

INCENTIVE METHOD FOR DYNAMIC RAISED ODDS

FIELD OF THE INVENTION

The present invention relates to an incentive method and particular to an incentive method applied to a gambling game
5 machine.

BACKGROUND OF THE INVENTION

As shown in U.S. Patent Pub. No. US 9,646,459, it discloses an incentive apparatus for a gambling game system, which aims to increase an odds of the gambling game system. According to the
10 incentive apparatus, a dynamic raised odds calculation element is used to randomly select a specific number of the plurality of game results and generate dynamic raised odds for the selected game results respectively. An electronic display board immediately displays the dynamic raised odds. For the bets selected by the game
15 results, the payment element selects the dynamic raised odds at a higher priority to pay out to the players according to the payment odds. Hence, the expectation period of the gambling game system can be prolonged, such that the player can expect to get extra awards from the gambling game system. The attractiveness of the
20 gambling game system can be increased, and therefore the utilization rate of the gambling game system is increased.

The incentive apparatus is applicable to various gambling game machines, such as Baccarat, Dice game and Roulette. However, the dynamic raised odds is randomly generated by the system in the

prior art, so the players have no sense of participating. After playing for a period of time, the players tend to get tired of waiting for the gambling game machine to generate the results of the game.

SUMMARY OF THE INVENTION

5 The primary object of the present invention is to provide an incentive method for dynamic raised odds, which can increase the sense of participation of players and satisfy the needs of different players.

10 To fulfill said object, the present invention provides an incentive method for dynamic raised odds, which is applied to a gambling game machine. The gambling game machine includes a betting table for at least one player to place bets and displaying a betting amount, and a plurality of game results. The betting table is provided with a plurality of bettable frames which correspond to the
15 different game results of the gambling game machine and are labelled with corresponding payment odds respectively. The incentive method comprises a raising frame displaying step, a judgment step, a raising step and a payment step.

20 In the raising frame displaying step, a betting sensing unit of the gambling game machine is used to sense at least one player to place bets and generate a betting end signal at the end of betting, and the betting table randomly selects at least one of the plurality of bettable frames after receiving the betting end signal, and indicates the at least one selected bettable frame as at least one dynamic

bettable raising frame.

In the judgment step, a judgment unit of the gambling game machine compares the at least one bettable frame betted by the at least one player with the at least one dynamic bettable raising frame on the betting table, and when the judgment unit judges that the at least one bettable frame betted by the at least one player and the at least one dynamic bettable raising frame are overlapping, a startup signal is generated, while a shutdown signal is generated when the at least one bettable frame betted by the at least one player and the at least one dynamic bettable raising frame are not overlapping; the overlapped frame is indicated as at least one actual raising frame.

In the raising step, a raising unit of the gambling game machine generates a sub-game after receiving the startup signal, wherein the sub-game may be in the form of Roulette, box looter or the like. A raised odds of the at least one actual raising frame is determined according to a result of the sub-game played by the at least one player, and the raised odds is adopted as a payment odds of the bettable frame corresponding to the actual raising frame. While the at least one player plays the sub-game, the gambling game machine generates the game results of the bet. The raising unit does not generate a sub-game when receiving the shutdown signal, and the gambling game machine generates the game results of the bet directly.

In the payment step, after the gambling game machine generates

the game results of the bet, a payment unit of the gambling game machine is used to pay out an amount to the at least one player according to the bettable frame meeting the game result of the bet, wherein the amount may be a product value of the betting amount of the bettable frame and the payment odds.

Therefore, through the design of the raised odds, the present invention can meet the needs of players looking for the jackpot. At the same time, the player has a sense of fully participating in the game while winning the jackpot by allowing the player to determine the amount of the dynamic raised odds through a small game. In addition, while the player plays the sub-game, the gambling game machine can generate the game results of this bet, which not only prevents the players from getting tired of waiting, but also generates different efficacies through the order arrangement of different step processes as shown in embodiments of the embodiments. Therefore, different needs of different players can be met

BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a system architecture diagram of the present invention.

Fig. 2 is a flowchart of the steps of a first embodiment of the present invention.

