Four dice game

FIELD OF THE INVENTION

The present invention relates to a dice game, and more particularly a dice game that uses four dice.

BACKGROUND

The conventional Sic Bo game is a popular wagering game played around the world. The game consists of three identical six-sided dice placed in a dice roller or dice shaker device. A round of play commences when, after the players have placed their bets, the dealer rolls the three dice. In some Sic Bo games, the dealer activates an opaque dice shaker before bets are placed.

Wagering areas typically allow betting on Small (total sum from 4 to 10, excluding any triples), Big (total sum from 11 to 17, excluding any triples), a specific total sum, a specific single, a specific double, a specific triple, any triples, and a specific pair of combination dice outcome. Players may place a bet on any or all of such wagering areas, each bet evaluated independently of other bets.

The conventional Sic Bo game outcome is determined by the outcome of three identical dice. To enhance excitement of play to attract the interest of players, it is desirable to introduce multiple ways of wagering in a dice game, such as wagering on the game outcome of two dice and three dice in a single dice game.

Although the Sic Bo game is easy to comprehend among casino games, the lack of innovative wagering opportunity can cause players to lose interest in the game. It is therefore desirable to introduce novel wagering options in a dice game.

The lack of ability to award bigger payout can also cause players to lose interest in the game. It is desirable to provide some form of enhancement to the payouts, such as a multiple odds payout in order to create more incentives for playing a dice game.

It is therefore an object to introduce multiple ways of wagering, novel wagering options and some form of enhancement to the payouts in a dice game.

SUMMARY

In one aspect, the present invention is a method of playing a four dice game, said method including steps of:

providing a wagering game comprising wagering elements that include four dice, consisting two grey dot dice, one white dot dice and one numeric dice, whereby the four dice each has six faces containing scores 1 through 6, and the two grey dot dice and one white dot dice each

has two faces of red dots and four faces of black dots and an associated bet layout comprising delineated betting regions known as individual wagering areas;

one or more players placing a wager on a possible wagering game outcomes;

the dealer rolling the four dice;

determining a wagering game outcome;

determining whether said player has won on the game outcome based on the outcome of the dot dice whereby said outcome of the dot dice comprises the game outcome of the two grey dot dice and one white dot dice, and the game outcome of the two grey dot dice; and

determining whether a Bonus event is triggered on a wagering area based on the outcome of the numeric dice if and when the player has won on the game outcome, whereby a single odds payout is to be awarded to the player if a Bonus event is not triggered, and a multiple odds payout is to be awarded to the player if a Bonus event is triggered, together with a display of a Bonus indicator on the wagering area.

In another aspect, the present invention provides a gaming machine adapted to carry out the methods.

In another aspect, the present invention provides a software product to program a gaming system to carry out the methods.

The game apparatus comprises:

four dice consisting two grey dot dice, one white dot dice and one numeric dice, said four dice each has six faces containing scores 1 through 6, and said two grey dot dice and one white dot dice each has two faces of red dots and four faces of black dots; and

a table having a game surface comprising:

a dice rolling area;

Bonus indicators; and

a bet layout comprising delineated betting regions known as individual wagering areas.

The present invention provides a dice game which opens the possibility of providing a multiple odds payout while retaining a fairly traditional feel to the Sic Bo game.

The present method could be embodied in an electrical, mechanical, electro-mechanical, or video gaming device and any combinations thereof.

Further objects of the invention will become apparent from the description which follows.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a plan drawing of a bet layout according to a conventional Sic Bo game;

FIG. 2 is an example of a pay table for a conventional Sic Bo game of FIG. 1;

FIG. 3 is a plan drawing of a bet layout according to an optional embodiment of the present invention;

FIG. 4A-4B is an example of a pay table for the embodiment of FIG. 3;

FIG. 5 is plan drawing of a bet layout according to an optional embodiment of the present invention;

FIG. 6A-6B is an example of a pay table for the embodiment of FIG. 5;

FIG. 7 is plan drawing of a bet layout according to an optional embodiment of the present invention;

FIG. 8A-8B is an example of a pay table for the embodiment of FIG. 7;

FIG. 9 is plan drawing of a bet layout according to an optional embodiment of the present invention; and

FIG. 10A-10B is an example of a pay table for the embodiment of FIG. 9.

