

Game Apparatus and Games

Field of the invention

The present invention relates to "card games" and the like that may be played with tokens
5 which indicate values.

In some embodiments of the invention, such tokens are implemented in a form of tangible
items similar to traditional playing cards and in other embodiments of the invention such
tokens are implemented in electronic form. Throughout this specification, including the
10 claims:

the word "token" is used to include any form of token, be it hard-copy, electronic,
or other form, which is capable of indicating at least one value that is attributable
to that token and which is perceivable on that token by use of at least one human
sense;

15 the word "perceivable" is used to include all manners in which a phenomenon is
perceivable by use of the human senses, be it by vision, hearing or touch (including
by using Braille); and

the phrase "numeric value" is used to include any form of numeric value denoted
by characters known variously as digits, numerals or numbers, be it that the
20 characters that indicate the numeric value are European numerals, Arabic
numerals, Roman numerals, Chinese characters, or other forms, which are capable
of denoting a numeric value.

Background of the invention

25 Packs of playing cards, comprising fifty-two cards each denoting a different value of one
of four common suits (clubs, diamonds, hearts and spades) have a long and ancient
history. There are many traditional card games which can be played with such a standard
pack of playing cards. However, in general, a standard pack of playing cards can be used
only in games in which utilize either, or both of:

30 the ranking of a card within a suit, from "1", ie "ace", to "10", then through the
royal cards of "jack", "queen" and "king"; and
the "suit" of a card;

In contrast, the present invention aims at providing tokens with different markings which

can be used in games in ways which differ from the standard pack of playing cards.

Summary of the invention

In one aspect the present invention accordingly provides a set of playing tokens

5 comprising:

a numeric sub-set of playing tokens, each member of which sub-set indicates a first numeric value, wherein a second numeric value can be derived from the digits which represent that first numeric value.

10 It is preferred that each member of the numeric sub-set of tokens additionally indicates the second numeric value of that playing token.

It is preferred that the numeric sub-set of playing tokens further comprises tokens each of which indicates a single first numeric value which is in the range of from "10" to "99"

15 inclusive. In this case it is preferred that no two tokens in the numeric sub-set indicate the same first numeric value. It is particularly preferred that there are 90 tokens in the numeric sub-set of tokens.

It is preferred that the numeric sub-set of playing tokens further comprises a token which
20 indicates the first numeric value of "100".

It is preferred that the second numeric value is the last digit of the first numeric value.

Alternatively, it is preferred that the second numeric value is the sum of at least two of the digits of the first numeric value.

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It is preferred that the set of playing tokens comprises a further sub-set of playing tokens, each member of which further sub-set indicates a first numeric value which is in the range of from "0" to "9" inclusive.

30 It is preferred that the set of playing tokens further comprises an operator sub-set of playing tokens, each member of which operator sub-set indicates a mathematical operator.

It is preferred that the mathematical operator indicated on a member of the operator sub-

set of tokens is chosen from the group consisting of: "+" [addition], "-" [subtraction]; "x" [multiplication]; "÷" [division]; "=" [equality]; "%" [percentage]; "(" [left parenthesis], and ")" [right parenthesis].

- 5 It is preferred that the set of playing tokens further comprises a "luck" sub-set of cards, each of which cards in the "luck" sub-set carries an indicator which traditionally signifies luck. It is particularly preferred that there are three cards in the luck sub-set of cards.

- 10 In another aspect, the present invention provides a game played by at least one player, using a set of tokens, the set of tokens comprising:
a sub-set of numeric tokens, each of which numeric tokens indicates a first numeric value, from which first numeric value a second numeric value can be derived, the game comprising the at least one player making at least one decision in the course of the game, that at least one decision depending on at least one of:
15 the first numeric value of at least one of the tokens of the set of tokens; and
the second numeric value of at least one of the tokens of the set of tokens.

- It is preferred that the game further comprises the step of the player deriving the second numeric value from the first numeric value in order to make the at least one decision.
20 Alternatively, it is preferred that each member of the numeric sub-set of tokens additionally indicates the second numeric value of that playing token.

- It is preferred that the numeric sub-set of playing tokens further comprises tokens each of which indicates a single first numeric value which is in the range of from "10" to "99"
25 inclusive. It is particularly preferred that there are 90 tokens in the numeric sub-set of tokens.

- It is preferred that the numeric sub-set of playing tokens further comprises a token which indicates the first numeric value of "100".
30

It is preferred that the second numeric value is the last digit of the first numeric value. Alternatively, it is preferred that the second numeric value is the sum of at least two of the digits of the first numeric value.

