

GAME BETTING AND PAYOUT SYSTEM PROVIDING PLAY OF BETTING CONSECUTIVE AND REPETITIVE GAME RESULTS

FIELD OF THE INVENTION

5 The present invention relates to a game machine and particularly to a game betting and payout system.

BACKGROUND OF THE INVENTION

 Please refer to FIG. 1, a plurality of human machine operation interfaces 1 are linked to a plurality of game machines 2 to allow players to select desired game machines 2 to place bets. Such a design can break through the constraint of physical environment and accommodate a greater number of bets placed by the players on each game machine 2. The players also can play on different game machines 2 without walking around, hence utilization of each game machine 2 is enhanced to further increase total business revenue. Moreover, in order to enable the players to see historical records of different game machines 2 at the same time, each game machine 2 usually is equipped with a corresponding game history panel 3 to display its historical game results.

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 The players generally have a habit of following and betting a consecutive and repetitive game result. The consecutive and repetitive game result means that the historical game results of a game machine 2 repeatedly appear for a selected times that whet players' interest to place bets.

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Take Baccarat as an example, when consecutive wins of the banker or players have reached two or more, it may be called a consecutive and repetitive game result, or also can be called “Long Dragon”, and then many other players would follow to
5 place bets until the game result is changed.

Because of the players’ propensity of betting the “Long Dragon”, many players spend a lot of time waiting for the generation of the “Long Dragon” and place bets only after the generation of the “Long Dragon”. Such a behavior of the
10 players results in occupying the game machines without placing bets, which causes utilization time of the game machines to be out of proportion to business revenue.

SUMMARY OF THE INVENTION

Therefore the primary object of the present invention is to
15 provide a game betting and payout system that provides play of betting “Long Dragon” in which players follow and place bets on a consecutive and repetitive game result until the game result is changed. Thus while the players are waiting for generation of the consecutive and repetitive game result, they
20 also can bet on the appearance of the consecutive and repetitive game result, thereby can increase business revenue and meet business requirements.

To achieve the foregoing object, the invention provides a game betting and payout system that offers play of betting
25 consecutive and repetitive game results (Long Dragon) on the

games of a plurality of game machines. Each game machine sequentially generates a plurality of game results to form a corresponding game history result. The game betting and payout system include an integrated display interface, a bet processing unit and a judgment payout unit. The integrated display interface contains a plurality of juxtaposed history display fields each displaying the history game result and having a repetitive game result betting option to receive betting from a player according to a set payout rule. After the player has placed a bet, the bet processing unit generates a betting record which includes betting selection, a betting amount and a round of game. The judgment payout unit receives the betting record and generates a betting game history result based on the rounds of game according to the betting selection, and determines whether a consecutive and repetitive game result (Long Dragon) is generated based on the betting game history result. If the consecutive and repetitive game result (Long Dragon) is not generated, the betting amount is forfeited; if the consecutive and repetitive game result (Long Dragon) is generated, payout is given to the player according to the set payout rule, betting amount in the betting record and the consecutive rounds of the consecutive and repetitive game result (Long Dragon).

The repetitive game result betting option of the invention can also be provided on a plurality of game display interfaces

each having a game status field to display game status instantly, a betting zone for players to place bets, a game history field to display a corresponding game history result, a game operation field to switch and display one of the game display interfaces and the repetitive game result betting option for the players to place the bets.

Thus, while the players are waiting for the generation of the consecutive and repetitive game result, if they judges that a consecutive and repetitive game result is going to happen, they can place the bets immediately to win the payout of the consecutive and repetitive game result upon winning. Hence this invention can attract the players to place the bets more enthusiastically and also increase business revenue of the game machines.

The foregoing, as well as additional objects, features and advantages of the invention will be more readily apparent from the following detailed description, which proceeds with reference to the accompanying embodiments and drawings. The embodiments serve merely for illustrative purpose and are not the limitation of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a schematic view of a conventional game system.

FIG. 2 is a schematic view of a first embodiment of the invention.

FIG. 3 is a schematic view of a game display interface

according to the first embodiment of the invention.

FIG. 4A is a schematic view of an integrated display interface according to the first embodiment of the invention.

FIG. 4B is a schematic view of another integrated display
5 interface according to the first embodiment of the invention.

FIG. 4C is a schematic view of yet another integrated display interface according to the first embodiment of the invention.

FIG. 5 is a schematic view of a betting interface according to the first embodiment of the invention.

10 FIG. 6 is a schematic view of an integrated display interface according to a second embodiment of the invention.

FIG. 7 is a schematic view of a game display interface according to a third embodiment of the invention.

