the wagering area.

As shown in FIGS. 1 and 3, in an embodiment of a multiple odds payout of 2 times the single odds payout for all the wagering areas in "Section B" of the bet layout, the Bonus events visibly indicated upon each of the wagering area in "Section B" 120, 320 of the bet layout are "Double Bonus 1", "Double Bonus 2", "Double Bonus 3", "Double Bonus 4", "Double Bonus 5" and "Double Bonus 6", where the events correspond to the outcome of the dice scores of "1", "2", "3", "4", "5" and "6" respectively. Whereas in FIG. 5, in an embodiment of a multiple odds payout of 2 times the single odds payout for all the wagering areas in "Section B" of the bet layout, the Bonus events visibly indicated upon each of the wagering area in "Section B" 520 of the bet layout are "Double Bonus 3", "Double Bonus 4", "Double Bonus 5" and "Double Bonus 6", where the events correspond to the outcome of the dice scores of "3", "4", "5" and "6" respectively. In this game shown in FIG. 5, the outcome of the dice scores of "1" and "2" would not trigger any Double Bonus event. In other optional embodiments, the outcome of the dice scores and corresponding Bonus events triggered may differ.

In another optional embodiment, an outcome of the dice could trigger a Bonus event on more than one of the wagering areas in "Section B" of the bet layout. For example, a dice score of "1" would trigger a Bonus event on two of the wagering areas in "Section B" of the bet layout.

Referring to FIG. 1, in one embodiment of the present invention, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 100.

A player may place a wager on a wagering area in "Section A" 121 of the bet layout having a fixed odds payout, for example, wagering area "BANKER WIN" 101, wagering area "PLAYER WIN" 102, wagering area "BANKER WIN MARGIN" 103, wagering area "PLAYER WIN MARGIN" 104, wagering area "BANKER DOUBLE BATTLE" 105, wagering area "PLAYER DOUBLE BATTLE" 106, wagering area "BANKER HIGH" 107, and wagering area "BANKER LOW" 108. In addition, players can place a wager on a wagering area in "Section B" 120 of the bet layout having a single odds payout and a step-up odds payout with a potential double odds payout and a double step-up odds payout, for example, wagering area "BANKER UNIQUE ZERO" 109, and wagering area "BANKER PICTURE" 110. In addition, players can also place a wager on a wagering area in "Section B" 120 of the bet layout having a single odds payout with a potential double odds payout, for example, wagering area "PLAYER LUCKY 7" 111, wagering area "PLAYER LUCKY 8" 112, wagering area "PLAYER or BANKER PAIR" 113, and wagering area "PLAYER & BANKER FOUR CARDS 114".

The game is then carried out in a manner described in more detail below.

The dealer first rolls a dice, having six faces containing scores from 1 to 6.

After the outcome of the dice is determined, the dealer displays a Bonus indicator to indicate which wagering area the Bonus event has been triggered upon, if said event is triggered. For example, electronic tables can illuminate the area underneath the winning wagers with a Bonus event triggered where wagers are placed, in a different colour than the winning wagers without a Bonus event triggered.

In another example, for electronic gaming machines having a video display, a display text "BONUS!" can be provided to indicate which wagering area the Bonus event has been triggered upon, if said event is triggered, when the outcome of the dice is determined. On top of this, once the card game outcome is determined, the video display can illuminate the area underneath the winning wagers with a Bonus event triggered where wagers are placed, in a different colour than the winning wagers without a Bonus event triggered.

In a further example, for felt table games with a multiple odds payout of 2 times the single odds payout for all the wagering areas in "Section B" of the bet layout as shown in FIG. 5 in one embodiment, the dealer can place a "DOUBLE BONUS" button on one of boxes in the Double Bonus indicator area 503 according to the outcome of the dice.

The dealer then deals six cards on a card playing area, wherein two cards are dealt on the two boxes for "Player" position, two cards are dealt on the two boxes for "Banker" position and

two cards are dealt on the two boxes for "Round Two" additional draws of "Card A and Card B" positions.

Preferably, the dealer deals in order, a first card face-up on a box for "Player" position, a second card face-up on a box for "Banker" position, a third card face-up on a box for "Player" position, and a fourth card face-down on a box for "Banker" position, a fifth and a sixth card face-down on two boxes for "Round Two" additional draws of "Card A and Card B" positions respectively.

Preferably, the dealer slowly uncovers, in order, the fourth, fifth and sixth cards. The method of slowly uncovering the cards comprises: the dealer revealing the physical card slowly, or using a card recognising technology to identify the face-down card, slowly displaying the outcome of the virtual card on a video display screen and then revealing the physical card.

The total value of the two cards in the Banker's position are added together to determine the Banker's hand value. Likewise, the total value of the two cards in the Player's position are added together to determine the Player's hand value. If the total value is 10 or above, the hand value is determined by subtracting 10 from the total value. For example, if the total value is 10, the hand value is 0 and if the total value is 18, the hand value is 8. Thus, the Banker's and the Player's hand values range from the lowest of 0 to the highest of 9.

Based on the outcome of the dice and cards, wagers are paid, collected or pushed in a game. Conventional casino "push" rules apply for any tie game in that no money changes hands and the player has an option to remove, amend or make additional bets on the next game.

Referring to FIG. 1, in one embodiment of the present invention and FIG. 2A-2B-2C, an example of a pay table for the embodiment of FIG. 1, players make wagers on one or more wagering areas in the bet layout 100. The payouts for corresponding winning wagers of the game for each wagering area are described in more detail below.

Referring to the wagering area "BANKER WIN" 101, if the Banker's hand value is higher than the Player's hand value, a player who placed a wager thereon wins. The fixed odds payout is: 1 to 1 if the Banker's hand value is other than 6, and 1 to 2 if the Banker's hand value is 6. In the event of a tie between the Banker's and the Player's hand values, the wager is pushed.

Referring to the wagering area "PLAYER WIN" 102, if the Player's hand value is higher than the Banker's hand value, a player who placed a wager thereon wins. The fixed odds payout is: 1 to 1 if the Player's hand value is other than 6, and 1 to 2 if the Player's hand value is 6. In the event of a tie between the Banker's and the Player's hand values, the wager is pushed.

Referring to the wagering area "BANKER WIN MARGIN" 103, if the Banker's hand value is higher than the Player's hand value by a margin of 4 or more, a player who placed a wager thereon wins. The fixed odds payout is: 1 to 1 if the margin is 4 or 5, 2 to 1 if the margin is 6, 5 to 1 if the margin is 7 or 8, and 10 to 1 if the margin is 9. For example, if the Banker's hand value is 8 and the Player's hand value is 1, the fixed odds payout is 5 to 1 since the Banker win margin is 7 (8 - 1). In the event of a tie between the Banker and the Player hand values, the wager is pushed.

Referring to the wagering area "PLAYER WIN MARGIN" 104, if the Player's hand value is higher than the Banker's hand value by a margin of 4 or more, a player who placed a wager thereon wins. The fixed odds payout is: 1 to 1 if the margin is 4 or 5, 2 to 1 if the margin is 6, 5 to 1 if the margin is 7 or 8, and 10 to 1 if the margin is 9. For example, if the Player's hand value is 8 and the Banker's hand value is 1, the fixed odds payout is 5 to 1 since the Player win margin is 7 (8 - 1). In the event of a tie between the Banker's and the Player's hand values, the wager is pushed.

Referring to the wagering area "BANKER DOUBLE BATTLE" 105, if the Banker's hand value is higher than the Player's hand value, a player who placed a wager thereon participates in a "Round Two" additional draws of Card A and Card B. If the sum of Card A and Card B is an odd number, the player wins. The fixed odds payout is 3 to 1. In the event of a tie between the Banker and the Player hand values, the wager is pushed.

Referring to the wagering area "PLAYER DOUBLE BATTLE" 106, if the Player hand value is higher than the Banker's hand value, a player who placed a wager thereon participates in a "Round Two" additional draws of Card A and Card B. If the sum of Card A and Card B is an odd number, the player wins. The fixed odds payout is 3 to 1. In the event of a tie between the Banker's and the Player's hand values, the wager is pushed.

Referring to the wagering area "BANKER HIGH" 107, if the Banker's hand value is from 5 to 9, a player who placed a wager thereon wins. The fixed odds payout is 1 to 1.

Referring to the wagering area "BANKER LOW" 108, if the Banker's hand value is from 0 to 4, whereby the hand value of 0 excludes "Banker Unique Zero", defined as a unique combination of two cards "1,9", "2,8", "3,7", "4,6" or "5,5", a player who placed a wager thereon wins. The fixed odds payout is 1 to 1.

Referring to the wagering area "BANKER UNIQUE ZERO" 109, if the Banker's hand value is 0 by a unique combination of two cards "1,9", "2,8", "3,7", "4,6" or "5,5", a player who placed a wager thereon wins and participates in a "Round Two" additional draw of Card A. If Card A is not a picture card, the single odds payout is 10 to 1 and the game ends, but if Card

A is a picture card, the player participates in another "Round Two" additional draw of Card B. If Card B is not a picture card, the step-up odds payout is 20 to 1, but if Card B is a picture card, the step-up odds payout is 30 to 1.