DETAILED DESCRIPTION

Reference is now made to the figures wherein like parts are referred to by like numerals throughout.

FIG. 1 depicts a plan drawing of a bet layout according to a conventional Sic Bo game.

FIG. 2 depicts an example of a pay table for a conventional Sic Bo game of FIG. 1.

FIGS. 3, 5, 7 and 9 comprise optional embodiments of the bet layout in the present invention.

A feature of the present invention is the multiple odds payout. The multiple odds payout is the single odds payout multiplied by a predetermined value of N, where N is a rational number of more than 1. For example, the value of N could be 1.5, 2 or 3. The value of N may differ for each wagering area of the bet layout.

In a preferred embodiment, the multiple odds payout comprises a standard value of N for all the wagering areas of the bet layout. The present embodiments shown in FIGS. 3 to 10 are examples of a multiple odds payout of 2 times the single odds payout for all the wagering areas of the bet layout. Since 2 times is equivalent to a double odds payout, the Bonus event according to FIGS. 3 to 10 is hereinafter referred to as a "Double Bonus" event, and the multiple odds payout is hereinafter referred to as a double odds payout.

As shown in FIG. 3, in one embodiment of the present invention, the bet layout comprises wagering areas of:

(i) "SMALL & TRIPLES" wagering area whereby a winning wager of single odds payout occurs when the three dot dice have a total score from 4 to 9, and all three dot dice have identical scores of either "1-1-1", "2-2-2", "3-3-3", "4-4-4", "5-5-5" or "6-6-

6", with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(ii) "BIG & TRIPLES" wagering area whereby a winning wager of single odds payout occurs when the three dot dice have a total score from 12 to 17, and all three dot dice have identical scores of either "1-1-1", "2-2-2", "3-3-3", "4-4-4", "5-5-5" or "6-6-6", with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(iii) "SUM OF THREE DICE" wagering areas whereby a winning wager of single odds payout occurs when the three dot dice have a specific total score of "4", "5", "6", "7", "8", "9", "10 or 11", "12", "13", "14", "15", "16" or "17", respectively in each specific wagering area, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(iv) "SPECIFIC SINGLE DICE" wagering areas whereby a winning wager of single odds payout occurs when one and only one, out of three dot dice has a specific score of "1", "2", "3", "4", "5" or "6", respectively in each specific wagering area, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(v) "SPECIFIC DOUBLE DICE" wagering areas whereby a winning wager of single odds payout occurs when two and only two, out of three dot dice have a specific score of "1-1", "2-2", "3-3"," 4-4", "5-5" or "6-6", respectively in each specific wagering area, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(vi) "SPECIFIC TRIPLE DICE" wagering areas whereby a winning wager of single odds payout occurs when the three dot dice have a specific score of "1-1-1", "2-2-2", "3-3-3", "4-4-4", "5-5-5" or "6-6-6", respectively in each specific wagering area, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(vii) "THREE ODD" wagering area whereby a winning wager of single odds payout occurs when all three dot dice have odd scores, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(viii) "TWO RED" wagering area whereby a winning wager of single odds payout occurs when two and only two, out of three dot dice are faces of red dots, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(ix) "THREE RED" wagering area whereby a winning wager of single odds payout occurs when all three dot dice are faces of red dots, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(x) "DICE 1 + 2 = DICE 3" wagering area whereby a winning wager of single odds payout occurs when the two grey dot dice have a total score same as the one white dot dice score, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(xi) "STRAIGHT" wagering area whereby a winning wager of single odds payout occurs when the three dot dice have scores of either "1-2-3", "2-3-4", "3-4-5" or "4-5-6", with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(xii) "THREE EVEN" wagering area whereby a winning wager of single odds payout occurs when all three dot dice have even scores, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(xiii) "SUM OF TWO DICE" wagering areas whereby a winning wager of single odds payout occurs when the two grey dot dice have a specific total score of "2", "3", "4", "5", "6", "7", "8", "9", "10", "11" or "12", respectively in each specific wagering area, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(xiv) "PARTICULAR SINGLE DICE" wagering areas whereby a winning wager of single odds payout occurs when at least one out of two grey dot dice has a specific score of "1", "2", "3", "4", "5" or "6", respectively in each specific wagering area, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered; and

(xv) "FIELD" wagering areas whereby a winning wager of single odds payout occurs when the two grey dot dice have a specific total score in the grouping of "2, 3, 4, 5, 10, 11 or 12", "2, 3, 4, 8, 9 or 12", "3, 4, 7, 10 or 11", "2, 6, 7, 10 or 12", "2, 5, 6, 9 or 11", or "3, 4, 8, 10, 11 or 12", respectively in each specific wagering area, with a double odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered.