Figs. 3A to 3D are schematic diagrams of a Roulette betting table of the first embodiment of the present invention.

Figs. 4A to 4D are schematic diagrams of a Dice game betting table of the first embodiment of the present invention.

Fig. 5 is a flowchart of the steps of a second embodiment of the present invention.

Fig. 6 is a flowchart of the steps of a third embodiment of the present invention.

- 5 Fig. 7 is a schematic diagram of the Roulette betting table of the third embodiment of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

The detailed description and the technical content of the present
10 invention will now be described in conjunction with the drawings as follows.

Figs. 1, 2, 3A, 3B, 3C, 3D, 4A, 4B, 4C and 4D represent a first embodiment of the present invention. The first embodiment refers to an incentive method for dynamic raised odds, which is applied to
15 a gambling game machine 10, such as Roulette and Dice game shown in the drawings. The gambling game machine 10 includes a betting table 20 for at least one player to place bets and display a betting amount (as shown in Figs. 3A and 4A, the player has placed bets thereon), and a plurality of game results. The betting table 20 is
20 provided with a plurality of bettable frames 21 (only a part thereof are illustrated in drawings) which correspond to the plurality of different game results of the gambling game machine 10 and are labelled with corresponding payment odds respectively. The incentive method comprises a raising frame displaying step S1, a

judgment step S2, a raising step S3 and a payment step S4.

In the raising frame displaying step S1, a betting sensing unit 30 of the gambling game machine 10 is used to sense at least one player to place bets first and generate a betting end signal at the end
5 of betting. Then, the betting table 20 randomly selects at least one of the plurality of bettable frames 21 after receiving the betting end signal and indicates the at least one selected bettable frame 21 as at least one dynamic bettable raising frame 22. That is to say, the betting sensing unit 30 cannot generate the betting end signal until
10 the players finish the placement of bets, and the betting table 20 indicates the selected bettable frame 21 as the dynamic bettable raising frame 22 (as shown in Fig. 3B and Fig. 4B, only one dynamic raised bettable frame is shown with thick border) after receiving the betting end signal. In practice, the betting table 20
15 generally shows at least one dynamic bettable raising frame 22 in a different color.

In the judgment step S2, a judgment unit 40 of the gambling game machine 10 compares the at least one bettable frame 21(bets are placed thereon) betted by the at least one player with the at least
20 one dynamic bettable raising frame 22 on the betting table 20. When the judgment unit 40 judges that the at least one bettable frame 21 betted by the at least one player and the at least one dynamic bettable raising frame 22 are overlapping, a startup signal is generated; while a shutdown signal is generated when the at least

one bettable frame 21 betted by the at least one player and the at least one dynamic bettable raising frame 22 are not overlapping. The overlapped frame is indicated as at least one actual raising frame 23 (as shown in Fig. 3C and 4C, it is indicated with thick border and oblique line).

In the raising step S3, a raising unit 50 of the gambling game machine 10 provides a sub-game after receiving the startup signal, wherein the sub-game may be in the form of Roulette, box looter or the like. A raised odds of the at least one actual raising frame 23 is determined according to a result of the sub-game played by the at least one player, and the raised odds is adopted as a payment odds of the bettable frame 21 corresponding to the actual raising frame 23 (as shown in Fig. 3D and 4D, the payment odds is displayed directly). For example, the odds of Roulette may be changed from the initial odd 32 to the raised odd 40; or the odds of Dice game may be changed from the initial odds 190, 31, 6 to the raised odds 280, 62, 12 respectively (the odds is for reference only). In addition, while the at least one player plays the sub-game, the gambling game machine 10 generates the game results of the bet at the same time. Thus, the time of generating the results of the gambling game machine 10 can be sufficiently utilized to prevent the player from getting tired of waiting. The raising unit 50 does not generate a sub-game when receiving the shutdown signal and the gambling game machine 10 generates the game results of the bet directly.

This is because it is impossible for the player to obtain the raised odds, so the sub-game is not generated to avoid confusion.