FIG. 8 is a schematic view of a game display interface and a
15 betting interface according to a fourth embodiment of the invention.

FIG. 9 is a schematic view showing a repetitive game result betting option after the betting is finished.

FIG. 10 is a schematic view showing that a history display
20 field is reversed out.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Please refer to FIGS. 2, 3 and 4A through 4C, the present invention aims to provide a game betting and payout system
25 10 that offers play of betting a consecutive and repetitive

game result (Long Dragon). It allows players to place bets on games of a plurality of game machines 20. Each game machine 20 sequentially generates a plurality of game results to form a corresponding game history result. The game betting and payout system 10 comprises an integrated display interface 30A, a bet processing unit 40 and a judgment payout unit 50. The games on the game machines 20 are preferably Baccarat, dice games, roulette or the like with the game results mainly divided into two types, such as banker or player wins in Baccarat (referring to FIG. 4A), bigger or smaller showing in the dice games (referring to FIG. 4B), or red or black showing in roulette (referring to FIG. 4C). Baccarat is taken as an example for discussion herein.

In a first embodiment, a player first enters a game display interface 60A which allows the player to bet the banker or player to win on the Baccarat game result. To avoid the players from over focusing on banker win or player win, the game display interface 60A has a banker limit betting amount display field 66A in a banker's betting zone and a player limit betting amount display field 66B in a player's betting zone to respectively display the current limit betting amount of the banker and player. The limit betting amounts can be changed dynamically. The banker limit betting amount = the initial value of the limit betting amount – banker's betting amount + player's betting amount. The player limit betting amount = the

initial value of the limit betting amount – player's betting amount + banker's betting amount. In other words, the absolute value after the banker's betting amount subtracting the player's betting amount shall not be greater than the initial
5 value of the limit betting amount, and the initial value of the limit betting amount is set by the game provider according to requirements.

The game display interface 60A also has a button 61 which can be selected to enter the integrated display interface
10 30A. The integrated display interface 30A has a plurality of juxtaposed history display fields 31 each displaying the game history result and having a repetitive game result betting option 32 to receive betting from the player according to a set payout rule.

15 Please also refer to FIG. 5, a betting interface 70A is further provided in the first embodiment to form a hyperlink with the repetitive game result betting option 32. The set payout rule provides a plurality of betting options 71 on the betting interface 70A each receiving the betting from the
20 player and representing the consecutive rounds of the consecutive and repetitive game result in the betting game history result and having a payout odds. The various payout odds shown in FIG. 5 are only for illustrative purpose but not the real ones obtained through an actuarial process. When in
25 use, they can be adjusted according to actual requirements or

the announced regulations.

After the player has placed the bets, the bet processing unit 40 generates a betting record which includes betting selection, a betting amount and a round of game. The judgment payout unit 50 receives the betting record and generates a betting game history result based on the rounds of game according to the betting selection, and judges whether a consecutive and repetitive game result (Long Dragon) is generated based on the betting game history result. If the consecutive and repetitive game result (Long Dragon) is not generated, the betting amount is forfeited; however, if the consecutive and repetitive game result (Long Dragon) is generated, a payout is given to the player according to the set payout rule, betting amount in the betting record and the consecutive rounds of the consecutive and repetitive game result (Long Dragon).

Please refer to FIG. 6 for an integrated display interface 30B of a second embodiment of the invention. The set payout rule provides different payout amounts according to the consecutive rounds of the consecutive and repetitive game result (Long Dragon) in the betting game history result. For instance, if the player has betted on the consecutive and repetitive game result (Long Dragon), when there are four consecutive rounds of the consecutive and repetitive game result (Long Dragon), the payout amount is \$100; when there

are five consecutive rounds of the consecutive and repetitive game result (Long Dragon), the payout amount is \$150;..., and when there are fifteen consecutive rounds of the consecutive and repetitive game result (Long Dragon), the payout amount is \$20,000 etc. The payout amounts shown in FIG. 6 also are examples for illustrative purpose but not the real ones obtained through an actuarial process. In order to enable the player to clearly acquire the current winning scores (the payout amounts), each history display field 31 has a winning score field 33 to display the current winning scores of the corresponding game.

In addition, the invention can further include a jackpot element 80 which automatically accumulates a certain amount of money upon each betting. In the first and second embodiments previously discussed, the integrated display interfaces 30A and 30B have respectively a jackpot display field 81 to display the accumulation amount to attract players' attention and motivate them to increase betting amount. The accumulated amount in the jackpot element 80 is rewarded to the player according to a jackpot set rule. The jackpot set rule can be made, for instance, when the consecutive and repetitive game result (Long Dragon) first appears and the consecutive rounds thereof increases, a certain probability of getting the accumulated amount of money in the jackpot element 80 is met; or the jackpot set rule can also be made to get the

accumulated amount of money in the jackpot element 80 when the consecutive rounds of the consecutive and repetitive game result in the betting game history result have reached a set number.