The wagering areas comprise a predetermined Bonus event visibly indicated upon each of the wagering area.

As shown in FIG. 3, in one embodiment of the present invention, the Bonus events visibly indicated upon each of the wagering area are "DB 1", "DB 2", "DB 3", "DB 4", "DB 5" and

"DB 6" and a combinations thereof, where the events correspond to the outcome of the numeric dice scores of "1", "2", "3", "4", "5" and "6" respectively. If a Bonus event is triggered on a winning wager, the player is paid a double odds payout. On the other hand, if a Bonus event is not triggered on a winning wager, the player is paid a single odds payout, whereby the predetermined single odds payouts are visibly indicated upon each of the wagering area. In other optional embodiments, the outcome of the dice scores and corresponding Bonus events triggered may differ.

The game begins with players making wagers on one or more wagering areas in the bet layout 300, in a manner described in more detail below.

A player may place a wager on a particular combination of two grey dot dice and one white dot dice, for example, wagering area "SMALL & TRIPLES" 301, wagering area "SUM OF THREE DICE - 4" 302, wagering area "SPECIFIC SINGLE DICE - 6" 303, wagering area "SPECIFIC DOUBLE DICE - 5-5" 304, wagering area "SPECIFIC TRIPLE DICE - 4-4-4" 305, and wagering area "THREE ODD" 306. In addition, players can wager on a particular combination of two grey dot dice , for example, wagering area "SUM OF TWO DICE - 2"307, wagering area "PARTICULAR SINGLE DICE - 1" 308, and wagering area "FIELD - 2, 3, 4, 5, 10, 11 or 12" 309.

The dealer rolls four dice, consisting two dot dice preferably in grey, (hereinafter referred to as "DICE 1 & 2"), one dot dice preferably in white (hereinafter referred to as "DICE 3"), and one numeric dice, said four dice each has six faces containing scores from 1 to 6, and said two grey dot dice and one white dot dice each has two faces of red dots and four faces of black dots, preferably score "1" and "4" in red and score "2", "3", "4" and "5" in black. Based on the outcome of the four dice and the wagers placed by the players, wagers are paid or collected in a round of game play.

The method of rolling the four dice could take a number of different embodiments.

In a preferred embodiment, there are two transparent devices of two dice each separately to roll, tumble or spin the dice, where players can watch the dice spinning and slowly coming to a rest. The first device contains DICE 1 & 2, and the second device contains DICE 3 and one numeric dice, wherein the first device is activated a number of seconds before the second device, the game outcome and Bonus event being determined after both the devices have their dice come to a rest.

In another embodiment, there are two transparent devices of one dice and three dice separately to roll, tumble or spin the dice, where players can watch the dice spinning and slowly coming to a rest. The first device contains one numeric dice, and the second device

contains DICE 1, 2 & 3, wherein the first device is activated a number of seconds before the second device, the game outcome and Bonus event being determined after both the devices have their dice come to a rest.

In another embodiment, there are four transparent devices of one dice each separately to roll, tumble or spin the dice, where players can watch the dice spinning and slowly coming to a rest. The first device contains one numeric dice, the second device contains DICE 1, the third device contains DICE 2, and the fourth device contains DICE 3, wherein the devices are activated in order from first to fourth, a number of seconds interval of one another, the game outcome and Bonus event being determined after all the devices have their dice come to a rest.

In another embodiment, instead of the dealer rolling the dice, players are given the opportunity to roll the four dice, one at a time, in any order.

Referring to FIG. 3, in one embodiment of the present invention and FIG. 4A-4B, an example of a pay table for the embodiment of FIG. 3, the game is described in more detail below.

