DESCRIPTION

Procedure for playing a 'Live-Casino' game of chance, playing cards tableau and gaming-cloth

The invention relates to a procedure for playing a 'Live-Casino' game of chance, using one or more complete game decks of playing cards; the respective game deck shall consist of 1, 2, 3 or 4 suits of playing cards. Here, the 4, 5, 6, 7, 8, 9, 10, 11, 12 or 13 playing cards of any complete suit will usually be differentiated from a particular group of characteristics, in at least one playing card characteristic, whereby this group of characteristics shall be the group of characteristics of the playing card symbols in the case of 4, 5, 6, 7, 8, 9, 10, 11, 12 or 13 playing cards or the playing card suit symbols in the case of 4 playing cards; the complete suits of a game deck shall each exhibit playing cards that are identical with regard to the different playing card characteristics of the group of characteristics of the playing card symbols or the group of characteristics of the playing card colour symbols.

At the same time, so-called standard card games, such as French hand, with 32, 40 or 52 playing cards in a complete deck of playing cards, are frequently used. Each of these playing cards possesses several, at least two, playing card characteristics; for example, the 'Diamond Knave' of a French hand (standard card game) possesses the 'Diamond' playing card characteristic from the group of characteristics of the playing card suit symbols and the 'Knave' playing card characteristic from the group of characteristics of the playing card symbols.

All the playing cards of a complete set of a suit, of 13 playing cards for example, are differentiated from each other in at least one playing card characteristic.

Usually, the playing card characteristics are allocated at least to the two groups of characteristics of playing card symbols, comprising the 'Ace', 'King', 'Queen', 'Knave', '10', '9', '8', '7', '6' and '5', and the playing card suit symbols, comprising the playing card characteristics of 'Clubs', 'Spades', 'Hearts' and 'Diamonds', in the case of a complete set of playing cards (deck) of 40 playing cards (French hand), which will have 4 complete suits of playing cards (as provided by the invention).

A complete deck of playing cards can also consist of 52 playing cards, where the ,'4', '3' and '2' playing card symbols will then be found once, respectively per playing card suit symbol, i.e. in addition to the 40 playing cards specified above. Here, a complete suit will comprise 13 playing cards.

For this reason, each playing cards in a complete deck possesses several playing card characteristics, such as the playing card characteristics of the playing card suit symbol and the playing card symbol, which are essential to be able to differentiate the playing cards for the game from each other according to function. Each playing card of a suit therefore differs from the other playing cards in the suit in at least one of playing card characteristics of the respective group of characteristics, in the case of the application of a standard card game.

Card games that are not standard card games, but show the necessary playing card characteristics in the sense of the invention, can also be applied.

This type of procedure for playing a 'Live-Casino' game of chance, particularly when using normal playing cards, is sufficiently known and is also used as a so-called 'additional game', whereby it can also be a main game.

Nevertheless, an interest in new games exists and is based in particular on the familiar

playing cards or standard card games, for example a complete set of playing cards with 32, 40 or 52 playing cards and the usual four suits of playing cards. These games should have a simple playing structure, enable a relatively short playing time, i. e. a playing time from a minimum of approx. 15 to 60 seconds per playing round or up to a maximum of approx. 200 playing rounds per hour, and nevertheless have a high entertainment value.

Apart from this, it is increasingly of interest at the same time that this type and mode of the game (implementation of the procedure) can be played as a so-called 'Live-Casino' game, for example at a special gaming-table with a special gaming-cloth. Apart from this, it should be suitable to be played by means of Internet casinos, on gaming-machines and by means of multimedia devices, such as computers, mobile telephones, games consoles or similar devices. The game should be multimedia-capable or able to be used on a multimedia basis in principle. Apart from this, significant steps of the procedure, such as betting and the result of the draw, should be visible or capable of being displayed on a playing cards tableau.

The object of the invention is provided by a procedure for playing a 'Live-Casino' game of chance in accordance with the characteristics of Claim 1.

It is an essential feature of the invention that the following steps for playing take place in at least in one playing round:

a. The players or the player bet that at least one of the following number of playing cards established by the draw will possess the playing card characteristic of the group of characteristics of the playing card symbols or the group of characteristics of the playing card suit symbols corresponding to the playing card characteristic that is the subject of the bet.

b. The playing cards to be established will be established by the draw and will be put

down visible to the players or the player or displayed,

and

c. The respective player result of each player will be established by the comparison of the playing card characteristics of the playing cards established with the playing card characteristic that is the subject of the bet, in that the participant in the game will win in the case where the playing cards established by the draw possess at least one playing card characteristic corresponding to the playing card characteristic or characteristics that are the subject of the bet and the participant in the game will lose where none of the playing cards established by the draw possesses such a playing card characteristic corresponding to the playing card characteristic that is the subject of the bet.

Apart from this, it is significant to the procedure of the invention that the 'Live-Casino' game of chance is played subject to the use of at least one complete deck of shuffled playing cards, where all the playing cards of a complete deck will be differentiated from each other in at least one playing card characteristic. At the same time, each complete deck will have at least four playing cards. Each of the playing cards will demonstrate the same number of playing card characteristics. It will be possible to allocate the playing card characteristics of a playing card to at least one group of characteristics. Apart from this, all the playing cards will form a pre-determined number of occurrences.

