CLAIMS

1. An apparatus, comprising:

a multi-touch interface (12) including a display (82) for displaying a graphical item having a value, the graphical item being displayable in a first state where the value is viewable and a second state where the value is hidden from view, the multi-touch interface (12) being adapted to detect a touch having a curved pattern with multiple points of contact (42) with the interface (12);

a computer (84) in operative communication with the multi-touch interface (12), the computer (84) having memory (88), a processor (90) and software for operating the interface (12); and

wherein when the interface (12) senses the touch, the computer (84) causes the interface (12) to display the value.

2. An apparatus as set forth in Claim 1, wherein the curved pattern is indicative of the lateral edge (34) of a human hand (30) contacting the interface (12).

3. An apparatus in accordance with anyone of the preceding claims, further comprising:

a movement detection means, the movement detection means being adapted for detecting simultaneous movement of the multiple points of contact (42) sweeping over a portion of the interface (12); and

wherein the computer (84) causes the graphical item to be displayed in response to the touch and/or the movement.

4. An apparatus in accordance with anyone of the preceding claims, the apparatus being adapted for card gaming, wherein

the graphical item is a playing card (40) having a value and the value is hidden from view;

the multi-touch interface (12) selectively reveals the value of the card (40) in response to the touch.

5. An apparatus in accordance with Claim 4, wherein the detection means detects movement of the multiple points of contact (42) and reveals the value of the card (40) in response to the touch and the movement.

6. A system for card gaming, comprising:

a interface (12) including a multi-touch screen;

a general purpose computer (84) having a memory (88) and a processor (90), the computer (84) being connected in operative communication with the interface (12);

the interface (12) displays at least one card (40) on the multi-touch screen, the card (40) having a value, the value is normally hidden;

the interface (12) detects a touch having a curved pattern with multiple points of contact (42) on the interface (12), the curved pattern being indicative of a lateral edge (34)of a human hand (30);

the interface (12) detects movement of the multiple points of contact (42); and

the multi-touch screen reveals the value of the card (40) in response to the touch and the movement.

7. A system as set forth in Claim 6, wherein the interface (12) detects linear movement of the multiple points of contact (42).

8. A system as set forth in Claim 6, wherein the interface (12) detects arcuate movement of the multiple points of contact (42).

9. A system as set forth in Claim 6, wherein the card (40) has a center (52), the interface (12) detects movement in a direction towards the center (52).

10. A system as set forth in Claim 6, wherein the card (40) has a center (50), the interface (12) detects movement sweeping over the center (52).

11. A system as set forth in claim 6, wherein the card (40) has a front side (20) and a back side (18), and the system initially shows the back side (18) and then bends the card (40) in response to the movement to reveal the value of the card (40).

12. A system as set forth in claim 6, wherein the card (40) has a front side (20) and a back side (18), and the system displays advertising on the back side (18).

13. A system as set forth in Claim 6 further comprising: a network having multiple interfaces (12) in operative communication over the network.

14. A system as set forth in Claim 6, wherein the interface (12) displays multiple card hands (24, 26) to enable the interface (12) to accommodate multiple players.

15. A method for using a touch interface (12) for card gaming, comprising:
providing an interface (12), having inputs and outputs for communicating with a general purpose computer (84) having memory (88) and a processor (90);
displaying on the interface (12) a card (40) having a value, the value being hidden;
detecting a touch on the interface (12), the touch includes an curved pattern having multiple points of contact (42) with the interface (12) and being indicative of the lateral edge (34) of a human hand (30);
detecting a first movement sweeping over a portion of the interface(12); and
revealing the value of the card (40).

16. A method as set forth in Claim 15, wherein detecting a touch detects a curved pattern having multiple points of contact (42) with the interface (12), the curved pattern being indicative of the lateral edge (34) of a user's hand (30).

17. A method as set forth in Claim 15, wherein the card (40) has a center (52) and detecting a first movement detects a movement sweeping towards the center (52) of the card (40).

18. A method as set forth in Claim 16, wherein revealing the value of the card (40) includes bending the card (40) to reveal at least one corner of the card (40).

19. A method as set forth in Claim 16, further comprising: un-detecting the touch and hiding the value of the card (40).

20. A method as set forth in Claim 16, further comprising: detecting a second movement sweeping away from the card (40) and hiding the value of the card (40).

21. A method for using a touch interface (12) for card gaming, comprising:
providing an interface (12), having inputs and outputs for communicating with a general purpose computer (84) having memory 88) and a processor (90);
displaying on the interface (12) a card (40) having a value, the value being hidden;
detecting an arcuate movement over the card (40); and
revealing the value of the card (40).

22. A method as set forth in Claim 21, wherein detecting an arcuate movement detects a curved pattern having multiple points of contact (42) with the interface (12), the curved pattern being indicative of the lateral edge (34) of a user's hand (30).

23. A method as set forth in Claim 22, wherein detecting an arcuate movement detects simultaneous movement of the multiple points of contact (42).

24. A method as set forth in Claim 23, wherein the arcuate movement defines an arc having an angle of between 5 degrees and 90 degrees or between 10 degrees and 60 degrees.

25. A method for using a touch interface (12) for revealing a graphical item on a display, comprising:

providing an interface (12), having inputs and outputs for communicating with a general purpose computer (84) having memory (88) and a processor (90);

detecting a touch on the interface (12), the touch includes a pattern having multiple points of contact (42) with the interface (12); and

revealing the graphical item in response to the touch.

26. A method in accordance with Claim 25, wherein the pattern is curved, being indicative of the lateral edge (34) of a human hand (30); and

detecting a touch detects movement of the multiple points of contact (42) sweeping over a portion of the interface (12),

wherein revealing the graphical item occurs in response to the touch and the movement.