For example, suppose the game outcome of DICE 1, 2 & 3 is "6-6-6", a player who places a wager on a wagering area "SMALL & TRIPLES" 301 would be paid 2 to 1 if the outcome of the numeric dice is "1, 2 or 3", and paid 1 to 1 if the outcome of the numeric dice is "4, 5 or 6". However, if the game outcome is a losing outcome, a player who places a wager on a wagering area "SMALL & TRIPLES" 301 would be collected.

In another example, suppose the game outcome of DICE 1, 2 & 3 is "a total score of 4", a player who places a wager on a wagering area "SUM OF THREE DICE - 4" 302 would be paid 100 to 1 if the outcome of the numeric dice is "1", and paid 50 to 1 if the outcome of the numeric dice is other than "1". However, if the game outcome of DICE 1, 2 & 3 is other than "a total score of 4", a player who places a wager on a wagering area "SUM OF THREE DICE - 4" 302 would be collected.

In yet another example, suppose the game outcome of DICE 1 & 2 is "both dice have a score of 1", a player who places a wager on a wagering area "PARTICULAR SINGLE DICE - 1" 308 would be paid 20 to 1 if the outcome of the numeric dice is "1", and paid 10 to 1 if the outcome of the numeric dice is other than "1". On the other hand, suppose the game outcome of DICE 1 & 2 is "one out of two dice has a score of 1", a player who places a wager on a wagering area "PARTICULAR SINGLE DICE - 1" 308 would be paid 2 to 1 if the outcome of the numeric dice is "1", and paid 1 to 1 if the outcome of the numeric dice is other than "1". However, if the game outcome of DICE 1 & 2 is "none of the dice has a score of 1", a

player who places a wager on a wagering area "PARTICULAR SINGLE DICE - 1" 308 would be collected.

After the game outcome is determined, the dealer displays Bonus indicators to indicate which wagering areas the Bonus event has been triggered upon for winning wagers. For example, electronic tables can illuminate areas underneath the various winning wagers with a Bonus event triggered where wagers are placed, to represent a multiple odds payout in a different colour than the winning wagers without a Bonus event triggered.

In another example, for electronic gaming machines having a video display, a display text "BONUS!" can be provided to indicate which wagering areas the Bonus event has been triggered upon after the outcome of the numeric dice is determined. On top of this, once the game outcome is determined, the video display can illuminate areas underneath the various winning wagers with a Bonus event triggered where wagers are placed, to represent a multiple odds payout in a different colour than the winning wagers without a Bonus event triggered.

Winning wagers would be rewarded as indicated in the pay table of FIG. 4A-4B.

The present method could take a number of different embodiments for the bet layout. For example, as shown in FIG. 5 in one embodiment, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 500.

The game is then carried out in a manner similar to the game as shown in FIG. 3 described as above.

Winning wagers would be rewarded as indicated in the pay table of FIG. 6A-6B.

In another example, as shown in FIG. 7 in one embodiment, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 700.

The game is then carried out in a manner similar to the game as shown in FIG. 3 described as above.

Winning wagers would be rewarded as indicated in the pay table of FIG. 8A-8B.

In yet another example, as shown in FIG. 9 in one embodiment, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 900.

The game is then carried out in a manner similar to the game as shown in FIG. 3 described as above.

Winning wagers would be rewarded as indicated in the pay table of FIG. 10A-10B.

The bet layout of the invention is not so limited, and many different variations of the bet layout configurations are contemplated.

As alluded to above, the present game could be played on a mechanical, electrical, electro-mechanical, or video gaming device or any of the combinations thereof. For example, one embodiment may include a conventional mechanical game apparatus and a live dealer.

Another embodiment may include an electronic table and a live dealer.

A further embodiment may include an electronic table without any dealer.

In another further embodiment, the game is a multiplayer unit with individual bet stations and a central video representation of the game.