In the payment step S4, after the gambling game machine 10 generates the game results of the bet, a payment unit 60 of the gambling game machine 10 is used to pay out an amount to the at least one player according to the bettable frames 21 meeting the game results of the bet, wherein the amount may be a product value of the betting amount of the bettable frame 21 and the payment odds.

In order to keep the game proceeding, the gambling game machine 10 may be provided with a timer 70. When the timer 70 reaches a specified period, the gambling game machine 10 ends the operation of the sub-game played by the at least one player and automatically generates the raised odds of the at least one actual raising frame 23, and may force the sub-game to end when the time expires, thereby avoiding the time delay. In addition, the timer 70 may also serve as a timing device when the player places bets in order to control the time from the start to the end of betting for the player.

Further, the judging step S2 further comprises a judgment sub-step which is used to notify the player with the highest bets to play the sub-game after the at least one actual raising frame 23 is generated, thereby stimulating the player to place more bets to obtain the dominance. Or, the judgment sub-step may also be used

to randomly notify any one of the players to play the sub-game after the at least one actual raising frame 23 is generated, thereby increasing the sense of participation of the player.

In addition, the first embodiment also comprises another
 5 embodiment, which has the difference in that the betting table 20 shows the raised odds on the at least one dynamic bettable raising frame 22 after randomly selecting at least one of the plurality of bettable frames 21 and indicating the at least one selected bettable frame 21 as at least one dynamic bettable raising frame 22. The
 10 raised odds herein is given previously. The at least one of the plurality of bettable frame 21 which is corresponding to the at least one dynamic bettable raising frame 22 adopts the raised odds as a payment odds. That is, the selected bettable frame 21 uses the raised odds as the payment odds.

15 Furthermore, the result of the sub-game played by the at least one player determines a multiplicative value of the at least one actual raising frame 23. In the payment step S4, the amount paid out by the payment unit 60 is a product value of the betting amount of the bettable frame 21, the payment odds and the multiplicative
 20 value. As such, the player may determine the multiplicative value while playing the sub-game and gets a sense of determining the odds by himself or herself.

Fig. 5 represents a flowchart of the steps of a second embodiment of the present invention. The difference between the

first embodiment and the second embodiment is that in the second embodiment, a game result generation step S5 is added between the raising frame displaying step S1 and the judgment step S2. That is, the second embodiment lies in that: the gambling game machine 10 generates the game results of this bet prior to the judgment step S2. However, in the judgment step S2, the at least one bettable frame 21 betted by the at least one player on the betting table 20 is acquired first; the gambling game machine 10 then acquires the game results and compares the at least one bettable frame 21 with the at least one dynamic bettable raising frame 22; the judgment unit 40 judges the bettable frame 21 that is betted by the player and meets the game results, and then compares the bettable frame 21 with the at least one dynamic bettable raising frame 22, wherein a startup signal is generated when the judgment unit 40 judges that the at least one bettable frame 21 betted by the at least one player and the at least one dynamic bettable raising frame 22 are overlapping; while a shutdown signal is generated when the at least one bettable frame 21 betted by the at least one player and the at least one dynamic bettable raising frame 22 are not overlapping.

Comparing with the first embodiment, the second embodiment generates the game results first, and the judgment unit 40 judges the bettable frame 21 that is betted by the player and meets the game results, and then continues to compare the bettable frame 21 with the at least one dynamic bettable raising frame 22. That is to say,

when the bets placed by the player do not meet the game results, subsequent operations are not needed. Therefore, miscellaneous operations are able to be avoided, and the progress of the game is accelerated.

5 Figs. 6 and 7 represent a flowchart of a third embodiment of the present invention. The third embodiment differs from the first embodiment and the second embodiment in that the game result generation step S5 is performed after the raising step S3. In other words, after the player places bets on the bettable frame 21 on the
10 betting table 20, the raising frame displaying step S1, the judgment step S2 and the raising step S3 are performed first, such that the gambling game machine 10 generates the game results of this bet after the player determines a raised odds by playing the sub-game (if there is a condition satisfied). As shown in Fig. 7, the player has
15 finished the placement of bets, and the dynamic bettable raising frame 22 displays the raised odds directly. In addition, the raised odds determined from the sub-game are not necessarily a constant value, or may be any of a group of randomly selected values. For an embodiment, when the initial odds of Roulette odds are 32, the
20 raised odds may be 40, 45, 50, 55, 60 and 70, and the like. Therefore, the player can sufficiently participate the progress of the game, and meanwhile, through generating the two results of the raising step S3 and the game result generation step S5, it is possible to draw the attention of the players and meet the needs of the

players who like excitation.