5 Please refer to FIG. 7 for a third embodiment of the invention. It differs from the previous two embodiments by having no integrated display interface 30A or 30B, but having a plurality of game display interfaces 60B each having a game status field 62 to display instantly a game status, a betting
10 zone 63 to allow a player to place bets, a game history field 64 to display the corresponding game history result, a game operation field 65 to switch and display one of the game display interfaces 60B, and a repetitive game result betting option 32 to receive the betting according to a set payout rule.

15 In this embodiment, the set payout rule can offer different payout amounts according to the consecutive rounds of the consecutive and repetitive game result (Long Dragon) in the betting game history result. In other words, a player can place bets through the repetitive game result betting option 32 if the
20 player thinks that the upcoming game is likely to generate a consecutive and repetitive game result (Long Dragon).

 Please refer to FIG. 8 for a fourth embodiment of the invention. It also has a plurality of game display interfaces 60C to allow a player to select the desired games. It further
25 has a betting interface 70B to form a hyperlink with the

repetitive game result betting option 32. The set payout rule provides a plurality of betting options 71 in the betting interface 70B each receiving the betting from the player and representing different consecutive rounds of the consecutive
5 and repetitive game result (Long Dragon) in the betting game history result, and having a payout odds.

In addition, the jackpot element 80 previously discussed can also be adopted in the third and fourth embodiments with a jackpot display field 81 to display the accumulated amount
10 in the game display interfaces 60B and 60C to attract players' attention to increase betting amount. Similarly, the players can get the accumulated amount shown in the jackpot element 80 according to a jackpot set rule. The jackpot set rule can be made when the consecutive and repetitive game result (Long
15 Dragon) first appears and the consecutive rounds thereof increases, a certain probability of getting the accumulated amount of money in the jackpot element 80 is met; or the jackpot set rule can also be made to get the accumulated amount of money in the jackpot element 80 when the
20 consecutive rounds of the consecutive and repetitive game result (Long Dragon) in the betting game history result have reached a set number.

The aforesaid banker limit betting amount display field 66A and player limit betting amount display field 66B can
25 also be adopted in the third and fourth embodiments. In other

words, the banker limit betting amount display field 66A and
player limit betting amount display field 66B are provided on
the game display interfaces 60B and 60C to display
respectively the current banker's and player's limit betting
5 amount.

Please also refer to FIG. 9, in order to simplify calculation,
the invention can limit to a merely one bet on the same game
machine 20 during betting through the repetitive game result
betting option 32. The repetitive game result betting option 32
10 can be represented by a pattern such as a chip for betting to
show that the betting is finished.

Please refer to FIG. 10, in order to allow the players to
clearly know the started round of game and the ended round of
game of the consecutive and repetitive game result (Long
15 Dragon), the game result of the betted round of game and the
same game results appearing in the following rounds of game
are reversed out to show a reversed image until a different
game result is generated, and then the reversed image is
revoked. Hence the players can be clearly informed of the
20 consecutive rounds of the consecutive and repetitive game
result (Long Dragon) in the betting game history result. To
facilitate drawing, the reversed region is denoted by a broad
line 34.

As a conclusion, the invention provides a game betting
25 and payout system 10 that offers play of betting a consecutive

and repetitive game result (Long Dragon) to allow players to place bets. While the players are waiting for generation of the consecutive and repetitive game result (Long Dragon), if they judge that a consecutive and repetitive game result (Long
5 Dragon) is going to happen, they can place the bets immediately to win the payout of the consecutive and repetitive game result (Long Dragon) upon winning. Hence the invention can attract the players to place the bets during waiting for the consecutive and repetitive game result (Long
10 Dragon), and also increase business revenue of the game machines.

What is Claimed is:

1. A game betting and payout system providing play of betting consecutive and repetitive game results of games on a plurality of game machines each sequentially generating a plurality of game results to form a corresponding game history result, the game betting and payout system comprising:

an integrated display interface which includes a plurality of juxtaposed history display fields each displaying the game history result and including a repetitive game result betting option to receive betting from a player according to a set payout rule;

a bet processing unit to generate a betting record after the betting, the betting record including betting selection, a betting amount and a round of game; and

a judgment payout unit to receive the betting record and generate a betting game history result based on the rounds of game according to the betting selection and judge whether the consecutive and repetitive game result is generated based on the betting game history result; when the consecutive and repetitive game result is not generated, the betting amount is forfeited; when the consecutive and repetitive game result is generated, payout is executed according to the set payout rule, the betting amount in the betting record and consecutive rounds of the consecutive and repetitive game result.