This game or procedure has a simple playing structure, enables a relatively short game length,

i. e. a game length of a minimum of approx. 15 to 60 seconds per playing round or up to a maximum of approx. 200 playing rounds per hour, and demonstrates a high entertainment value.

A fast change-over of players is enabled by the short sequence of the playing rounds, so that they can use potential pauses between other main casino games, for example.

No high requirements of the understanding of the game or the ability to play, such as the

necessary concentration, are made in the case of the players either, so that this game can also be played outside casinos and is suitable as a family game.
Of course, it is also possible in principle to play only one playing round, in order to enable a single intermediate game, for example.

A 'Live-Casino' game of chance, as provided by the invention, is a procedure for playing that is played in real time, i. e. live. It does not necessarily have to be played in a casino and subject to the use of playing cards that can be touched there, but it can also be realized by playing it on an appropriate gaming-machine.

As provided by the invention, the playing cards can both be taken in the hand (real playing cards), for example when playing with three-dimensional, playing cards that can be touched, or cannot be touched in three dimensions (animated playing cards). In the case of this type of play, the playing cards can also be animated optically or represented by a visual animation of the playing cards.
The use of a touch screen, where the animated playing cards are touched by tapping on them, is, for example, therefore an application as provided by the invention.
A game on a mobile gaming-console, a mobile telephone or other similar known multimedia devices that is suitable for loading and playing game software and can at least represent animated playing cards is also an application as provided by the invention.

Explanation of the game:

One game technician, as representative of the casino, will play against one or several players.
Several decks of cards of a so-called standard French deck of cards of 52 cards and the 2, 3, 4, 5, 6, 7, 8, 9, 10, Knave, Queen, King, Ace playing card symbols are used.

The cards will be drawn from a shuffling machine (preferred), a card cradle or from the hand.

In this case, the group of characteristics relevant to the result of the play will be the group of characteristics of the playing card symbols; at the same time, the playing card characteristics of the group of characteristics of the playing card suit symbols will not be relevant.

(Alternatively, it would be relevant in a different case that the playing card characteristics of the group of characteristics of the playing card suit symbols would be relevant, but not the group of characteristics of the playing card symbols, as provided by the invention.)

All 13 playing card symbols (2 to Ace),with the associated inset field, will be found on the gaming-cloth or the playing cards tableau, where the symbol fields can be inset fields at the same time.

The players will bet by placing their stakes on the inset fields, for example 7, on which the playing card symbol among the cards drawn, on which they have staked, is located.

Course of the game:

The game technician will draw 7 cards, one after the other, out of the endless shuffling machine and place them individually and visibly on the playing cards tableau (Figure 1) of the gaming-cloth, on the associated playing card symbols or on the inset fields, after the players have placed their stakes.

The stakes on these playing card symbols will win and will receive a single payment at the level of the stake, if the playing card symbol appears once, and the corresponding multiple payments at the level of the stake, if the playing card symbol appears several times.

The stakes on the playing card symbols that have not been drawn will lose and will be

gathered in by the game technician.

After this, the cards that have been drawn will be put back into the shuffling machine and shuffled and the next game will begin.

Example 1:

The playing cards with the 2, 3, 4, 5, 6, 7 and 8 playing card symbols are drawn.

The stakes bet on the inset fields with the 2, 3, 4, 5, 6, 7 and 8 symbols win and receive a single payment at the level of the respective stake.

All the stakes bet on the inset fields with the 9, 10, B, D, K, A symbols lose and these stakes are gathered in.

Example 2:

The playing cards with the 2, 3, 4, 5, 6 and 7(2x) playing card symbols are drawn.

The stakes bet on the inset fields with the 2, 3, 4, 5 and 6 win and receive a single payment at the level of the respective stake.

All the stakes bet on 7 win 2x and receive a double payment at the level of the respective stake.

All the stakes bet on the inset fields with the 8, 9, 10, B, D, K and A symbols lose and the stakes are gathered in.

Example 3:

The playing cards with the 2, 3, 4(2x) and 5(3x) playing card symbols are drawn.

Stakes on 2 and 3 win and receive a single payment at the level of the respective stake.

Stakes on 4 win 2x and receive a double payment at the level of the respective stake.

Stakes on 5 win 3x and receive a payment 3 times the level of the respective stake.

All the stakes on 6, 7, 8, 9, 10, B, D, K and A lose and the stakes are gathered in.