From the above, the present invention provides an incentive method for dynamic raised odds. Through the design of the raised odds, the present invention can meet the needs of players looking
5 for the jackpot. At the same time, the player gets a sense of fully participating in the game while winning the jackpot by allowing the player to determine the amount of the dynamic raised odds through a small game. In addition, through the order arrangement of different step processes, the game time can be sufficiently utilized
10 to prevent the player from feeling bored, or the miscellaneous operations are avoided, and the progress of the game is accelerated. Or, it is possible to draw the attention of the players and meet the needs of the players who like excitation, such that different needs of different players can be met.

What is Claimed is:

1. An incentive method for dynamic raised odds, which is applied to a gambling game machine, wherein the gambling game machine includes a betting table for at least one player to place bets
 5 and displaying a betting amount, and a plurality of game results, the betting table is provided with a plurality of bettable frames which correspond to the different game results of the gambling game machine and are labelled with corresponding payment odds, the incentive method comprising the steps of:

10 raising frame displaying step: sensing at least one player placing bets through a betting sensing unit of the gambling game machine and generating a betting end signal at the end of betting, and the betting table randomly selecting at least one of the plurality of bettable frames after receiving the betting end signal, and
 15 indicating the at least one selected bettable frame as at least one dynamic bettable raising frame;

judgment step: comparing the at least one bettable frame betted by the at least one player with the at least one dynamic bettable raising frame on the betting table through a judgment unit
 20 of the gambling game machine, and the judgment unit generating a startup signal when the judgment unit judges that the at least one bettable frame betted by the at least one player and the at least one dynamic bettable raising frame are overlapping and indicating the overlapped frame as at least one actual raising frame, while the

judgment unit generating a shutdown signal when the at least one bettable frame betted by the at least one player and the at least one dynamic bettable raising frame are not overlapping;

raising step: providing a sub-game through a raising unit of the
 5 gambling game machine after receiving the startup signal, and determining a raised odds of the at least one actual raising frame according to a result of the sub-game played by the at least one player, wherein the raised odds is adopted as a payment odds of the bettable frame corresponding to the at least one actual raising frame,
 10 and the gambling game machine generating game results of the bet during the at least one player playing the sub-game, while the raising unit does not generate the sub-game when receiving the shutdown signal and the gambling game machine generates the game results of the bet directly;

15 payment step: paying stakes for the bet to the at least one player through a payment unit of the gambling game machine after the gambling game machine generating the game results, wherein the amount of the stakes is according to a product value of the betting amount of the bettable frame which meets the game results
 20 of the bet and the payment odds.

2. The incentive method for the dynamic raised odds according to claim 1, wherein the gambling game machine is provided with a timer; and when the timer reaches a specified period, the gambling game machine ends the operation of the sub-game played the at

least one player and automatically generates the raised odds of the at least one actual raising frame.

3. The incentive method for the dynamic raised odds according to claim 1, wherein the judgment step further comprises:

5 a judgment sub-step: notifying the player who has the highest bets to play the sub-game after generating the at least one actual raising frame.

4. The incentive method for the dynamic raised odds according to claim 1, wherein the judgment step further comprises:

10 a judgment sub-step: randomly notifying any one of the players to play the sub-game after generating the at least one actual raising frame.

5. The incentive method for the dynamic raised odds according to claim 1, wherein the betting table displays the at least one
15 dynamic bettable raising frame in a different color in the raising frame displaying step.