The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

CLAIMS

1. A method of playing a four dice game, said method including steps of:

providing a wagering game comprising wagering elements that include four dice, consisting two grey dot dice, one white dot dice and one numeric dice, whereby the four dice each has six faces containing scores from 1 to 6, and the two grey dot dice and one white dot dice each has two faces of red dots and four faces of black dots and an associated bet layout comprising delineated betting regions known as wagering areas;

one or more players placing a wager on possible wagering game outcomes;

the dealer rolling the four dice;

determining a wagering game outcome;

determining whether said player has won on the game outcome based on the outcome of the dot dice comprising the game outcome of the two grey dot dice and one white dot dice, and the game outcome of the two grey dot dice; and

determining whether a Bonus event is triggered on a wagering area based on the outcome of the numeric dice if and when the player has won on the game outcome, whereby:

a single odds payout is to be awarded to the player if a Bonus event is not triggered; and

a multiple odds payout is to be awarded to the player if a Bonus event is triggered, together with a display of a Bonus indicator on the wagering area;

wherein said multiple odds payout is the single odds payout multiplied by a predetermined value of N, where N is a rational number of more than 1; and

wherein said outcome of the numeric dice would trigger a Bonus event on various wagering areas.

2. The method of claim 1, wherein the rules for the wagering areas for the game outcome of the two grey dot dice and one white dot dice comprise:

(i) "SMALL & TRIPLES" wagering area whereby a winning wager of single odds payout occurs when the three dot dice have a total score from 4 to 9, and all three dot dice have identical scores of either "1-1-1", "2-2-2", "3-3-3", "4-4-4", "5-5-5" or "6-6-6", with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(ii) "BIG & TRIPLES" wagering area whereby a winning wager of single odds payout occurs when the three dot dice have a total score from 12 to 17, and all three dot dice have identical scores of either "1-1-1", "2-2-2", "3-3-3", "4-4-4", "5-5-5" or "6-6-6",

with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(iii) "SUM OF THREE DICE" wagering areas whereby a winning wager of single odds payout occurs when the three dot dice have a specific total score of "4", "5", "6", "7", "8", "9", "10 or 11", "12", "13", "14", "15", "16" or "17", respectively in each specific wagering area, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(iv) "SPECIFIC SINGLE DICE" wagering areas whereby a winning wager of single odds payout occurs when one and only one, out of three dot dice has a specific score of "1", "2", "3", "4", "5" or "6", respectively in each specific wagering area, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(v) "SPECIFIC DOUBLE DICE" wagering areas whereby a winning wager of single odds payout occurs when two and only two, out of three dot dice have a specific score of "1-1", "2-2", "3-3"," 4-4", "5-5" or "6-6", respectively in each specific wagering area, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(vi) "SPECIFIC TRIPLE DICE" wagering areas whereby a winning wager of single odds payout occurs when the three dot dice have a specific score of "1-1-1", "2-2-2", "3-3-3", "4-4-4", "5-5-5" or "6-6-6", respectively in each specific wagering area, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(vii) "THREE ODD" wagering area whereby a winning wager of single odds payout occurs when all three dot dice have odd scores, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(viii) "TWO RED" wagering area whereby a winning wager of single odds payout occurs when two and only two, out of three dot dice are faces of red dots, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(ix) "THREE RED" wagering area whereby a winning wager of single odds payout occurs when all three dot dice are faces of red dots, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(x) "DICE 1 + 2 = DICE 3" wagering area whereby a winning wager of single odds payout occurs when the two grey dot dice have a total score same as the one white dot

dice score, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(xi) "STRAIGHT" wagering area whereby a winning wager of single odds payout occurs when the three dot dice have scores of either "1-2-3", "2-3-4", "3-4-5" or "4-5-6", with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(xii) "THREE EVEN" wagering area whereby a winning wager of single odds payout occurs when all three dot dice have even scores, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

3. The method of claim 1, wherein the rules for the wagering areas for the game outcome of the two grey dot dice comprise:

(i) "SUM OF TWO DICE" wagering areas whereby a winning wager of single odds payout occurs when the two grey dot dice have a specific total score of "2", "3", "4", "5", "6", "7", "8", "9", "10", "11" or "12", respectively in each specific wagering area, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered;

(ii) "PARTICULAR SINGLE DICE" wagering areas whereby a winning wager of single odds payout occurs when at least one out of two grey dot dice has a specific score of "1", "2", "3", "4", "5" or "6", respectively in each specific wagering area, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered; and

(iii) "FIELD" wagering areas whereby a winning wager of single odds payout occurs when the two grey dot dice have a specific total score in the grouping of "2, 3, 4, 5, 10, 11 or 12", "2, 3, 4, 8, 9 or 12", "3, 4, 7, 10 or 11", "2, 6, 7, 10 or 12", "2, 5, 6, 9 or 11", or "3, 4, 8, 10, 11 or 12", respectively in each specific wagering area, with a multiple odds payout instead of a single odds payout when the wager wins, if the Bonus event is triggered.

