CLAIMS

1. Method for increasing the number of possible results which can be obtained with a game device (1) of the roulette type, such increase being with respect to a basic configuration of the game device (1), wherein a real or virtual pointer of a ball type (5), at an end of its real or virtual path towards a plurality of numbered areas or boxes (9), prearranged to house said ball (5), occupies one of said areas, thereby determining a result, characterized by adding, inside said areas or boxes (9), identifiable positions in which said ball (5) is able to end its stroke, said increase of the number of positions being obtained without affecting movements of the ball (5) and its way of stopping in one of said areas (9), without performing changes to the operation of the game.

2. Game device (1) of the roulette type which comprises a first moving part (2b), equipped with a plurality of numbered sectors or boxes (9), adapted to receive a ball (5), said first moving part (2b) rotating inside a second fixed part (2a), so that, by placing said ball (5) on a track (6) of said second fixed part (2a) and by launching it towards said first moving part (2b), said ball (5) ends its travel in

one of said numbered boxes (9), thereby determining a winning number, characterized in that the game device (1) has means adapted to determine at least one other stop position of said ball (5), inside said numbered boxes (9).

3. Game device (1) according to claim 2, characterized in that said means, adapted to determine at least one other stop position of said ball (5) inside said numbered boxes (9), comprise a suitable shaping (9a, 9a', 9b, 9b', 9c, 9d, 9e, 9f, 9g, 9h, 9i, 9l) of said boxes (9).

4. Game device (1) according to claim 2, characterized in that said means, adapted to determine at least one other stop position of said ball (5) inside said numbered boxes (9), comprise suitably shaped inserts (10a, 10a', 10b, 10b', 10c, 10d, 10e, 10f, 10g, 10h, 10i, 10l), adapted to be inserted into each of said numbered boxes (9).

5. Game device (1) according to claim 3 or 4, characterized in that said inserts (10a, 10a') or said shaping (9a, 9a') of the boxes (9) have truncated sections (11, 11'), oriented towards a vertical axis (3), having a curved shape with an amplitude (E) included between 1 mm and 15 mm, and a width (F) included between 5 mm and a maximum width

of an upper part (C), so that the ball (5) can stop in two different positions inside the numbered box (9), said two different positions being (i) outside said truncated section (11, 11'), or (ii) inside said truncated section (11, 11').

6. Game device (1) according to claim 3 or 4, characterized in that said inserts (10b, 10b') or said shaping (9b, 9b') of the boxes (9) have one or more holes (12, 12') having a depth included between 0,1 mm and 3 mm, diameters included between 5 mm and 15 mm and a distance (G, G') from a base included between 20 mm and (A) – 5 mm, so that the ball (5) can stop in different positions inside the numbered box (9), said different positions being (i) outside one of said holes (12, 12'), or (ii) inside one of said holes (12, 12').

7. Game device (1) according to claim 3 or 4, characterized in that said inserts (10c) or said shaping (9c) of the boxes (9) have a truncated section (13) of a square shape with an amplitude (H) included between 1 mm and 15 mm and a width (I) included between 5 mm and (C), so that the ball (5) can stop in two different positions inside the numbered box (9), said two different positions being (i) outside said truncated section (13), or (ii)

inside said truncated section (13).

8. Game device (1) according to claim 3 or 4, characterized in that said inserts (10d) or said shaping (9d) of the boxes (9) have a recess (14) of a diameter included between 5 mm and 15 mm, a depth included between 0,1 mm and 3 mm, and is surrounded by a crown (14') of a width up to 10 mm and a relief included between 0,1 mm and 2 mm, so that the ball (5) can stop in two different positions inside the numbered box (9), said two different positions being (i) outside said recess (14), or (ii) inside said recess (14).

9. Game device (1) according to claim 3 or 4, characterized in that said inserts (10e) or said shaping (9e) of the boxes (9) have a truncation (15) of the upper part, which is filleted with a radius lower than the thickness (D') of the insert, the truncation (15) being such that the length (A') can be up to 15 mm lower than the length (A), and the width (C') of the upper part changes consequently, so that the ball (5) can stop in two different positions inside the numbered box (9), said two different positions being (i) outside said space left free by said truncation (15), or (ii) inside said space left free by said truncation (15).

10. Game device (1) according to claim 3 or 4, characterized in that said inserts (10f) or said shaping (9f) of the boxes (9) have a truncated section (16) of a triangular shape with an opening angle (I) included between 30° and 150° and amplitude (L) included between 1 mm and 15 mm, so that the ball (5) can stop in two different positions inside the numbered box (9), said two different positions being (i) outside said triangular truncated section (16), or (ii) inside said triangular truncated section (16).

11. Game device (1) according to claim 3 or 4, characterized in that said inserts (10g) or said shaping (9g) of the boxes (9) have a recess (17) of a diameter included between 5 mm and 15 mm for a depth included between 0,1 mm and 3 mm and a distance (M) from the base included between 20 mm and (A), the surface of said insert (10g) or of said box (9g) being suitably curved to determine a profile (N), so that the ball (5) can stop in two different positions inside the numbered box (9), said two different positions being (i) outside said recess (17), or (ii) inside the recess (17).

12. Game device (1) according to claim 3 or 4, characterized in that said inserts (10h) or said

shaping (9h) of the boxes (9) have a concave section (18) of an amplitude (O) included between 5 mm and 15 mm, and a curvature (P) having a depth included between 0,1 mm and 3 mm, the residual surface with respect to the concave section having different thicknesses with variations included between 0,1 mm and 4 mm and resulting in a profile (Q), so that the ball (5) can stop in two different positions inside the numbered box (9), said two different positions being (i) outside said concave section (18), or (ii) inside said concave section (18).

13. Game device (1) according to claim 3 or 4, characterized in that said inserts (10i) or said shaping (9i) of the boxes (9) have inserted therein two spheres (20) horizontally placed at a distance (R) from the base included between 15 mm and (A) – 5 mm, placed at a mutual distance (S) included between 3 mm and 10 mm, so that the ball (5) can stop in two different positions inside the numbered box (9), said two different positions being (i) between said spheres (20) and the external edge of the rotatable plate (2b), or (ii) between said spheres (20) and the internal edge of the rotatable plate (2b).

14. Game device (1) according to claim 3 or 4, characterized in that said inserts (10l) or said

shaping (9l) of the boxes (9) have two engravings (21, 21’) of a rectangular shape with a depth included between 0,1 mm and 3 mm, widths (T, T’) included between 5 mm and the width of the box (9), amplitudes (U, U’) included between 2 mm and 10 mm and placed at distances (V, V’) from the base included between 20 mm and (A) – 5 mm, so that the ball can stop in different positions inside the numbered box (9), said positions being (i) outside said slots (21, 21'), or (ii) inside said slots (21, 21').