6. An incentive method for dynamic raised odds, which is applied to a gambling game machine, wherein the gambling game machine includes a betting table for at least one player to place bets
20 and displaying a betting amount, and a plurality of game results, the betting table is provided with a plurality of bettable frames which correspond to the different game results of the gambling game machine and are labelled with corresponding payment odds, the incentive method comprising the steps of:

raising frame displaying step: sensing at least one player placing bets through a betting sensing unit of the gambling game machine and generating a betting end signal at the end of betting, and the betting table randomly selects at least one of the plurality of
 5 bettable frames after receiving the betting end signal, and indicating the at least one selected bettable frame as at least one dynamic bettable raising frame, wherein a raised odds is labelled on each of the at least one dynamic bettable raising frame and is adopted as a payment odds of the corresponding bettable frame;

10 judgment step: comparing the at least one bettable frame betted by the at least one player with the at least one dynamic bettable raising frame on the betting table through a judgment unit of the gambling game machine, and the judgment unit generating a startup signal when the judgment unit judges that the at least one
 15 bettable frame betted by the at least one player and the at least one dynamic bettable raising frame are overlapping and indicating the overlapped frame as at least one actual raising frame, while the judgment unit generating a shutdown signal when the at least one bettable frame betted by the at least one player and the at least one
 20 dynamic bettable raising frame are not overlapping;

raising step: providing a sub-game through a raising unit of the gambling game machine after receiving the startup signal, wherein a multiplicative value of the at least one actual raising frame is determined according to a result of the sub-game played the at least

one player, and the gambling game machine generating game results of the bet during the at least one player playing the sub-game, while the raising unit does not generate the sub-game when receiving the shutdown signal, and the gambling game machine
 5 generates the game results of the bet directly; and

payment step: paying stakes for the bet to the at least one player through a payment unit of the gambling game machine after the gambling game machine generating the game results, wherein the amount of the stakes is according to a product value of the
 10 betting amount of the bettable frame which meets the game results of the bet, the payment odds and the multiplicative value.

7. The incentive method for the dynamic raised odds according to claim 6, wherein the gambling game machine is provided with a timer, when the timer reaches a specified period, the gambling
 15 game machine ends the operation of the sub-game played the at least one player and automatically generates the raised odds of the at least one actual raising frame.

8. The incentive method for the dynamic raised odds according to claim 6, wherein the judgment step further comprises:
 20 a judgment sub-step: notifying the player who has the highest bets to play the sub-game after generating the at least one actual raising frame.

9. The incentive method for the dynamic raised odds according to claim 6, wherein the judgment step further comprises:

a judgment sub-step: randomly notifying any one of the players to play the sub-game after generating the at least one actual raising frame.

10. The incentive method for the dynamic raised odds
5 according to claim 6, wherein the betting table displays the at least one dynamic bettable raising frame in a different color in the raising frame displaying step.

11. An incentive method for dynamic raised odds, which is applied to a gambling game machine, wherein the gambling game
10 machine includes a betting table for at least one player to place bets and displaying a betting amount, and a plurality of game results, the betting table is provided with a plurality of bettable frames which correspond to the different game results of the gambling game machine and are labelled with corresponding payment odds, the
15 incentive method comprising the steps of:

raising frame displaying step: sensing at least one player placing bets through a betting sensing unit of the gambling game machine and generating a betting end signal at the end of betting, and the betting table randomly selects at least one of the plurality of
20 bettable frames after receiving the betting end signal, and indicating the at least one selected bettable frame as at least one dynamic bettable raising frame;

game result generation step: generating game results of the bet by the gambling game machine;

judgment step: comparing the at least one bettable frame betted by the at least one player on the betting table with the game results generated by the gambling game machine through a judgment unit of the gambling game machine, then comparing the
 5 at least one bettable frame which meets the game results of the bet with the at least one dynamic bettable raising frame through the judgment unit, and the judgment unit generating a startup signal when the judgment unit judges that the at least one bettable frame which meets the game results of the bet and the at least one
 10 dynamic bettable raising frame are overlapping and indicating the overlapped frame as at least one actual raising frame, while the judgment unit generating a shutdown signal when the at least one bettable frame which meets the game results of the bet and the at least one dynamic bettable raising frame are not overlapping;

15 raising step: providing the sub-game through a raising unit of the gambling game machine after receiving the startup signal, and determining a raised odds of the at least one actual raising frame according to a result of the sub-game played by the at least one player, wherein the raised odds is adopted as a payment odds of the
 20 bettable frame corresponding to at least one the actual raising frame, while the raising unit does not generate the sub-game when receiving the shutdown signal; and

payment step: paying stakes for the bet to the at least one player through a payment unit of the gambling game machine,

wherein the amount of the stakes is according to a product value of the betting amount of the bettable frame which meets the game results of the bet and the payment odds.