It is preferred that the set of tokens further comprises a further sub-set of playing tokens, each member of which further sub-set indicates a first numeric value which is in the range of from "0" to "9" inclusive.

5

It is preferred that the set of tokens further comprises an operator sub-set of playing tokens, each member of which operator sub-set indicates a mathematical operator.

10 It is preferred that the mathematical operator indicated on a member of the operator sub-set of tokens is chosen from the group consisting of: "+" [addition]; "-" [subtraction]; "x" [multiplication]; "÷" [division]; "=" [equality]; "%" [percentage]; "(" [left parenthesis], and ")" [right parenthesis].

15 It is preferred that the set of tokens further comprises a "luck" sub-set of tokens, each of which tokens in the "luck" sub-set carries an indicator which traditionally signifies luck. It is particularly preferred that there are three cards in the luck sub-set of tokens.

Brief description of the drawings

20 Preferred embodiments of the invention are described below with reference to the following drawings in which figure 1, 2 and 3 illustrate faces of tokens.

Description of preferred embodiments of the invention

A set of tokens according to one preferred embodiment of the present invention is illustrated with reference to figures 1 and 2.

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According to the embodiment which is illustrated in these figures, a set of tokens comprises 101 numeric tokens, each of which indicates a first numeric value, being one of the numbers "0" to "100". According to this embodiment of the inventions, the tokens are each playing cards similar to traditional playing cards. Each card is made from thin, but 30 strong and flexible, cardboard with various indicia printed on it. As with traditional playing cards, one surface of the card is printed with a neutral pattern which does not reveal the contents of the other side of the card.

This first numeric value is indicated (with reference to the token referenced by the reference number 2 in figure 1) centrally such as the number "0", indicated by the reference number 3. This first numeric value is printed in large font and centrally placed on one side of the card 2. The first numeric value is also printed, in smaller font, at 4 in
5 the corner of the card 2 that is at the top left in figure 1.

In the card 8, the first numeric value "96" is indicated by reference number 9. This first numeric value is also printed at the 11 in the corner of the card 8 that is at the top left in figure 2.

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A second numeric value is also placed on each of the 101 cards according to the embodiment of figures 1 and 2. In this embodiment, the second numeric value is the last digit of the first numeric value. This second numeric value is printed on the face of the card, at the corner diagonally opposite the corner at which the first numeric value is
15 printed. On the card 2 in figure 1, the second numeric value appears at 6. In the card 8 of figure 2, the second numeric value "9" of that card is printed at 12 on that card. To avoid ambiguity between the digit "6" and the digit "9", the digit "6" on card 8 is printed with an underscore beneath it to indicate the correct orientation of the digit.

20 The set of playing cards according to the embodiment of figures 1 to 3 also comprises three "luck" cards which are indicated at 13, 14 and 16 in figure 2. Each of these "luck" cards carries a "luck" symbol, indicated at 17, 18 and 19 respectively in figure 2.

The set of playing cards according to the embodiment of figures 1 and 2 also comprises 8
25 numeric operator cards, as is illustrated in figure 2. Each of these numeric operator cards carries a numeric operator, namely, one of: "+" [addition]; "-" [subtraction]; "x" [multiplication]; "÷" [division]; "=" [equality]; "%" [percentage]; "(" [left parenthesis], and ")" [right parenthesis].

30 A further preferred embodiment of the invention which is illustrated in figures 3 and 2 of the drawings differs from the embodiment of figures 1 and 2 only in that the second numeric value of each card is derived by addition of the digits of the its numeric value.

Annex 1 to this specification sets out a set of rules which is appropriate to modified forms of poker which exploit features of playing cards according to embodiments of the present invention.

- 5 While the present invention has been described with reference to a few specific embodiments, the description is illustrative of the invention and is not to be construed as limiting the invention. Various modifications may occur to those skilled in the art without departing from the true spirit and scope of the invention as defined by the appended claims.

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'Comprises/comprising' when used in this specification is taken to specify the presence of stated features, integers, steps or components but does not preclude the presence or addition of one or more other features, integers, steps, components or groups thereof.

Annex 1
Poker
"HOME GAME" or "CASINO GAME"

5

Player v's Player
Player v's Bank
Players 2 - 10

10

CARDS:

Full deck, use cards 0 - 69 & 3 x wilds (1 - 8 Decks)

15

Or use the expanded deck 0 - 100 & 3 x wilds (1 - 6 Decks)

wilds: substitute for ANY number.