4. An apparatus for playing a four dice game, comprising:

four dice consisting two grey dot dice, one white dot dice and one numeric dice, said four dice each has six faces containing scores from 1 to 6, and said two grey dot dice and one white dot dice each has two faces of red dots and four faces of black dots; and

a table having a game surface comprising:

a dice rolling area;

Bonus indicators; and

a bet layout comprising delineated betting regions known as wagering areas;

wherein the dice game is carried out in accordance with any one of the preceding claims.

5. A gaming machine adapted to carry out the method of any one of claims 1 to 3.

6. A software product operatively adapted to program a gaming system to carry out the method of any one of claims 1 to 3.

METHOD AND APPARATUS FOR CONDUCTING A WAGERING GAME

Related Application Data

[0001] The present application claims the priority of PCT International Application No. PCT/SG2015/000018, entitled "Four Dice Game," filed January 22, 2015 by Applicant herein.

Field of the Invention

[0002] The present invention relates to a method and apparatus for conducting a dice game.

Background of the Invention

[0003] The conventional Sic Bo game is a popular wagering game played around the world. The game consists of three identical six-sided dice placed in a dice roller or dice shaker container. A round of play commences when, after the players have placed their bets, the dealer rolls the three dice. In some Sic Bo games, the dealer activates an opaque dice shaker before bets are placed.

[0004] Wagering areas typically allow betting on Small (total sum from 4 to 10, excluding any triples), Big (total sum from 11 to 17, excluding any triples), a specific total sum, a specific single, a specific double, a specific triple, any triples, and a specific pair of combination dice outcome. Players may place a bet on any or all of such wagering areas, each bet evaluated independently of other bets.

[0005] The conventional Sic Bo game outcome is determined by the outcome of three identical dice. To enhance excitement of play to attract the interest of players, it is desirable to introduce multiple ways of wagering in a dice game, such as wagering on the game outcome of two dice and three dice in a single dice game.

[0006] Although the Sic Bo game is easy to comprehend among casino games, the lack of innovative wagering opportunity can cause players to lose interest in the game. It is therefore desirable to introduce novel wagering options in a dice game. The lack of ability to award bigger payout can also cause players to lose interest in the game. It is desirable to provide some form of enhancement to the payouts, such as a multiple odds payout in order to create more incentives for playing a dice game. It is therefore an object to introduce multiple ways of wagering, novel wagering options and some form of enhancement to the payouts in a dice game.

[0007] Some wagering games, especially those implemented via a video game element or as an internet-based game, offer bonus events/payouts whereby the player is given the opportunity to earn extra payouts than those usually possible in standard mode of play. Such games may require an extra wager for such an opportunity, while others may have the bonus event available to all wagers without a need for an extra wager.

[0008] Several games use an aspect of a bonus payout for wagers in a game, such as in a card game, in a crap game, in a dice game, and in a roulette-type game. However, none of these games has a feature of the bonus payout that works similarly as the present invention.

[0009] For example, bacaraX is a commission-free Baccarat variant, played according to the traditional Baccarat card drawing rules. When the banker wins on 7 points, the

winning bet is not paid immediately; instead it is moved to the Multiplier Bonus Box (marked X) where the outcome of the subsequent hand determines the ratio of payment. Players may bet as usual while having a pending Multiplier Bonus bet. Pending Multiplier Bonus bets are guaranteed a minimum payment of 50% — or they could hit a multiplier-result on the next hand and get paid much more.

[0010] U.S. Patent No. 6,293,864 to Romero discloses a variation of the game baccarat, whereby a player designated as the banker has the option of making a bonus wager in addition to a primary wager, wherein the bonus wager provides the banker/player the possibility of participating in a bonus payout in the event the total number count of each of at least two consecutive hands equals a predetermined number count. The banker has to make a bonus wager so as to qualify for the bonus payout.