2. The game betting and payout system of claim 1 further

including a betting interface to form a hyperlink with the repetitive game result betting option, the set payout rule being a plurality of betting options in the betting interface each receiving the betting from the player and representing the consecutive rounds of the consecutive and repetitive game result in the betting game history result and including a payout odds.

3. The game betting and payout system of claim 1, wherein the set payout rule includes varying payout amounts according to the consecutive rounds of the consecutive and repetitive game result in the betting game history result.

4. The game betting and payout system of claim 1 further including a jackpot element to automatically accumulate a selected amount of money upon each betting that is rewarded to the player according to a jackpot set rule.

5. The game betting and payout system of claim 4, wherein the jackpot set rule includes a selected probability of getting the accumulated amount of money in the jackpot element when the consecutive and repetitive game result first appears and the consecutive rounds of the consecutive and repetitive game result increases.

6. The game betting and payout system of claim 4, wherein the jackpot set rule is to get the accumulated amount of money in the jackpot element when the consecutive rounds of the consecutive and repetitive game result in the betting game

history result have reached a set number.

7. The game betting and payout system of claim 1, wherein the repetitive game result betting option is represented by a pattern to show that the betting is finished.

5 8. The game betting and payout system of claim 1, wherein the game result of the betted round of game and the same game results appearing in the following rounds of game are reversed out to show a reversed image until a different game result is generated, and then the reversed image is revoked.

10 9. The game betting and payout system of claim 1 further including a game display interface which includes a button selectable to enter the integrated display interface.

10. The game betting and payout system of claim 1 further including a game display interface which includes a banker
15 limited betting amount display field and a player limited betting amount display field to indicate respectively a current limited betting amount of a banker and the player.

11. A game betting and payout system providing play of betting consecutive and repetitive game results of games on a
20 plurality of game machines each sequentially generating a plurality of game results to form a corresponding game history result, the game betting and payout system comprising:

a plurality of game display interfaces which include respectively a game status field to display instantly a game
25 status, a betting zone to receive betting from a player, a game

history field to display the corresponding game history result,
a game operation field to switch and display one of the game
display interfaces and a repetitive game result betting option
to receive the betting according to a set payout rule;

5 a bet processing unit to generate a betting record after the
betting, the betting record including betting selection, a
betting amount and a round of game; and

 a judgment payout unit to receive the betting record and
generate a betting game history result based on the rounds of
10 game according to the betting selection and judge whether a
consecutive and repetitive game result is generated based on
the betting game history result; when the consecutive and
repetitive game result is not generated, the betting amount is
forfeited; when the consecutive and repetitive game result is
15 generated, payout is executed according to the set payout rule,
the betting amount in the betting record and consecutive
rounds of the consecutive and repetitive game result.

12. The game betting and payout system of claim 11 further
including a betting interface to form a hyperlink with the
20 repetitive game result betting option, the set payout rule being
a plurality of betting options in the betting interface each
receiving the betting from the player and representing the
consecutive rounds of the consecutive and repetitive game
result in the betting game history result and including a
25 payout odds.

13. The game betting and payout system of claim 11, wherein the set payout rule includes varying payout amounts according to the consecutive rounds of the consecutive and repetitive game result in the betting game history result.
- 5 14. The game betting and payout system of claim 11 further including a jackpot element to automatically accumulate a selected amount of money upon each betting that is rewarded to the player according to a jackpot set rule.
15. The game betting and payout system of claim 14, wherein
10 the jackpot set rule includes a selected probability of getting the accumulated amount of money in the jackpot element when the consecutive and repetitive game result first appears and the consecutive rounds of the consecutive and repetitive game result increases.
- 15 16. The game betting and payout system of claim 14, wherein the jackpot set rule is to get the accumulated amount of money in the jackpot element when the consecutive rounds of the consecutive and repetitive game result in the betting game history result have reached a set number.
- 20 17. The game betting and payout system of claim 11, wherein the repetitive game result betting option is represented by a pattern to show that the betting is finished.
18. The game betting and payout system of claim 11, wherein the game result of the betted round of game and the same
25 game results appearing in the following rounds of game are

reversed image until a different game result is generated, and then the reversed image is revoked.

19. The game betting and payout system of claim 11, wherein each game display interface includes a banker limited betting amount display field and a player limited betting amount display field to indicate respectively a current limited betting amount of a banker and the player.