12. The incentive method for the dynamic raised odds
5 according to claim 11, wherein the gambling game machine is provided with a timer, and when the timer reaches a specified period, the gambling game machine ends the operation of the sub-game played by the at least one player and automatically generates the raised odds of the at least one actual raising frame.

10 13. The incentive method for the dynamic raised odds according to claim 11, wherein the judgment step further comprises:
a judgment sub-step: notifying the player who has the highest bets to play the sub-game after generating the at least one actual raising frame.

15 14. The incentive method for the dynamic raised odds according to claim 11, wherein the judgment step further comprises:
a judgment sub-step: randomly notifying any one of the players to play the sub-game after generating the at least one actual raising frame.

20 15. The incentive method for the dynamic raised odds according to claim 11, wherein the betting table displays the at least one dynamic bettable raising frame in a different color in the raising frame displaying step.

16. An incentive method for dynamic raised odds, which is

applied to a gambling game machine, wherein the gambling game machine includes a betting table for at least one player to place bets and displaying a betting amount, and a plurality of game results; the betting table is provided with a plurality of bettable frames which
5 correspond to the different game results of the gambling game machine and are labeled with corresponding payment odds, the incentive method comprising the steps of: raising frame displaying step: sensing at least one player placing bets through a betting sensing unit of the gambling game machine and generating a betting
10 end signal at the end of betting, and the betting table randomly selects at least one of the plurality of bettable frames after receiving the betting end signal, and indicating the at least one selected bettable frame as at least one dynamic bettable raising frame;

judgment step: comparing the at least one bettable frame
15 betted by the at least one player with the at least one dynamic bettable raising frame on the betting table through a judgment unit of the gambling game machine, and the judgment unit generating a startup signal when the judgment unit judges that the at least one bettable frame betted by the at least one player and the at least one
20 dynamic bettable raising frame are overlapping and indicating the overlapped frame as at least one actual raising frame while the judgment unit generating a shutdown signal when the at least one bettable frame betted by the at least one player and the at least one dynamic bettable raising frame are not overlapping; raising step,

providing a sub-game through a raising unit of the gambling game machine after receiving the startup signal, and determining a raised odds of the at least one actual raising frame according to a result of the sub-game played by the at least one player, wherein the raised
 5 odds is adopted as a payment odds of the bettable frame corresponding to the at least one actual raising frame, while the raising unit does not generate a sub-game when receiving the shutdown signal;

game result generation step: generating game results of the
 10 bet by the gambling game machine; and

payment step: paying stakes for the bet to the at least one player through a payment unit of the gambling game machine after the gambling game machine generating the game results, wherein the amount of the stakes is according to a product value of the
 15 betting amount of the bettable frame which meets the game results of the bet and the payment odds.

17. The incentive method for the dynamic raised odds according to claim 16, wherein the gambling game machine is provided with a timer, and when the timer reaches a specified
 20 period, the gambling game machine ends the operation of the sub-game played by the at least one player and automatically generates the raised odds of the at least one actual raising frame.

18. The incentive method for the dynamic raised odds according to claim 16, wherein the judgment step further comprises:

a judgment sub-step: notifying the player who has the highest bets to play the sub-game after generating the at least one actual raising frame.

19. The incentive method for the dynamic raised odds
5 according to claim 16, wherein the judgment step further comprising:

a judgment sub-step: randomly notifying any one of the players to play the sub-game after generating the at least one actual raising frame.

10 20. The incentive method for the dynamic raised odds according to claim 16, wherein the betting table displays the at least one dynamic bettable raising frame in a different color in the raising frame displaying step.