Referring to the wagering area "BANKER PICTURE" 110, if the Banker's position contains one or two picture cards (where King, Queen and Jack are known as picture cards), a player who placed a wager thereon wins. If it contains one picture card, the single odds payout is 1 to 1 and the game ends. If it contains two picture cards, the player participates in a "Round Two" additional draw of Card A. If Card A is not a picture card, the single odds payout is 1 to 1 and the game ends, but if Card A is a picture card, the player participates in another "Round Two" additional draw of Card B. If Card B is not a picture card, the step-up odds payout is 3 to 1, but if Card B is a picture card, the step-up odds payout is 4 to 1.

Referring to the wagering area "PLAYER LUCKY 7" 111, if the Player's hand value is 7, a player who placed a wager thereon wins. The single odds payout is: 3 to 1 if Player's hand value is higher than the Banker, 11 to 1 if Player's hand value is same as the Banker, 20 to 1 if Player's hand value is lower than the Banker.

Referring to the wagering area "PLAYER LUCKY 8" 112, if the Player's hand value is 8, a player who placed a wager thereon wins. The single odds payout is: 4 to 1 if Player's hand value is higher than the Banker, 10 to 1 if Player's hand value is same as the Banker, 30 to 1 if Player's hand value is lower than the Banker.

Referring to the wagering area "PLAYER or BANKER PAIR" 113, if either the Banker's position or the Player's position, or both the Banker's and the Player's individual positions contain two cards of same rank (for example "8, 8" or "Jack, Jack"), a player who placed a wager thereon wins. The single odds payout is: 4 to 1 if either the Banker's position or the Player's position contains two cards of same rank, and 11 to 1 if both the Banker's and the Player's individual positions contain two cards of same rank.

Referring to the wagering area "PLAYER & BANKER FOUR CARDS" 114, if the Banker's and the Player's positions collectively contain four cards with a combination of "Two Pairs", "Three of a Kind", "Flush", "Straight", "Four of a Kind" or "Straight Flush" (where said combination terminology refers to terms commonly known in a conventional poker game), a player who placed a wager thereon wins. The single odds payout is: 3 to 1 if it is a combination of "Two Pairs" or "Three of a Kind", 20 to 1 if it is a combination of "Flush" or "Straight", 100 to 1 if it is a combination of "Four of a Kind", and 200 to 1 if it is a combination of "Straight Flush".

Referring to the wagering areas in "Section B" of the bet layout "BANKER UNIQUE ZERO" 109 and "BANKER PICTURE" 110, if a Double Bonus event is triggered on a winning wager, the player is paid a double odds payout or a double step-up odds payout.

Referring to the wagering areas in "Section B" of the bet layout "PLAYER LUCKY 7" 111, "PLAYER LUCKY 8" 112, "PLAYER or BANKER PAIR" 113, and "PLAYER & BANKER FOUR CARDS" 114, if a Double Bonus event is triggered on a winning wager, the player is paid a double odds payout.

However, if the game outcome of any of the wagering areas above is a losing wager, the wager would be collected.

In summary, wagers would be rewarded, pushed or collected as shown in the pay table of FIG. 2A-2B-2C.

The present method could take a number of different embodiments for the bet layout. For example, as shown in FIG. 3 in one embodiment, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 300.

A player may place a wager on a wagering area in "Section A" 321 of the bet layout having a fixed odds payout, for example, wagering area "BANKER WIN" 301, wagering area "PLAYER WIN" 302, wagering area "BANKER HIGH" 303, and wagering area "BANKER LOW" 304. In addition, players can place a wager on a wagering area in "Section B" 320 of the bet layout having a single odds payout and a step-up odds payout with a potential double odds payout and a double step-up odds payout, for example, wagering area "BANKER UNIQUE ZERO" 305, and wagering area "BANKER PICTURE" 306. In addition, players can also place a wager on a wagering area in "Section B" 320 of the bet layout having a single odds payout with a potential double odds payout, for example, wagering area "PLAYER LUCKY 7" 307, wagering area "PLAYER LUCKY 8" 308, wagering area "PLAYER or BANKER PAIR" 309, and wagering area "PLAYER & BANKER FOUR CARDS 310".

The game is then carried out in a manner similar to the game as shown in FIG. 1 described as above.

Wagers would be rewarded, pushed or collected as shown in the pay table of FIG. 4A-4B.

In another example, as shown in FIG. 5 in one embodiment, the game surface 500 arranged for a felt table depicts a card playing area 501, a dice rolling area 502 and a Double Bonus indicator area 503. As shown, seven individual seated player wagering areas are arranged along the circumference of the game surface 500 and are spaced a similar distance apart. The number of individual seated 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 on one or more wagering areas in the game surface 500.

A player may place a wager on a wagering area in "Section A" 521 of the bet layout having a fixed odds payout, for example, wagering area "BANKER WIN" 501, wagering area "PLAYER WIN" 502, wagering area "BANKER WIN MARGIN" 1503, wagering area " PLAYER WIN MARGIN" 504, wagering area "BANKER DOUBLE BATTLE" 505, wagering area "PLAYER DOUBLE BATTLE" 506. In addition, players can place a wager on a wagering area in "Section B" 520 of the bet layout having a single odds payout and a step-up odds payout with a potential double odds payout and a double step-up odds payout, for example, wagering area "BANKER PICTURE" 507. In addition, players can also place a wager on a wagering area in "Section B" 520 of the bet layout having a single odds payout with a potential double odds payout, for example, wagering area "PLAYER LUCKY 7" 508, wagering area "PLAYER LUCKY 8" 509, and wagering area "PLAYER & BANKER FOUR CARDS 510".

The game is then carried out in a manner similar to the game as shown in FIG. 1 described as above.

Wagers would be rewarded, pushed or collected as shown in the pay table of FIG. 6A-6B.

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

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 card game, said method including steps of:

providing a wagering card game comprising wagering elements that include playing cards and a dice and an associated bet layout comprising discrete wagering areas where a group of wagering areas consists of a fixed odds payout (known as "Section A" of the bet layout) and another group of wagering areas consists of a single odds payout with a potential multiple odds payout (known as "Section B" of the bet layout);

one or more players placing a wager on possible wagering card game outcomes;

the dealer rolling a dice, having six faces containing scores from 1 to 6;

determining whether a Bonus event is triggered on any of the wagering areas in "Section B" of the bet layout based on the outcome of the dice;

displaying a Bonus indicator to indicate the wagering area on which the Bonus event has been triggered upon, if said event is triggered;

the dealer dealing six cards on a card playing area, whereby two cards are dealt on the two boxes for "Player" position, two cards are dealt on the two boxes for "Banker" position and two cards are dealt on the two boxes for "Round Two" additional draws of cards, known as the "Card A and Card B" positions;

determining the wagering card game outcome for each of the wagering area of the bet layout; and

determining whether the player wins on the game outcome on any wagering area, whereby if the player wins:

awarding a fixed odds payout to the player for a winning wager on a wagering area in "Section A" of the bet layout;

awarding a single odds payout to the player for a winning wager on a wagering area in "Section B" of the bet layout where the Bonus event has not been triggered upon; and

awarding a multiple odds payout to the player for a winning wager on a wagering area in "Section B" of the bet layout where the Bonus event has been triggered upon;

wherein said multiple odds payout is the single odds payout multiplied by a predetermined value of N, where N is a rational number of more than 1;

wherein said single odds payout further includes a step-up odds payout, whereby a step-up odds payout is a predetermined incremental odds payout above the single odds payout when a player wins on the "Round Two" additional draw of Card A outcome and a predetermined higher incremental odds payout above the single odds payout when the player wins on the "Round Two" additional draw of Card B outcome, and whereby said step-up

odds payout further includes a multiple step-up odds payout if the Bonus event is triggered; and

wherein said outcome of the dice could trigger a Bonus event on any one or more of the wagering areas in "Section B" of the bet layout.

2. The method of claim 1, wherein the determination of the wagering card game outcome comprises the determination of the game outcome of:

(i) two cards dealt on "Banker" position;

(ii) two cards dealt on "Banker" position and two cards dealt on "Player" position;

(iii) two cards dealt on "Banker" position, two cards dealt on "Player" position and "Round Two" additional draws of "Card A and Card B" positions; and

(iv) two cards dealt on "Banker" position with a potential "Round Two" additional draw of Card A and a further potential "Round Two" additional draw of Card B, whereby:

the Banker's hand value comprises the total value of the two cards in the Banker's position added together, and the Player's hand value comprises the total value of the two cards in the Player's position added together, whereby:

(i) if the total value is 10 or above, the hand value is determined by subtracting 10 from the total value;

(ii) Ace counts as one, King, Queen, Jack and 10 count as zero (where King, Queen and Jack are known as picture cards), and cards from 2 to 9 count as their respective face values; and

(iii) the suit of a card has no effect on its hand value.

3. The method according to claims 1 and 2, wherein the rules for the determination of the game outcome of two cards dealt on "Banker" position comprise:

(i) "BANKER HIGH" wagering area in "Section A" of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is from 5 to 9; and

(ii) "BANKER LOW" wagering area in "Section A" of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is from 0 to 4, whereby the hand value of 0 excludes "Banker Unique Zero", defined as a unique combination of two cards "1,9", "2,8", "3,7", "4,6" or "5,5".