Poker can be played with or without wilds.

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NUMBER SELECTIONS on CARDS:

Players can use either the "LARGE" number or the "SMALL" (derived) number on each individual card but NOT both.

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Use either the 16 eg: 16, 17, 18, 19, 20

30

Or the 7 eg: 7, 8, 9, 10, 11

Community Cards: Players can use either the "LARGE" number or the "SMALL" (derived) number on each individual community card.

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Community cards always remain out front and not to be touched.

OBJECT of the GAME:

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To create the best five-card hand possible, using any combination of the five cards in your hand (hole cards) and the three **community** cards out the front.
See RANKINGS below.

45

METHOD of PLAY:

Poker

"Casino Game with betting Options"

Betting option: Players "anti-up", by placing a big and small blind respectively.

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Shuffle the deck.

Five cards are dealt "face down" to each player, one at a time in a clockwise direction.

10 Three **community** cards are then dealt "face up" and placed in the middle for all to see and use, if required.

Community cards always remain out front and not to be touched.

The dealer announces the **community** cards.

15

Players then pick-up and sort their cards, using any combination of the five cards in their hand with the three **community** cards out the front to create the best five-card hand possible.

See **RANKINGS** below.

20

Betting option: Players **CHECK**, **CALL**, **RAISE** or **FOLD**.

DISCARDS:

25 Players have one chance to improve their hands by being able to throw back a maximum of two cards only.

The dealer, then deals back out to each player the same number of cards as they have discarded.

30 **Note:** Players should have five cards only in their hands after receiving replacements.

Players then re-sort and combine the five cards in their hand, with the three **community** cards out the front to create the best five-card hand possible.

See **RANKINGS** below.

35

Betting option: Players **CHECK**, **CALL**, **RAISE** or **FOLD**.

Once all betting is completed, the remaining hands are shown, and the winner is determined by **RANKINGS** below.

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heat:

45 If two or more players have identical winning hands. The player with the highest numbered card in their hand **WINS**.

Excluding **wilds** and **community** cards

50 **Poker Rankings:**

(see **poker** ranking explanations below)

Golden fu, Royal fu, High Straight, 5 of A Kind, Decade Flush, 4 of

A Kind, Full House, Low Straight, 3 of A Kind, 2 Pair, High Card

Poker Ranking explanations:

- 5 There are seven special "GOLDEN" cards,

0, 10, 20, 30, 40, 50, 60

(LARGE Numbers, with a Golden number in the top left hand corner).

- 10 **Golden fu:**

(Golden numbers in order)

eg: **0, 10*, 20, 30, 40**

eg: **20, 30, (wild/40), 50, 60**

10* = Large 10 (Golden **10** in the top left hand corner)

- 15

Royal fu:

(Golden numbers not in order and/or using a derived 10**)

eg: **0, 30, 40, 50, 60**

eg: **0, 10**, 20, 30, 40**

- 20 (**10**** = Any derived 10)

High Straight:

(Large Numbers Only)

5 LARGE numbers in a row.

- 25 eg: 29, 30, 31, 32, 33

5 of A Kind:

(Mix of Large & Small Numbers)

eg: 8, 8, 8, 8, 8

- 30 (8, 17/8, 26/8, 44/8, 62/8)

Decade Flush:

(Large Numbers Only)

eg: 40, 42, 43, 46, 49

- 35 Five Mixed Numbers In each Decade

0 - 9

10-19

20-29

30-39

- 40 40-49

50-59

60-69

4 of A Kind:

eg: 7, 7, 7, 7

- 45 (7, 16/7, 25/7, 34/7)

Full House:

3 of A Kind + A Pair

eg: 10, 10, 10 + 15, 15
(10, 37/10, 46/10 + 15, 69/15)

Low Straight:

- 5 (Mix of Large & Small Numbers)
eg: 2, 3, 4, 5, 6
(2, 12/3, 40/4, 14/5, 6)

3 of A Kind:

- 10 eg: 9, 9, 9
(9, fu wild/9, 27/9)

2 Pair:

- 15 eg: 8, 8 + 14, 14
(26/8, 35/8 + 59/14, 68/14)

Pair:

- 20 eg: 10, 10
(28/10, 46/10)

High Card:

(Large Numbers Only)
Highest LARGE Number.

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Examples of Other Poker Rankings

Denominator Straight

- (Large Numbers Only)
30 eg: 5, 15, 25, 35, 45
Five numbers with an identical last denominator, occurring in order.