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PATENT CLAIMS

1. A procedure for playing a 'Live-Casino' game of chance, using at least one or several respectively complete gaming decks of shuffled playing cards, whereby a complete gaming deck shall consist of 1, 2, 3 or 4 suits of playing cards; the 4, 5, 6, 7, 8, 9, 10, 11, 12 or 13 playing cards of a complete suit shall be differentiated in one playing card characteristic of a particular group of characteristics at least at the same time, whereby this group of characteristics shall be the group of characteristics of the playing card symbols in the case of 4, 5, 6, 7, 8, 9, 10, 11, 12 or 13 playing cards or the group of characteristics shall be the playing cards suit symbols in the case of 4 playing cards; the complete suits of a gaming deck respectively shall demonstrate playing cards that are identical in relation to the different playing card characteristics of the group of characteristics of the playing card symbols or the group of characteristics of the playing card suit symbols, whereby the following steps at least will take place for the game:

   a. The player or players bet that at least one of the number of playing cards subsequently established by drawing will have a particular playing card characteristic of the group of characteristics of the playing card symbols or the group of characteristics of the playing card suit symbols corresponding to the playing card characteristic that is the subject of the bet,

   b. The playing cards to be established will be established by the draw and put down or displayed visibly for the player or players, and

c. The respective gaming result of each player shall be established by the comparison of the playing card characteristics of the playing cards established with the playing card characteristic that is the subject of the bet, in that the participant in the game wins in the case that the playing cards established by drawing them possess at least one playing card characteristic corresponding to the playing card characteristic or characteristics that are the subject of the bet, and the participant in the game will lose in the case that none of the playing cards established by drawing them possesses a playing card characteristic corresponding to the playing card characteristic that is the subject of the bet.

2. Procedure according to Claim 1, wherein the cards are shuffled before the start of each playing round, whereby this is realized by means of an endless shuffling machine or by manual shuffling.

3. Procedure according to Claim 1, characterized by the fact that the game consists of several playing rounds.

4. Procedure according to Claim 1, characterized by the fact that the pre-determined number of playing cards established, that are established by drawing them, is 7.

5. Procedure according to Claim 1, characterized by the fact that the game is played using a playing cards tableau with several inset fields.

6. Procedure according to Claim 4, characterized by the fact that bets are made by placing the game stake on at least one inset field of a playing cards tableau.

7. Procedure according to Claim 4, characterized by the fact that at least one special field is arranged for each of the playing card characteristics of one group of characteristics or for each of two groups of characteristics on the playing cards tableau.

8. Procedure according to Claim 4, characterized by the fact that the fields arranged on the playing cards tableau are visually differentiated from each other, whereby the fields of the playing card symbols group of characteristics respectively carry one of the symbols of the playing card symbols.

9. Procedure according to Claim 4, characterized by the fact that the playing cards tableau is arranged on a gaming-cloth for a place card game.

10. Procedure according to Claim 1, characterized by the fact that bets are made by marking at least one inset field of an electronically animated playing card tableau.

11. Procedure according to Claim 1, characterized by the fact that the game is played with a defined number and selection of playing cards from a standard card game, particularly French or German hand.

12. Playing cards tableau for carrying out a procedure for playing a 'Live-Casino' game of chance, using at least one or several respectively complete game decks of shuffled playing cards, whereby a complete game deck shall consist of 1, 2, 3 or 4 suits of playing cards; at the same time, the 4, 5, 6, 7, 8, 9, 10, 11, 12 or 13 playing cards of a complete suit shall be differentiated from each other in at least one playing card characteristic of a particular group of characteristics, whereby this group of characteristics shall be the

group of characteristics of the playing card symbols in the case of 4, 5, 6, 7, 8, 9, 10, 11, 12 or 13 playing cards or the group of characteristics the playing card suit symbols in the case of 4 playing cards; the complete suits of a game deck shall respectively demonstrate playing cards that are identical in relation the different playing card characteristics of the group of characteristics of the playing card symbols or the group of characteristics of the playing card suit symbols, whereby a separate field shall be arranged on the playing cards tableau, at least for each characteristic of the group of characteristics that is relevant to the game and the results that have been bet on and those established are visible or can be displayed.

13. Playing cards tableau according to Claim 12, characterized by the fact that at least the field of the playing card symbols group of characteristics consists of partial fields, the number of which is equal to or larger than the number equivalent to the number of playing card characteristics that are allocated to the playing card symbols group of characteristics.

14. Playing cards tableau according to Claim 12, characterized by the fact that at least one part of the fields arranged on the playing cards tableau are for placing the gaming stake.

15. Playing card tableau according to Claim 12, characterized by the fact that the playing cards can be touched in three dimensions (real playing cards) or cannot be touched in three dimensions (animated playing cards).

16. Playing cards tableau according to Claim 12, characterized by the fact that the playing cards tableau is arranged on a gaming-cloth for a place card game.

17. Playing cards tableau according to Claim 12, characterized by the fact that the fields arranged on the playing cards tableau are differentiated from each other visually, whereby the partial fields of the playing card symbols group of characteristics shall each carry one of the symbols of the playing card symbols.

18. Playing cards tableau according to Claim 12, characterized by the fact that the playing cards tableau is arranged or can be represented on a display or the optical display unit of a gaming-machine, a games console, a mobile telephone or a multimedia device, particularly of a mobile end device.

19. Gaming-cloth for a place card game, characterized by the fact that at least one playing cards tableau is arranged on this gaming-cloth according to one of the Claim 12 to 17.