4. The method according to claims 1 and 2, wherein the rules for the determination of the game outcome of two cards dealt on "Banker" position and two cards dealt on "Player" position comprise:

(i) "BANKER WIN" wagering area in "Section A" of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is higher than the Player's hand value, with half of the fixed odds payout when the Banker's hand value is 6;

(ii) "PLAYER WIN" wagering area in "Section A" of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Player's hand value is higher than the Banker's hand value, with half of the fixed odds payout when the Player's hand value is 6;

(iii) "BANKER WIN MARGIN" wagering area in "Section A" of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is higher than the Player's hand value by a margin of 4 or more, with a variation of the fixed odds payout depending on the outcome of the margin difference;

(iv) "PLAYER WIN MARGIN" wagering area in "Section A" of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Player's hand value is higher than the Banker's hand value by a margin of 4 or more, with a variation of the fixed odds payout depending on the outcome of the margin difference;

(v) "PLAYER LUCKY 7" wagering area in "Section B" of the bet layout, whereby a winning wager of a single odds payout occurs when the Player's hand value is 7, with a variation of the single odds payout depending on the outcome of the Banker's hand value, and with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(vi) "PLAYER LUCKY 8" wagering area in "Section B" of the bet layout, whereby a winning wager of a single odds payout occurs when the Player's hand value is 8, with a variation of the single odds payout depending on the outcome of the Player's hand value, and with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(vii) "PLAYER or BANKER PAIR" wagering area in "Section B" of the bet layout, whereby a winning wager of a single odds payout occurs when either the Banker's position or the Player's position, or both the Banker's and the Player's individual positions contain two cards of same rank (for example "8, 8" or "Jack, Jack"), with a variation of the single odds payout depending on the outcome of the number of pairs, and with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered; and

(viii) "PLAYER & BANKER FOUR CARDS" wagering area in "Section B" of the bet layout, whereby a winning wager of a single odds payout occurs when the Banker's and the Player's positions collectively contain four cards with a combination of "Two Pairs", "Three of a Kind", "Flush", "Straight", "Four of a Kind" or "Straight Flush" (where said combination terminology refers to terms commonly known in a conventional poker game), with a variation of the single odds payout depending on the outcome of the cards combination, and with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered.

5. The method according to claims 1 and 2, wherein the rules for the determination of the game outcome of two cards dealt on "Banker" position, two cards dealt on "Player" position and "Round Two" additional draws of "Card A and Card B" positions comprise:

(i) "BANKER DOUBLE BATTLE" wagering area in "Section A" of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Banker's hand value is higher than the Player's hand value and the sum of the "Round Two" additional draws of Card A and Card B is an odd number; and

(ii) "PLAYER DOUBLE BATTLE" wagering area in "Section A" of the bet layout, whereby a winning wager of a fixed odds payout occurs when the Player's hand value is higher than the Banker's hand value and the sum of the "Round Two" additional draws of Card A and Card B is an odd number.

6. The method according to claims 1 and 2, wherein the rules for the determination of the game outcome of two cards dealt on "Banker" position with a potential "Round Two" additional draw of Card A and a further potential "Round Two" additional draw of Card B comprise:

(i) "BANKER UNIQUE ZERO" wagering area in "Section B" of the bet layout, whereby a winning wager occurs when the Banker's hand value is 0 by a unique combination of two cards "1,9", "2,8", "3,7", "4,6" or "5,5" and in such an event, the player participates in a "Round Two" additional draw of Card A, and if Card A is a picture card (where King, Queen and Jack are known as picture cards), the player participates in a "Round Two" additional draw of Card B, wherein a single odds payout is awarded when Card A is not a picture card, a step-up odds payout is awarded when Card A is a picture card and a higher step-up odds payout is awarded when Card B is a picture card, with a multiple odds payout instead of a single odds payout and a multiple step-up odds payout instead of a step-up odds payout when the wager wins, if the Bonus event is triggered; and

(ii) "BANKER PICTURE" wagering area in "Section B" of the bet layout, whereby a winning wager occurs when the Banker's position contains one or two picture cards (where King, Queen and Jack are known as picture cards) and in the event that it contains two picture cards, the player participates in a "Round Two" additional draw of Card A, and if Card A is a picture card, the player participates in a "Round Two" additional draw of Card B, wherein a single odds payout is awarded when the Banker's position contains one picture card, and when the Banker's position contains two picture cards but Card A is not a picture card, a step-up odds payout is awarded when Card A is a picture card and a higher step-up odds payout is awarded when Card B is a picture card, with a multiple odds payout instead of a single odds payout and a multiple step-up odds payout instead of a step-up odds payout when the wager wins, if the Bonus event is triggered.

7. An apparatus for playing a card game, comprising:

a dice;

a plurality of standard playing cards without Jokers; and

a table having a game surface comprising:

a dice rolling area;

Bonus indicator;

a card playing area for dealing six cards, consisting two boxes for "Player" position, two boxes for "Banker" position and two boxes for "Round Two" additional draws of cards, known as the "Card A and Card B" positions; and

a bet layout comprising discrete wagering areas where a group of wagering areas consists of a fixed odds payout ("Section A") and another group of wagering areas consists of a single odds payout with a potential multiple odds payout ("Section B");

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

8. A gaming machine adapted to carry out the method of any one of claims 1 to 6.

9. A software product operatively adapted to program a gaming system to carry out the method of any one of claims 1 to 6.

METHOD AND APPARATUS FOR CONDUCTING A WAGERING GAME

Related Application Data

[0001] The present application claims the priority of PCT International Application No. PCT/SG2015/000016, entitled "Method and Apparatus for Playing a Card 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 card game.

Background of the Invention

[0003] There are many card games which can be used for gambling purposes. Popular card games include games where the banker's cards are played against the player's cards, (hereinafter referred to as "Banker versus Player" card games). Many of such card games provide options for players to place wagers on possible game outcomes of the cards on a bet layout, known as "side bet."

[0004] Baccarat is a popular casino card game. Players make a wager on whether the banker hand value or the player hand value would win, including side bet wagering areas.

[0005] Typically, a multiple number of decks of fifty-two standard playing cards are used, whereby decks are shuffled together and placed in a card dispensing shoe from which the cards are dealt during the play of the game.

[0006] In Baccarat, Ace counts as one, King, Queen, Jack and ten count as zero, and cards from 2 to 9 count as their respective face values. The suit of a card has no effect on its hand value.

[0007] In Baccarat, two cards are initially dealt to each Banker's position and Player's position. The rules require a potential third card to be drawn ("third card draw rules") for both the Banker's position and the Player's position

[0008] The third card draw rules for both the Banker's position and the Player's position are complex in Baccarat, and even the more seasoned players get confused at times. It is desirable to provide a Banker versus Player card game with simpler game rules to reduce the possibility of dealer making errors in dealing cards and to provide players, especially newer ones, with more confidence in playing the game.

[0009] In conventional Baccarat, typical side bet wagering areas include "TIE," "BANKER PAIR" and "PLAYER PAIR." Such few betting options can limit the excitement to the game. It is desirable to provide novel betting options in a Banker versus Player card game, so as to increase the excitement for play and to enable the game operator to receive more wagers per game.

[0010] Although card games are well-liked among casino games, the lack of chance to win a bigger payout can cause players to lose interest in the game. It is desirable to provide some form of enhancement to the payouts, such as a possibility of an incremental odds payout and a possibility of a bonus odds payout for a single wager in a Banker versus Player card game to create more incentives for play.

[0011] It is therefore an object of the present invention to introduce simpler game rules, novel betting options and some form of enhancement to the payouts in a Banker versus Player card game.

[0012] Some wagering games, especially those implemented via a video game element or as an internet-based game, offer bonus events/ payouts whereby the player is given the opportunity to earn extra payouts than those usually possible in standard mode of play. Such games may require an extra wager for such an opportunity, while others may have the bonus event available to all wagers without a need for an extra wager.

[0013] Several games use an aspect of a bonus payout for wagers in a game, such as in a card game, in a crap game, in a dice game, and in a roulette-type game. However, none of these games has a feature of the bonus payout that works similarly as the present invention.

[0014] For example, bacaraX is a commission-free Baccarat variant, played according to the traditional Baccarat card drawing rules. When the banker wins on 7 points, the winning bet is not paid immediately; instead it is moved to the Multiplier Bonus Box (marked X) where the outcome of the subsequent hand determines the ratio of payment. Players may bet as usual while having a pending Multiplier Bonus bet. Pending Multiplier Bonus bets are guaranteed a minimum payment of 50% — or they could hit a multiplier-result on the next hand and get paid much more.

[0015] U.S. Patent No. 6,293,864 to Romero discloses a variation of the game of baccarat, whereby a player designated as the banker has the option of making a bonus wager in addition to a primary wager, wherein the bonus wager provides the banker/player the possibility of participating in a bonus payout in the event the total

number count of each of at least two consecutive hands equals a predetermined number count. The banker has to make a bonus wager so as to qualify for the bonus payout

[0016] U.S. Patent No. 5,785,596 to Hobert discloses a craps or dice game and which further provides a super jackpot. A player must match the numbers of the super jackpot to win the super jackpot. The game is a craps game only. The super jackpot can be selected by computer or mechanical arrangements, such as a roulette wheel.