Denominator Flush

- (Large Numbers Only)
35 eg: 5, 35, 45, 55, 65
Five numbers with identical last denominator, not occurring in order.

Ranking Note:

- 40 Ranking order may differ depending on rules and games selected.

Important Notes:

- 45 Many different styles of **Poker** and other games can be played. This depends on the rules.
Here are some examples of variances:

- A different amount of cards can be dealt to each player
eg: 1,2,3,4,5 etc

- A different amount of community cards can be placed out the front
eg: 0,1,2,3,4,5 etc
- Games can be played with or without **community** cards
- **Community** cards may be turned over all at once, one at a time or any other combination depending on betting preferences
- Games can be played with no throwbacks or one or more throwbacks
- Players can throwback more than 2 cards
- Players can play against one another or play against the bank
- Include one or more **wilds**
- Exclude **wilds**
- Alternate rankings can be used
eg: 19,29,39,49,59
- Alternate hands can be used
ie: Best 7 card hand out of 7 cards.
eg: 1,2,3,4,5,6,7: rankings would increase accordingly
- More than one deck can be used
- A different amount of cards can be used eg: 0-59, 0-89, 0-99 etc
- When using more than one deck or more cards than 0-69, there can be more than 10 players
- May include one or more betting rounds
- Games played against the bank: Payouts will vary depending on house edge and casino preferences
- Progressive jackpots can be integrated depending on the casino
- Betting games can be played with limit or no limit

Extra Notes

Number Combinations

fu Number Combinations

0=0	10=10 or 1	20=20 or 2	30=30 or 3
1=1	11=11 or 2	21=21 or 3	31=31 or 4
2=2	12=12 or 3	22=22 or 4	32=32 or 5
3=3	13=13 or 4	23=23 or 5	33=33 or 6
4=4	14=14 or 5	24=24 or 6	34=34 or 7
5=5	15=15 or 6	25=25 or 7	35=35 or 8
6=6	16=16 or 7	26=26 or 8	36=36 or 9
7=7	17=17 or 8	27=27 or 9	37=37 or 10
8=8	18=18 or 9	28=28 or 10	38=38 or 11
9=9	19=19 or 10	29=29 or 11	39=39 or 12

40=40 or 4	50=50 or 5	60=60 or 6
41=41 or 5	51=51 or 6	61=61 or 7
42=42 or 6	52=52 or 7	62=62 or 8
43=43 or 7	53=53 or 8	63=63 or 9
44=44 or 8	54=54 or 9	64=64 or 10
45=45 or 9	55=55 or 10	65=65 or 11
46=46 or 10	56=56 or 11	66=66 or 12
47=47 or 11	57=57 or 12	67=67 or 13
48=48 or 12	58=58 or 13	68=68 or 14
49=49 or 13	59=59 or 14	69=69 or 15

3 x fu wild cards

Claims

1. A set of playing tokens comprising:
 - a subset of playing tokens, each playing token in the subset having
 - a first numeric value disposed on a central region of the playing token and having two digits, the first numeric value being in the range of “10” to “99” inclusive,
 - a second numeric value disposed on another corner region of the playing token and having exactly one digit, wherein the second numeric value is equivalent in value to one of the two digits of the first numeric value, and
 - a third numeric value disposed on one corner region of the playing token and having two digits, wherein the third numeric value is equivalent in value to the first numeric value.
2. A set of playing tokens as claimed in claim 1, wherein no two tokens in the sub-set indicate the same first numeric value.
3. A set of playing tokens as claimed in claim 2, wherein there are 90 tokens in the sub-set of tokens.
4. A set of playing tokens as claimed in claim 1, wherein the sub-set of playing tokens further comprises a token which indicates the first numeric value of “100”.
5. A set of playing tokens as claimed in claim 1, wherein the second numeric value of each of the playing tokens is equivalent in value to the last digit of the first numeric value.
6. A set of playing tokens as claimed in claim 1, further comprising a second sub-set of playing tokens, wherein each member of the second sub-set indicates a first numeric value which is in the range of from “0” to “9” inclusive.
7. A set of playing tokens as claimed in claim 1, further comprising a “luck” sub-set of tokens, each of which tokens in the “luck” sub-set carries an indicator which traditionally signifies luck.
8. A set of playing tokens as claimed in claim 7, wherein there are three tokens in the luck sub-set of tokens.

9. A set of playing tokens as claimed in claim 1, herein the sub-set of playing tokens includes at least 50 playing tokens.