27. A method in accordance with one of the preceding claims 25 and 26, wherein detecting a touch detects a curved pattern having multiple points of contact (42) with the interface (12), the curved pattern being indicative of the lateral edge (34) of a user's hand (30).

CLAIMS

1. A method for using a touch interface to detect a lateral edge of a human hand for multi-player card gaming, comprising:

providing a general purpose computer having a main board with program memory, a processor and RAM connected in operative communication;

providing an interface in operative communication with the processor, the interface being accessible by a first player and a second player;

the processor causing the interface to display a card having a value, the value being hidden;

detecting a touch from the first player as multiple points of contact indicative of the lateral edge of the human hand on the interface; and

detecting simultaneous movement of the multiple points of contact sweeping over the card reveals the value of the card to the first player and assures that the human hand of the first player is positioned optimally with respect to the interface to hide the value of the card from the second player.

2. A method as set forth in Claim 1, wherein the card has a center and detecting simultaneous movement detects the lateral edge of the human hand sweeping towards the center of the card.

3. A method as set forth in Claim 1, wherein revealing the value of the card includes bending the card to reveal at least one corner of the card.

4. A method as set forth in Claim 1, further comprising: un-detecting the touch and hiding the value of the card.

5. A method as set forth in Claim 1, further comprising: detecting movement of the lateral edge of the human hand sweeping away from the card, and hiding the value of the card.

6. A method for enabling a player, and competing players, to use a touch interface for card gaming, comprising:

providing a computer having a main board with program memory, a processor and RAM connected in operative communication;

providing an interface in operative communication with the processor,; displaying a card having a value on the interface, the value being hidden from the player and the competing players;

detecting a lateral edge of a human hand of the player on the interface; and

detecting movement of the lateral edge of the human hand of the player over the card with the interface to reveal the value of the card on the interface to the player while the human hand of the player hides the value from the competing players.

7. A method as set forth in Claim 6, wherein detecting movement detects movement of multiple points of contact of the lateral edge of the human hand on the interface.

8. A method for secretly revealing a card value on a multi-player card gaming interface, comprising:

providing computer having a main board with program memory, an interface, a processor and RAM connected in operative communication;

the computer displays a card on the interface to a first player, the card having a value, the value being hidden from a first player and a second player;

detecting touch and movement of a lateral edge of a human hand of the first player on the interface, the touch includes multiple points of contact between the lateral edge of the human hand and the interface;

revealing the value of the card to the first player in response to the movement of the multiple points of contact; and

detecting the movement of the multiple points of contact reveals the value of the card to the first player and assures that the human hand of the first player is positioned optimally with respect to the interface to hide the value of the card from the second player.

9. A method as set forth in Claim 8, wherein the multiple points of contact have a curved pattern.

10. A system for card gaming, comprising:

a interface accessible by a first player and a second player;

a general purpose computer having a memory and a processor, the computer being connected in operative communication with the interface and the processor controls the interface;

the interface displays at least one card on the interface, the card having a value, the value is normally hidden from the first player and the second player; the interface

detects a touch of a lateral edge of a human hand of the first player ; the interface

detects movement of the lateral edge of the human hand of the first player; and

the touch screen reveals the value of the card to the first player in response to the movement of the lateral edge of the human hand,

detecting the movement of the lateral edge of the human hand of the first player reveals the value of the card to the first player and assures that the human hand is positioned optimally with respect to the interface to hide the value of the card from the second player.

11. A system as set forth in Claim 10, wherein the interface detects linear movement of the multiple points of contact.

12. A system as set forth in Claim 10, wherein the interface detects arcuate movement of the multiple points of contact.

13. A system as set forth in Claim 10, wherein the card has a center, the interface detects movement of the lateral edge of the human hand in a direction towards the center.

14. A system as set forth in Claim 10, wherein the card has a center, the interface detects movement of the lateral edge of the human hand sweeping over the center.

15. A system as set forth in claim 10, wherein the card has a front side and a back side, and the system initially shows the back side and then bends the card in response to the movement of the lateral edge of the human hand to reveal the value of the card.

16. A system as set forth in claim 10, wherein the card has a front side and a back side, and the system displays advertising on the back side.

17. A system as set forth in Claim 10 further comprising: a network having multiple interfaces in operative communication over the network.

18. A system as set forth in Claim 10, wherein the interface displays multiple card hands to enable the interface to accommodate multiple players.

19. An apparatus for multi-player card gaming comprising:

an interface accessible by a first player and a second player, the interface displays a card having a normally hidden value, the interface being adapted to detect movement of the lateral edge of a human hand of the first player on the interface over the card;

a computer in operative communication with the interface, the computer having memory, a processor and software for operating the interface; and

detecting the movement of the lateral edge of the human hand of the first player reveals the value of the card to the first player and assures that the human hand of the first player is positioned optimally with respect to the interface to hide the value of the card from the second player.

20. An apparatus for card gaming, comprising:

an interface including a multi-touch screen to enable card game play by a first player and a second player;

a general purpose computer having a memory, a processor and software, the computer being connected in operative communication with the multi-touch screen;

the multi-touch screen being able to display at least one card having a value, the value normally being hidden;

a detection means on the multi-touch screen being able to detect movement of a lateral edge of a human hand of the first player on the multi-touch screen; and

the processor controls the multi-touch screen and causes the multi-touch screen to reveal the value of the card in response to the movement,

when the detection means detects the movement of the lateral edge of the human hand of the first player on the multi-touch screen, the interface reveals the value of the card to the first player and assures that the human hand of the first player is positioned optimally with respect to the interface to hide the value of the card from the second player.