[0017] PCT International Publication No. WO2008148147 to Jackson et al., discloses an enhanced game of Sic Bo incorporating the option for a gamer of placing side bets on a successive run of predetermined outcomes. The side bets are typically whether the sum of the numbers on three dice are an even number or an odd number as represented by a side chart augmenting a typical Sic Bo table, or whether the sum of the numbers on the three dice is a big number between eleven and seventeen inclusive and a small number between four and ten inclusive as represented by another side chart. Returns are typically paid to the player when there is a streak of five or more consecutive identical outcomes in the side charts where bets have been placed.

[0018] PCT International Publication No. WO 2011106832 to Gilbertson discloses an enhanced game of roulette, whereby if a trigger event has occurred, one or more subsequent games of roulette are provided to the player. In each subsequent game, a roulette game outcome is determined for the subsequent game. A determination is made as to whether the player is to be awarded any bonus award based upon the roulette game outcome for the subsequent game. A bonus award is determined, if any bonus award is determined to be awarded.

[0019] In comparison, the present invention uses a bonus die to indicate the triggering or non-triggering of a bonus event. The bonus die has indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event.

Summary of the Invention

[0020] The present invention includes a method, apparatus, and electronic game machine for conducting a wagering game. The method may be conducted as a live table game, on a linked or standalone electronic gaming machine, or a combination thereof. In one optional embodiment, a method is conducted using a plurality of playing cards, or electronic representations thereof, to generate a game outcome. At least one bonus die, or other physical or electronic random outcome generator, such as a wheel, spinner, cards, tiles, or the like, has indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event for at least a subset of the wagers.

[0021] Wagers are received on possible game outcomes. In an optional embodiment, a game outcome is generated by dealing the playing cards to at least one community hand. In a further optional embodiment, a game outcome is generated by dealing the playing cards to at least two community hands. For example, in one optional embodiment, the game outcome is generated by dealing the playing cards to a community banker hand and a community player hand. In one such optional embodiment, the community banker hand includes two playing cards and the community player hand includes two playing cards. In a further optional embodiment, two playing cards are dealt to a round two set in addition to the two cards dealt to the community banker hand and the two cards dealt to the community player hand. In such

an optional embodiment, the round two set may assist in generating a game outcome and/or determining the payouts for certain game outcomes. In various optional embodiments, game outcomes may be generated by the community banker hand alone, the community player hand alone, the community banker hand and the community player hand, the community banker hand in combination with a round two set, the community player hand in combination with a round two set, the community banker hand and the community player hand in combination with a round two set, and/or any other combination thereof.

[0022] A determination is made whether a bonus event has been triggered for at least a subset of wagers based on a randomization of the bonus die. No particular order is required between generating a game outcome and determining whether a bonus event has been triggered. That is, the generation of a game outcome could occur, followed by the determination of whether a bonus event has been triggered, or vice versa. In an optional embodiment, at least two different game outcomes that are generated based on dealing the playing cards to at least one community hand are associated with different bonus event triggers based on a randomization of said bonus die. In a further optional embodiment, each bonus event trigger has a probability determined by the quantity of faces of said bonus die triggering the bonus event. In one such optional embodiment, at least two different game outcomes that are generated based on dealing the playing cards to at least one community hand are associated with bonus event triggers based on a randomization of said bonus die having different probabilities.

[0023] Wagers are resolved. For those wagers for which the bonus event, if any, has been triggered and which correctly predict the game outcome, a bonus odds payout is

issued. Conversely, for those wagers for which the bonus event, if any, has not been triggered and correctly predict the game outcome, a base odds payout is issued which is different from, and less than, the bonus odds payout. Optionally, tie game outcomes may be offered. Tie game outcomes could be handled in any manner. All wagers which fail to correctly predict the game outcome are collected, regardless of whether the bonus event was triggered for those wagers.

[0024] In a further optional embodiment in which the optional round two set is dealt, a wager on a game outcome comprising a specified community banker hand, a specified community player hand, or a specified community banker hand and a specified community player hand is rewarded with a step-up odds payout greater than the base odds payout only when the playing cards of the round two set trigger the step-up odds payout. If the wagers correctly predict the game outcome and the playing cards of the round two set trigger the step-up odds payout and the bonus event is also triggered for those wagers, a bonus step-up odds payout greater than the step-up odds payout may be issued. That is, if the bonus event and the step-up odds payout have been triggered for the wager, the wager correctly predicting the game outcome is rewarded with a bonus step-up odds payout. If the bonus event has not been triggered but the step-up odds payout has been triggered, or no bonus event is possible for such a wager but the step-up odds payout has been triggered, a wager correctly predicting the game outcome is rewarded at a step-up odds payout different from, and less than, the bonus step-up odds payout.

[0025] The present method could be embodied in linked or standalone electrical, mechanical, electro-mechanical, or video gaming device and any combinations thereof.

[0026] Further objects of the invention will become apparent from the description which follows.

Brief Description of the Drawings

[0027] FIG. 1 is a plan drawing of a bet layout according to an optional embodiment of the present invention;

[0028] FIG. 2A–2C is an example of a pay table for the embodiment of FIG. 1;

[0029] FIG. 3 is plan drawing of a bet layout according to an optional embodiment of the present invention;

[0030] FIG. 4A–4B is an example of a pay table for the embodiment of FIG. 3;

[0031] FIG. 5 is plan drawing of a game surface according to an optional embodiment of the present invention;

[0032] FIG. 6A–6B is an example of a pay table for the embodiment of FIG. 5;

[0033] FIG. 7 is a plan drawing of a card dealing layout according to an optional embodiment of the present invention

[0034] FIG. 8 is a flow chart of a method according to an embodiment of the present invention; and

[0035] FIG. 9 is a block diagram of a device according to an embodiment of the present invention.

Description

[0036] Reference is now made to the figures wherein like parts are referred to by like numerals throughout.

[0037] The present invention is directed to a method, apparatus, and electronic gaming machine for conducting a card game. The present invention may utilize playing cards or electronic representations of playing cards. The playing cards may be conventional playing cards marked with deuce through ten, Jack, Queen, King, and Ace. Likewise, the playing cards utilized may form one or more conventional decks of playing cards, i.e., four suits of thirteen cards per suit. Nevertheless, it is contemplated that in alternate optional embodiments, the deck constitution of the playing cards may be supplemented with additional playing cards (e.g., Jokers or other wild cards) or truncated by removing playing cards (e.g., a Spanish deck which lacks the playing cards marked ten). In an embodiment of the present invention directed to a live table game, for example, one or more decks of fifty-two standard playing cards are used, whereby decks are shuffled together and placed in a card dispensing shoe from which the cards are dealt during the play of the game.

[0038] In an optional embodiment, certain game outcomes are determined based on the sum of the values of the playing cards. In one such optional embodiment, Ace counts as one, King, Queen, Jack and ten count as zero (where King, Queen and Jack are known as picture cards), and cards from deuce to nine count as their respective face values. The suit of a card has no effect on its hand value.

[0039] FIGS. 1, 3 and 5 comprise optional embodiments of the bet layout in the present invention.

[0040] In an optional embodiment shown in FIG. 1, the bet layout 100 comprises wagering areas in “Section B” 120 and wagering areas in “Section A” 121 separated by a horizontal dash line 122. As shown in FIG. 3, the bet layout 300 comprises wagering

areas in "Section B" 320 and wagering areas in "Section A" 321 separated by a horizontal dash line 322. As shown in FIG. 5, the game surface 500 comprises wagering areas in "Section B" 520 and wagering areas in "Section A" 521 separated by a horizontal dash line 522.

[0041] The bet layout of the present invention comprises of the following wagering areas or any combinations of these in various possible embodiments:

[0042] (i) "BANKER WIN" wagering area 101, 301, 501 in "Section A" 121, 321, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the community banker hand value is greater than the community player hand value, with half of the fixed odds payout when the community banker hand value is 6;

[0043] (ii) "PLAYER WIN" wagering area 102, 302, 502 in "Section A" 121, 321, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the community player hand value is greater than the community banker hand value, with half of the fixed odds payout when the community player hand value is 6;

[0044] (iii) "BANKER WIN MARGIN" wagering area 103, 503 in "Section A" 121, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the community banker hand value is greater than the community player hand value by a margin of 4 or more, with a variation of the fixed odds payout depending on the outcome of the margin difference;

[0045] (iv) "PLAYER WIN MARGIN" wagering area 104, 504 in "Section A" 121, 521 of the bet layout, whereby a winning wager of a fixed odds payout

occurs when the community player hand value is greater than the community banker hand value by a margin of 4 or more, with a variation of the fixed odds payout depending on the outcome of the margin difference;

[0046] (v) “BANKER DOUBLE BATTLE” wagering area 105, 505 in “Section A” 121, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the community banker hand value is greater than the community player hand value and the sum of the round two set of Card A and Card B is an odd number;

[0047] (vi) “PLAYER DOUBLE BATTLE” wagering area 106, 506 in “Section A” 121, 521 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the community player hand value is greater than the community banker hand value and the sum of the round two set of Card A and Card B is an odd number;

