

Abstract

An incentive method for a gambling game aims to increase gamble game odds. The method includes a calculating dynamic raised odds step to generate dynamic raised odds according to different game results. The gamble game also has a betting table marked with payment odds for placing bets in the gamble game. Different game results are marked with the dynamic raised odds. For players who win the bet based on the generated game results payment is made according to the dynamic raised odds or payment odds. Thus the gamble game provides a greater expectation value to enable the players to get additional awards in the gamble game. Therefore the appeal of playing the gamble game is greater to the players and utilization of the betting table increases.

Figure 1.