[0048] (vii) “BANKER HIGH” wagering area 107, 303 in “Section A” 121, 321 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the community banker hand value is from 5 to 9;

[0049] (viii) “BANKER LOW” wagering area 108, 304 in “Section A” 121, 321 of the bet layout, whereby a winning wager of a fixed odds payout occurs when the community banker hand value is from 0 to 4, whereby the hand value of 0 excludes “Banker Unique Zero,” defined as a unique combination of two cards “1,9,” “2,8,” “3,7,” “4,6” or “5,5”;

[0050] (ix) “BANKER UNIQUE ZERO” wagering area 109, 305 in “Section B” 120, 320 of the bet layout, whereby a winning wager occurs when the

community banker hand value is 0 by a unique combination of two cards “1,9,” “2,8,” “3,7,” “4,6” or “5,5” and in such an event, the player participates in a round two set of Card A, and if Card A is a picture card (where King, Queen and Jack are known as picture cards), the player participates in a round two set of Card B, wherein a base odds payout is awarded when Card A is not a picture card, a step-up odds payout is awarded when Card A is a picture card and a higher step-up odds payout is awarded when both Card A and Card B are picture cards, with a bonus odds payout instead of a base odds payout and a bonus step-up odds payout instead of a step-up odds payout when the wager wins, if the bonus event is triggered;

[0051] (x) “BANKER PICTURE” wagering area 110, 306, 507 in “Section B” of the bet layout, whereby a winning wager occurs when the Banker’s position contains one or two picture cards (where King, Queen and Jack are known as picture cards) and in the event that it contains two picture cards, the player participates in a round two set of Card A, and if Card A is a picture card, the player participates in a round two set of Card B, wherein a base odds payout is awarded when the Banker’s position contains one picture card, and a step-up odds payout is awarded when the Banker’s position contains two picture cards but Card A is not a picture card, a higher step-up odds payout is awarded when Card A is a picture card and a higher step-up odds payout is awarded when both Card A and Card B are picture cards, with a bonus odds payout instead of a base odds payout and a further bonus step-up odds payout instead of a step-up odds payout when the wager wins, if the bonus event is triggered;

[0052] (xi) “PLAYER LUCKY 7” wagering area 111, 307, 508 in “Section B” 120, 320, 520 of the bet layout, whereby a winning wager of a base odds payout occurs when the community player hand value is 7, with a variation of the base odds payout depending on the outcome of the community banker hand value, and with a bonus odds payout instead of a base odds payout when the player wins, if the bonus event is triggered;

[0053] (xii) “PLAYER LUCKY 8” wagering area 112, 308, 509 in “Section B” 120, 320, 520 of the bet layout, whereby a winning wager of a base odds payout occurs when the community player hand value is 8, with a variation of the base odds payout depending on the outcome of the community player hand value, and with a bonus odds payout instead of a base odds payout when the player wins, if the bonus event is triggered;

[0054] (xiii) “PLAYER or BANKER PAIR” wagering area 113, 309 in “Section B” 120, 320 of the bet layout, whereby a winning wager of a base odds payout occurs when either the Banker’s position or the Player’s position, or both the Banker’s and the Player’s individual positions contain two cards of same rank (for example “8, 8” or “Jack, Jack”), with a variation of the base odds payout depending on the outcome of the number of pairs, and with a bonus odds payout instead of a base odds payout when the player wins, if the bonus event is triggered; and

[0055] (xiv) “PLAYER & BANKER FOUR CARDS” wagering area 114, 310, 510 in “Section B” 120, 320, 520 of the bet layout, whereby a winning wager of a base odds payout occurs when the Banker’s and the Player’s positions

collectively contain four cards with a combination of "Two Pairs," "Three of a Kind," "Flush," "Straight," "Four of a Kind" or "Straight Flush" (where said combination terminology refers to terms commonly known in a conventional poker game), with a variation of the base odds payout depending on the outcome of the cards combination, and with a bonus odds payout instead of a base odds payout when the player wins, if the bonus event is triggered.

[0056] A feature of the present invention is the bonus odds payout that is triggered by the bonus die. The bonus odds payout is the base odds payout multiplied by a predetermined value of N, where N is a rational number of more than 1. For example, the value of N could be 1.5, 2 or 3. The value of N may differ for each wagering area in "Section B" of the bet layout.

[0057] In an optional embodiment, the bonus odds payout comprises a standard value of N for all the wagering areas in "Section B" of the bet layout. The optional embodiments shown in FIGS. 1 to 6 are examples of a bonus odds payout of 2× the base odds payout for all the wagering areas in "Section B" of the bet layout. Since 2× is equivalent to a double odds payout, the bonus event according to the optional implementation illustrated in FIGS. 1 to 6 may be referred to as a "Double Bonus" event, the bonus odds payout may be referred to as a double odds payout, and the bonus step-up odds payout may be referred to as a double step-up odds payout.

[0058] The wagering areas in "Section B" of the bet layout comprise a predetermined bonus event visibly indicated upon each of the wagering area.

[0059] As shown in FIGS. 1 and 3, in an optional embodiment of a bonus odds payout of 2× the base odds payout for all the wagering areas in "Section B" of the bet layout,

the bonus events visibly indicated upon each of the wagering area in "Section B" 120, 320 of the bet layout are "Double Bonus 1," "Double Bonus 2," "Double Bonus 3," "Double Bonus 4," "Double Bonus 5" and "Double Bonus 6," where the bonus events are triggered by the bonus die outcomes of "1," "2," "3," "4," "5," and "6," respectively. Whereas in FIG. 5, in an optional embodiment of a bonus odds payout of 2× the base odds payout for all the wagering areas in "Section B" of the bet layout, the bonus events visibly indicated upon each of the wagering area in "Section B" 520 of the bet layout are "Double Bonus 3," "Double Bonus 4," "Double Bonus 5" and "Double Bonus 6," where the bonus events are triggered by the bonus die outcomes of "3," "4," "5," and "6," respectively. In this optional embodiment shown in FIG. 5, the bonus die outcomes of "1" and "2" would not trigger any bonus event. In other optional embodiments, the outcome of the dice scores and corresponding bonus events triggered may differ.

[0060] In another optional embodiment, a bonus die outcome could trigger a bonus event on more than one of the wagering areas in "Section B" of the bet layout. For example, a bonus die score of "1" could trigger a bonus event on two of the wagering areas in "Section B" of the bet layout.

[0061] In another optional embodiment, more than one bonus die outcome could trigger a bonus event on the wagering areas in "Section B" of the bet layout. For example, bonus die scores of "1" and "2" could trigger a bonus event on a wagering area in "Section B" of the bet layout.

[0062] Referring to FIG. 1, in one embodiment of the present invention, a bet layout is provided. Referring generally to FIG. 8, a game begins by receiving wagers 802 on one

or more propositions. In the optional embodiment of FIG. 1, wagers are received by receiving chips, checks, currency, or other forms of wagers on wagering areas in the bet layout 100.

[0063] A player may place a wager on a wagering area in "Section A" 121 of the bet layout having a fixed odds payout, for example, wagering area "BANKER WIN" 101, wagering area "PLAYER WIN" 102, wagering area "BANKER WIN MARGIN" 103, wagering area "PLAYER WIN MARGIN" 104, wagering area "BANKER DOUBLE BATTLE" 105, wagering area "PLAYER DOUBLE BATTLE" 106, wagering area "BANKER HIGH" 107, and wagering area "BANKER LOW" 108. In addition, players can place a wager on a wagering area in "Section B" 120 of the bet layout having a base odds payout and a step-up odds payout with a potential bonus odds payout and a bonus step-up odds payout, for example, wagering area "BANKER UNIQUE ZERO" 109, and wagering area "BANKER PICTURE" 110. In addition, players can also place a wager on a wagering area in "Section B" 120 of the bet layout having a base odds payout with a potential bonus odds payout, for example, wagering area "PLAYER LUCKY 7" 111, wagering area "PLAYER LUCKY 8" 112, wagering area "PLAYER or BANKER PAIR" 113, and wagering area "PLAYER & BANKER FOUR CARDS 114."

[0064] The game is then carried out in a manner described in more detail below.

[0065] Referring to FIG. 8, a determination is made whether a bonus event has been triggered 808. Although the sequence of steps illustrated in FIG. 8 shows the generation of the game outcome occurring before the determination of the bonus event trigger, the order of the steps is not fixed and may be reversed or otherwise altered in other optional embodiments. In one optional embodiment directed to a table game, a

physical bonus die, having six faces containing scores from one to six, is rolled or otherwise randomized. In another optional embodiment, the bonus die has faces of different symbols, shapes, colors, and the like. In an optional embodiment directed to a live table game with a live dealer, a dealer may roll the bonus die. Alternatively, a dealer or player may trigger a die shaker or electronic device that simulates a die. Other gaming device representations of the die such as a wheel, spinner, cards, tiles, or the like are also possible. The bonus die outcome determines whether a bonus event has been triggered. As noted above, when a bonus event is not triggered, winning wagers are rewarded 812 with a base odds payout or step-up odds payout. Conversely, when a bonus event is triggered, the base odds payout for certain wagers is transformed 810 into a bonus odds payout or bonus step-up odds payout. Moreover, as noted above, in a certain embodiment, only certain base odds payouts (or step-up odds payouts) may be transformed into bonus odds payouts (or bonus step-up odds payouts) by a bonus event depending on the wager and the bonus die outcome that triggered the bonus event.

[0066] In an optional embodiment, after the outcome of the bonus die is determined, a bonus indicator may be displayed to indicate which wagering area, if any, the bonus event has been triggered upon. For example, electronic tables can illuminate underneath the wager areas with a bonus event triggered in a different color than the wager areas without a bonus event triggered.

[0067] In another example, for electronic gaming machines having a video display, a display text “BONUS!” can be provided to indicate which wagering area, if any, the bonus event has been triggered upon, when the outcome of the bonus die is determined. On top of this, once the card game outcome is determined, the video display can

illuminate the area underneath the winning wagers with a bonus event triggered where wagers are placed, in a different color than the winning wagers without a bonus event triggered. Tie game outcomes may likewise be illuminated in a particular way to identify them.

[0068] In another example directed to a live table game layout as shown in FIG. 5, a "DOUBLE BONUS" button may be placed on one of boxes in the Double Bonus indicator area 503 according to the outcome of the bonus die to indicate a bonus odds payout of 2× the base odds payout for all the wagering areas in "Section B" which a bonus event has been triggered.

[0069] Game hands are dealt and a game outcome is generated 804. In an optional embodiment, the game hands are community hands insofar as the community hands are shared among all players who have placed a wager. In one such optional embodiment, there are two community hands dealt, referred to as a community banker hand and a community player hand. In a further optional embodiment, a round two set, which may supplement one or more of the shared community hands, may also be dealt.

[0070] In the optional embodiment illustrated in FIG. 7, the dealer deals six cards on a card playing area 700, wherein two cards are dealt on the two boxes for a community player hand 702, two cards are dealt on the two boxes for a community banker hand 701, and two cards are dealt on the two boxes for a round two set of Card A 703 and Card B 704 positions. In an optional embodiment, the dealer deals in order, a first card face-up on a box for a community player hand, a second card face-up on a box for a community banker hand, a third card face-up on a box for a community player hand, and a fourth card face-down on a box for a community banker hand, a fifth and a sixth

card face-down on two boxes for a round two set of Card A and Card B positions respectively. In one such optional embodiment, the dealer slowly uncovers, in order, the fourth, fifth and sixth cards. The method of slowly uncovering the cards comprises: the dealer revealing the physical card slowly, or using a card recognizing technology to identify the face-down card, slowly displaying the outcome of the virtual card on a video display screen and then revealing the physical card. In another optional embodiment, the six cards are dealt to any player to physically reveal the cards. For example, the two community player cards are dealt to a player waging on "PLAYER WIN," the two community banker cards are dealt to a player waging on "BANKER WIN," and the two round two set cards are dealt to a player waging on "PLAYER DOUBLE BATTLE" (if the outcome of the game is player wins) or dealt to a player waging on "BANKER DOUBLE BATTLE" (if the outcome of the game is banker wins). In the event that there are no wagers on "PLAYER WIN," "BANKER WIN," "PLAYER DOUBLE BATTLE," and/or "BANKER DOUBLE BATTLE," the dealer assists in physically revealing such cards.

[0071] A game outcome is generated 804. In the optional embodiment illustrated in the figures, a game outcome is determined by evaluating the playing cards in the game hands, including the sum of the values of the playing cards. For example, in an optional embodiment illustrated in the figures, the total value of the two cards in the banker position are added together to determine the hand value of the community banker hand. Likewise, the total value of the two cards in the player position are added together to determine the hand value of the community player hand. If the total value is ten or above, the hand value is the base ten modulo of the total, i.e., the ones digit of the total

value. For example, if the total value is 10, the hand value is 0; if the total value is 18, the hand value is 8. Thus, the hand values of the community banker hand and community player hand range from the lowest of 0 to the highest of 9.

[0072] In an optional embodiment, certain game outcomes may result in a push. For example, in an optional embodiment, conventional casino "push" rules may apply for any tie game outcome in that no money changes hands and the player has an option to remove, amend or make additional bets on the next game.

[0073] Based on the game outcome generated by the bonus die and the game hands (e.g., community player hand and/or community banker hand which may, or may not, be supplemented by the round two set depending on the wager), a determination is made 806 which wagers are winning wagers, i.e., correctly predicted the game outcome, losing wagers, i.e., incorrectly predicted the game outcome, and/or pushes, i.e., tie outcomes 816. Wagers are resolved by paying winning wagers (keeping in mind that the payout may vary depending on whether the bonus event has been triggered for the winning wager and whether a step-up odds payout has been triggered, as described below), collecting losing wagers 814, and pushing tie wagers 818.

[0074] FIGS. 2A–2C illustrate an example of a pay table for the embodiment of FIG. 1. Referring to FIGS. 1 and 2A–2C, players make wagers on one or more wagering areas in the bet layout 100. The payouts for corresponding winning wagers of the game for each wagering area are described in more detail below

[0075] Referring to the wagering area "BANKER WIN" 101, if the community banker hand value is greater than the community player hand value, a player who placed a wager thereon wins. The fixed odds payout is: 1 to 1 if the community banker hand

value is other than 6, and 1 to 2 if the community banker hand value is 6. In the event of a tie between the community banker and community player hand values, the wager is pushed, i.e., returned without either collecting or paying the wager.

[0076] Referring to the wagering area "PLAYER WIN" 102, if the community player hand value is greater than the community banker hand value, a player who placed a wager thereon wins. The fixed odds payout is: 1 to 1 if the community player hand value is other than 6, and 1 to 2 if the community player hand value is 6. In the event of a tie between the community banker hand and the community player hand values, the wager is pushed.

[0077] Referring to the wagering area "BANKER WIN MARGIN" 103, if the community banker hand value is greater than the community player hand value by a margin of 4 or more, a player who placed a wager thereon wins. The fixed odds payout is: 1 to 1 if the margin is 4 or 5, 2 to 1 if the margin is 6, 5 to 1 if the margin is 7 or 8, and 10 to 1 if the margin is 9. For example, if the community banker hand value is 8 and the community player hand value is 1, the fixed odds payout is 5 to 1 since the Banker win margin is 7 (8 - 1 = 7). In the event of a tie between the Banker and the Player hand values, the wager is pushed.

[0078] Referring to the wagering area "PLAYER WIN MARGIN" 104, if the community player hand value is greater than the community banker hand value by a margin of 4 or more, a player who placed a wager thereon wins. The fixed odds payout is: 1 to 1 if the margin is 4 or 5, 2 to 1 if the margin is 6, 5 to 1 if the margin is 7 or 8, and 10 to 1 if the margin is 9. For example, if the community player hand value is 8 and the community banker hand value is 1, the fixed odds payout is 5 to 1 since the

Player win margin is 7 (8 - 1 = 7). In the event of a tie between the Banker's and the community player hand values, the wager is pushed.

[0079] Referring to the wagering area "BANKER DOUBLE BATTLE" 105, if the community banker hand value is greater than the community player hand value, a wager thereon is resolved using a round two set of playing cards. In the example illustrated in FIG. 7, Card A and Card B of the round two set are examined. If the sum of Card A and Card B is an odd number, the wager is rewarded. The fixed odds payout is 3 to 1. In the event of a tie between the community banker and the community player hand values, the wager is pushed.

[0080] Referring to the wagering area "PLAYER DOUBLE BATTLE" 106, if the Player hand value is greater than the community banker hand value, a wager thereon is resolved using a round two set of playing cards. In the example illustrated in FIG. 7, Card A and Card B of the round two set are examined. If the sum of Card A and Card B is an odd number, the wager is rewarded. The fixed odds payout is 3 to 1. In the event of a tie between the community banker and the community player hand values, the wager is pushed.

[0081] Referring to the wagering area "BANKER HIGH" 107, if the community banker hand value is from 5 to 9, a player who placed a wager thereon wins. The fixed odds payout is 1 to 1.

[0082] Referring to the wagering area "BANKER LOW" 108, if the community banker hand value is from 0 to 4, whereby the hand value of 0 excludes "Banker Unique Zero," defined as a unique combination of two cards "1,9," "2,8," "3,7," "4,6" or "5,5," a player who placed a wager thereon wins. The fixed odds payout is 1 to 1.

[0083] Referring to the wagering area "BANKER UNIQUE ZERO" 109, if the community banker hand value is 0 by a unique combination of two cards "1,9," "2,8," "3,7," "4,6," or "5,5," a wager thereon is rewarded. The reward depends on the playing cards of the round two set. If Card A of the round two set is not a picture card, the base odds payout is 10 to 1 and the game ends, but if Card A is a picture card, the step-up odds payout is triggered and Card B of the round two set is examined to determine the value of the step-up odds payout. If Card B is not a picture card, the step-up odds payout is 20 to 1, but if Card B is a picture card, the step-up odds payout is 30 to 1

[0084] Referring to the wagering area "BANKER PICTURE" 110, if the Banker's position contains one or two picture cards (where King, Queen and Jack are known as picture cards), a wager thereon is rewarded. If it contains one picture card, the base odds payout is 1 to 1 and the game ends. If it contains two picture cards, the step-up odds payout is triggered and the playing cards of the round two set are examined to determine the step-up odds payout. If Card A of the round two set is not a picture card, the step-up odds payout is 2 to 1 and the game ends, but if Card A is a picture card, Card B of the round two set is also examined. If Card B is not a picture card, the step-up odds payout is 3 to 1, but if Card B is a picture card, the step-up odds payout is 4 to 1.

[0085] Referring to the wagering area "PLAYER LUCKY 7" 111, if the community player hand value is 7, a player who placed a wager thereon wins. The base odds payout is: 3 to 1 if community player hand value is greater than the community banker hand value, 11 to 1 if community player hand value is same as the community banker

hand value, 20 to 1 if community player hand value is lower than the community banker hand value.

[0086] Referring to the wagering area "PLAYER LUCKY 8" 112, if the community player hand value is 8, a player who placed a wager thereon wins. The base odds payout is: 4 to 1 if community player hand value is greater than the community banker hand value, 10 to 1 if community player hand value is same as the community banker hand value, 30 to 1 if community player hand value is lower than the community banker hand value.

[0087] Referring to the wagering area "PLAYER or BANKER PAIR" 113, if either the community banker hand or the community player hand, or both the community banker hand and the community player hand contain two cards of same rank (for example "8, 8" or "Jack, Jack"), the wager is rewarded. The base odds payout is: 4 to 1 if either the community banker hand or the community player hand contains two cards of same rank, and 11 to 1 if both the community banker hand and the community player hand contain two cards of same rank.

[0088] Referring to the wagering area "PLAYER & BANKER FOUR CARDS" 114, if the community banker hand and the community player hand collectively contain four cards with a combination of "Two Pairs," "Three of a Kind," "Flush," "Straight," "Four of a Kind" or "Straight Flush" (where said combination terminology refers to terms commonly known in a conventional poker game), the wager is rewarded. The base odds payout may vary based on the combination of the four playing cards. For example, in one optional embodiment, the base odds payout is: 3 to 1 if the four cards form "Two Pairs" or "Three of a Kind," 20 to 1 if the four cards form a "Flush" or

"Straight," 100 to 1 if the four cards form "Four of a Kind," and 200 to 1 if the four cards form a "Straight Flush."

[0089] Referring to the wagering areas in "Section B" of the bet layout "BANKER UNIQUE ZERO" 109 and "BANKER PICTURE" 110, if a Double Bonus event is triggered on a winning wager, the player is paid a double odds payout or a double step-up odds payout.

[0090] Referring to the wagering areas in "Section B" of the bet layout "PLAYER LUCKY 7" 111, "PLAYER LUCKY 8" 112, "PLAYER or BANKER PAIR" 113, and "PLAYER & BANKER FOUR CARDS" 114, if a Double Bonus event is triggered on a winning wager, the player is paid a double odds payout.

[0091] However, if the game outcome of any of the wagering areas above is a losing wager, the wager would be collected 814, and if the game outcome is a tie 816, the wager would be pushed 818.

[0092] In summary, wagers would be rewarded, pushed or collected as shown in the pay table of FIGS. 2A-2C.

[0093] The present method could take a number of different embodiments for the bet layout. For example, as shown in FIG. 3 in one embodiment, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 300.

[0094] A player may place a wager on a wagering area in "Section A" 321 of the bet layout having a fixed odds payout, for example, wagering area "BANKER WIN" 301, wagering area "PLAYER WIN" 302, wagering area "BANKER HIGH" 303, and wagering area "BANKER LOW" 304. In addition, players can place a wager on a

wagering area in “Section B” 320 of the bet layout having a base odds payout and a step-up odds payout with a potential double odds payout and a double step-up odds payout, for example, wagering area “BANKER UNIQUE ZERO” 305, and wagering area “BANKER PICTURE” 306. In addition, players can also place a wager on a wagering area in “Section B” 320 of the bet layout having a base odds payout with a potential double odds payout, for example, wagering area “PLAYER LUCKY 7” 307, wagering area “PLAYER LUCKY 8” 308, wagering area “PLAYER or BANKER PAIR” 309, and wagering area “PLAYER & BANKER FOUR CARDS 310.”

[0095] The game is then carried out in a manner similar to the game as shown in FIG. 1 described as above.

[0096] Wagers would be rewarded, pushed or collected as shown in the pay table of FIGS. 4A–4B.

[0097] In another example, as shown in FIG. 5 in one embodiment, the game surface 500 arranged for a felt table depicts a card playing area 501, a dice rolling area 502 and a Double Bonus indicator area 503. As shown, seven individual seated player wagering areas are arranged along the circumference of the game surface 500 and are spaced a similar distance apart. The number of individual seated 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 on one or more wagering areas in the game surface 500.

[0098] A player may place a wager on a wagering area in “Section A” 521 of the bet layout having a fixed odds payout, for example, wagering area “BANKER WIN” 501, wagering area “PLAYER WIN” 502, wagering area “BANKER WIN MARGIN” 1503, wagering area “ PLAYER WIN MARGIN” 504, wagering area “BANKER DOUBLE BATTLE” 505, wagering area “PLAYER DOUBLE BATTLE” 506. In addition, players can place a wager on a wagering area in “Section B” 520 of the bet layout having a base odds payout and a step-up odds payout with a potential double odds payout and a double step-up odds payout, for example, wagering area “BANKER PICTURE” 507. In addition, players can also place a wager on a wagering area in “Section B” 520 of the bet layout having a base odds payout with a potential double odds payout, for example, wagering area “PLAYER LUCKY 7” 508, wagering area “PLAYER LUCKY 8” 509, and wagering area “PLAYER & BANKER FOUR CARDS 510.”

[0099] The game is then carried out in a manner similar to the game as shown in FIG. 1 described as above.

[0100] Wagers would be rewarded, pushed or collected as shown in the pay table of FIG. 6A–6B.

[0101] The bet layout of the invention is not so limited, and many different variations of the bet layout configurations are contemplated.

[0102] 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.

[0103] For example, as illustrated in FIG. 9, 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 game hands. Alternatively, a device may perform additional tasks aside from producing random outcomes, such as displaying game hands, evaluating and comparing game hands, receiving input, and the like. For example, 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 playing cards may be the same device or a separate device from that which produces random outcomes with respect to the bonus die.

[0104] In one such optional embodiment, a device includes a logic controller 902 in communication with a display 904, a player interface 906, and a data storage device 908. Wagers are received or designated through a wager receiver that communicates with, or is integrated into, a player interface 906. Such a player interface 906 may take any form, including a button panel, keyboard, keypad, or the like. In a further optional embodiment, the player interface 906 and display 904 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 902 that maps random numbers generated by the random number generator to outcomes, such as playing cards, playing card combinations, or game hands of playing cards and/or a die, a die face (or faces), or dice combinations.

[0105] The display 904 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 904. Alternatively, the device may be configured for multiple players sharing a display 904. In yet another optional embodiment, the device may be configured for a single player and a single display 904.

[0106] Wagers are received through the player interface 906. In an optional embodiment, a bet layout may be displayed on a display 904 and wager selections may

be received through a player interface 906 in the form of a touch-screen device integrated into the display 904.

[0107] A game outcome is generated by the logic controller 902 randomizing electronic representations of playing cards and a bonus die. In one optional embodiment, the game outcome is determined by a random number generated by a random outcome generator that is mapped to a game outcome. The game outcome is displayed at the display 904. In an optional embodiment, the wagering areas on a bet layout that correspond to the game outcome (i.e., the "winning" wagering areas) may be highlighted as described above. Similarly, wagers with tie outcomes and/or wagers for which a bonus event has been triggered may also be highlighted in a manner to identify and distinguish them.

[0108] In an optional embodiment, the logic controller 902 evaluates the game outcome against the wagered-upon game outcomes. If the game outcome matches a wagered-upon game outcome(s), as determined by the possible game outcomes stored at the data storage device 908 that are available for wagering, a payout or reward is issued by the logic controller 902. The amount of the payout is determined by the game outcome and the bonus die outcome. If a bonus event for the particular game outcome is triggered based on the bonus die, a bonus odds payout is issued by the logic controller 902. If a bonus event for the particular game outcome is not triggered based on the bonus die, a base odds payout is issued by the logic controller 902. Stated differently, a bonus event triggered by the bonus die for the particular game outcome generated will cause the logic controller to transform a base odds payout into a bonus odds payout. If the game outcome does not match the wagered-upon game outcome(s), wagers are collected by

the logic controller 902. If the game outcome is a tie outcome, the logic controller 902 may push (e.g., return) the wager. These results are conveyed to display 904.

[0109] In a further optional embodiment, a step-up odds payout may likewise be offered. If the game outcome matches a wagered-upon game outcome(s), as determined by the possible game outcomes stored at the data storage device 908 that are available for wagering, and a step-up odds payout is triggered, a step-up odds payout or bonus step-up odds payout is issued by the logic controller 902. If a bonus event for the particular game outcome is triggered based on the bonus die and the step-up odds payout is triggered, a bonus step-up odds payout is issued by the logic controller 902. If a bonus event for the particular game outcome is not triggered based on the bonus die but the step-up odds payout is triggered, a step-up odds payout is issued by the logic controller 902. Stated differently, a bonus event triggered by the bonus die for the particular game outcome which includes a step-up odds payout trigger will cause the logic controller to transform a step-up odds payout into a bonus step-up odds payout. If the game outcome does not match the wagered-upon game outcome(s), wagers are collected by the logic controller 902. If the game outcome is a tie outcome, the logic controller 902 may push (e.g., return) the wager.

[0110] 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, comprising:

providing a plurality of playing cards to generate a game outcome;

providing at least one bonus die having indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event for at least a subset of wagers;

receiving wagers on possible game outcomes;

generating a game outcome by dealing said playing cards to at least one community hand;

determining whether a bonus event has been triggered for at least a subset of said wagers based on a randomization of said at least one bonus die; and

resolving said wagers, wherein said wagers for which said bonus event, if any, has been triggered which correctly predict said game outcome are rewarded with a bonus odds payout, and said wagers for which said bonus event, if any, has not been triggered which correctly predict said game outcome are rewarded at a base odds payout different from, and less than, said bonus odds payout.

2. The method of claim 1 wherein said game outcome is generated by dealing said playing cards to a community banker hand and a community player hand.

3. The method of claim 2 wherein said community banker hand comprises two playing cards and said community player hand comprises two playing cards and wherein two playing cards are dealt to a round two set.

4. The method of claim 3 wherein said wagers include at least one banker hand wager on a game outcome comprising a specified community banker hand which is rewarded with a step-up odds payout greater than said base odds payout only when said playing cards of said round two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout have been triggered for said banker hand wager, said banker hand wager correctly predicting said game outcome is rewarded with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said banker hand wager correctly predicting said game outcome is rewarded at a step-up odds payout different from, and less than, said bonus step-up odds payout.

5. The method of claim 3 wherein said wagers include at least one player hand wager on a game outcome comprising a specified community player hand which is rewarded with a step-up odds payout greater than said base odds payout only when said playing cards of said round two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout have been triggered for said player hand wager, said player hand wager correctly predicting said game outcome is rewarded with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said player hand wager correctly predicting said game outcome is rewarded at a step-up odds payout different from, and less than, said bonus step-up odds payout.

6. The method of claim 3 wherein said wagers include at least one player hand and banker hand wager on a game outcome comprising a specified community player hand and a specified community banker hand which is rewarded with a step-up odds payout greater than said base odds payout only when said playing cards of said round two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout have been triggered for said player hand and banker hand wager, said player hand and banker hand wager correctly predicting said game outcome is rewarded with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said player hand and banker hand wager correctly predicting said game outcome is rewarded at a step-up odds payout different from, and less than, said bonus step-up odds payout.

7. The method of claim 1 wherein at least two different game outcomes based on dealing said playing cards to at least one community hand are associated with different bonus event triggers based on a randomization of said bonus die.

8. The method of claim 1 wherein each bonus event trigger has a probability determined by the quantity of faces of said bonus die triggering said bonus event and at least two different game outcomes based on dealing said playing cards to at least one community hand are associated with bonus event triggers based on a randomization of said bonus die having different probabilities.

9. An apparatus for conducting a wagering game, comprising:

a plurality of playing cards to generate a game outcome;

at least one bonus die having indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event for at least a subset of wagers; and

a bet layout, wherein said bet layout is configured to receive wagers on possible game outcomes, such that a game outcome generated based on at least one community hand of playing cards and a bonus event triggered for at least a subset of said wagers based on a randomization of said at least one bonus die results in a resolution of said wager, wherein said wagers for which said bonus event, if any, has been triggered which correctly predict said game outcome are rewarded with a bonus odds payout, and said wagers for which said bonus event, if any, has not been triggered which correctly predict said game outcome are rewarded at a base odds payout different from, and less than, said bonus odds payout.

10. The apparatus of claim 9 wherein said game outcome is generated by dealing said playing cards to a community banker hand and a community player hand.

11. The apparatus of claim 10 wherein said community banker hand comprises two playing cards and said community player hand comprises two playing cards and wherein two playing cards are dealt to a round two set.

12. The apparatus of claim 11 wherein said wagers include at least one banker hand wager on a game outcome comprising a specified community banker hand which is rewarded with a step-up odds payout greater than said base odds payout only when said

playing cards of said round two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout been triggered for said banker hand wager, said banker hand wager correctly predicting said game outcome is rewarded with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said banker hand wager correctly predicting said game outcome is rewarded at a step-up odds payout different from, and less than, said bonus step-up odds payout.

13. The apparatus of claim 11 wherein said wagers include at least one player hand wager on a game outcome comprising a specified community player hand which is rewarded with a step-up odds payout greater than said base odds payout only when said playing cards of said round two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout have been triggered for said player hand wager, said player hand wager correctly predicting said game outcome is rewarded with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said player hand wager correctly predicting said game outcome is rewarded at a step-up odds payout different from, and less than, said bonus step-up odds payout.

14. The apparatus of claim 11 wherein said wagers include at least one player hand and banker hand wager on a game outcome comprising a specified community player hand and a specified community banker hand which is rewarded with a step-up odds payout greater than said base odds payout only when said playing cards of said round

two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout have been triggered for said player hand and banker hand wager, said player hand and banker hand wager correctly predicting said game outcome is rewarded with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said player hand and banker hand wager correctly predicting said game outcome is rewarded at a step-up odds payout different from, and less than, said bonus step-up odds payout.

15. The apparatus of claim 9 wherein at least two different game outcomes based on dealing said playing cards to at least one community hand are associated with different bonus event triggers based on a randomization of said bonus die.

16. The apparatus of claim 9 wherein each bonus event trigger has a probability determined by the quantity of faces of said bonus die triggering said bonus event and at least two different game outcomes based on dealing said playing cards to at least one community hand are associated with bonus event triggers based on a randomization of said bonus die having different probabilities.

17. An electronic game machine, 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 playing cards to generate a game outcome, at least one bonus die having indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event for at least a subset of wagers, and program instructions executable by said logic controller to conduct a wagering game comprising the steps of:

receiving wagers on possible game outcomes through said player interface;

generating a game outcome based on dealing at least one community hand of playing cards by said logic controller;

determining whether a bonus event has been triggered for at least a subset of said wagers based on a randomization of said at least one bonus die by said logic controller; and

resolving said wagers by said logic controller, wherein said wagers for which said bonus event, if any, has been triggered which correctly predict said game outcome are rewarded with a bonus odds payout, and said wagers for which said bonus event, if any, has not been triggered which correctly predict said game outcome are rewarded at a base odds payout different from, and less than, said bonus odds payout.

18. The electronic game machine of claim 17 wherein said game outcome is generated by said logic controller dealing said playing cards to a community banker hand and a community player hand.

19. The electronic game machine of claim 18 wherein said community banker hand comprises two playing cards and said community player hand comprises two playing cards dealt by said logic controller and wherein two playing cards are dealt to a round two set.

20. The electronic game machine of claim 19 wherein said wagers include at least one banker hand wager on a game outcome comprising a specified community banker hand dealt by said logic controller which is rewarded by said logic controller with a step-up odds payout greater than said base odds payout only when said playing cards of said round two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout have been triggered for said banker hand wager, said banker hand wager correctly predicting said game outcome is rewarded by said logic controller with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said banker hand wager correctly predicting said game outcome is rewarded by said logic controller at a step-up odds payout different from, and less than, said bonus step-up odds payout.

21. The electronic game machine of claim 19 wherein said wagers include at least one player hand wager on a game outcome comprising a specified community player hand dealt by said logic controller which is rewarded by said logic controller with a step-up odds payout greater than said base odds payout only when said playing cards of said round two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout have been triggered for said player hand wager, said player

hand wager correctly predicting said game outcome is rewarded by said logic controller with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said player hand wager correctly predicting said game outcome is rewarded by said logic controller at a step-up odds payout different from, and less than, said bonus step-up odds payout.

22. The electronic game machine of claim 19 wherein said wagers include at least one player hand and banker hand wager on a game outcome comprising a specified community player hand and a specified community banker hand dealt by said logic controller which is rewarded by said logic controller with a step-up odds payout greater than said base odds payout only when said playing cards of said round two set trigger said step-up odds payout and wherein if said bonus event and said step-up odds payout have been triggered for said player hand and banker hand wager, said player hand and banker hand wager correctly predicting said game outcome is rewarded by said logic controller with a bonus step-up odds payout, and if said bonus event has not been triggered but said step-up odds payout has been triggered, said player hand and banker hand wager correctly predicting said game outcome is rewarded by said logic controller at a step-up odds payout different from, and less than, said bonus step-up odds payout.

23. The electronic game machine of claim 17 wherein at least two different game outcomes based on said logic controller dealing said playing cards to at least one community hand are associated with different bonus event triggers based on a randomization of said bonus die by said logic controller.

24. The electronic game machine of claim 17 wherein each bonus event trigger has a probability determined by the quantity of faces of said bonus die triggering said bonus event and at least two different game outcomes based on said logic controller dealing said playing cards to at least one community hand are associated with bonus event triggers based on a randomization of said bonus die by said logic controller having different probabilities.