[0011] U.S. Patent No. 5,785,596 to Hobert discloses a craps or dice game and which further provides a super jackpot. A player must match the numbers of the super jackpot to win the super jackpot. The game is a craps game only. The super jackpot can be selected by computer or mechanical arrangements, such as a roulette wheel.

[0012] PCT International Publication No. WO2008148147 to Jackson et al., discloses an enhanced game of Sic Bo incorporating the option for a gamer of placing side bets on a successive run of predetermined outcomes. The side bets are typically whether the sum of the numbers on three dice are an even number or an odd number as represented by a side chart augmenting a typical Sic Bo table, or whether the sum of the numbers on the three dice is a big number between eleven and seventeen inclusive and a small number between four and ten inclusive as represented by another side chart. Returns are

typically paid to the player when there is a streak of five or more consecutive identical outcomes in the side charts where bets have been placed.

[0013] PCT International Publication No. WO 2011106832 to Gilbertson discloses an enhanced game of roulette, whereby if a trigger event has occurred, one or more subsequent games of roulette are provided to the player. In each subsequent game, a roulette game outcome is determined for the subsequent game. A determination is made as to whether the player is to be awarded any bonus award based upon the roulette game outcome for the subsequent game. A bonus award is determined, if any bonus award is determined to be awarded.

[0014] The closest game to the present invention would probably be Lucky Sic Bo by Aruze Corp. The game is based on a traditional three-dice Sic Bo game, which includes a progressive jackpot, an independent side bet game. A bonus trigger for the main game is awarded randomly to each individual wagering area, and is independent of other wagering areas. Therefore, the bonus payout may not occur at all in a single game, or may occur for one or more of the wagering areas, randomly. The frequency or probability of the bonus trigger within each category of wagering area is the same. For example, the probability of a bonus trigger for a “triple two” wager and a “triple five” wager are the same. On the other hand, the frequency or probability of the bonus trigger across each category of wagering area is different. For example, the probability of a bonus trigger for a “sum of three dice” wager may be much higher than for a “small/big” wager.

[0015] In comparison, the present invention uses a bonus die to indicate the triggering or non-triggering of a bonus event. The bonus die has indicia on the faces thereof to

indicate the triggering or non-triggering of a bonus event. The possible outcomes of the bonus die that would trigger a bonus event are allocated across all the wagering areas. For example, in an optional embodiment illustrated in FIG. 4A–4B, in the category "SMALL & TRIPLES," "BIG & TRIPLES," the bonus event is triggered for "SMALL & TRIPLES" when the bonus die is 1, 2, 3, while the bonus event is triggered for "BIG & TRIPLES" when the bonus die is 4, 5, 6. In another example, in an optional embodiment illustrated in FIG. 4A–4B, in the category "SPECIFIC SINGLE DICE," the bonus event is triggered for "SPECIFIC SINGLE DICE 1, 2, 3" when the bonus die is 1, 2, 3, 4, while the bonus event is triggered for "SPECIFIC SINGLE DICE 4, 5, 6" when the bonus die is 3, 4, 5, 6. In other words, when the bonus event is allocated for a particular wagering area, it is fixed throughout all the games. As such, when the bonus die is 3, the bonus event for "SMALL & TRIPLES," "SPECIFIC SINGLE DICE 1, 2, 3" and "SPECIFIC SINGLE DICE 4, 5, 6" would always be triggered at the same time. Stated differently, each outcome of the bonus die will always trigger the same wagering areas for every game. In addition, the bonus event will always be triggered in some wagering areas for every game.

Summary of the Invention

[0016] The present invention includes a method, apparatus, and electronic game machine for conducting a wagering game. The method may be conducted as a live table game, on a linked or stand alone electronic gaming machine, or a combination thereof. In an optional embodiment, the method may include providing a plurality of score dice each having numbers on the faces thereof to generate a game outcome. At least one

bonus die is also provided which has indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event. In alternate optional embodiments, the dice may be replaced by one or more wheels, spinners, cards, reels, tiles, or the like.

[0017] Wagers are received on possible game outcomes. Wagers may vary depending on the optional embodiment. For example, in an optional embodiment utilizing three score dice and one bonus die, at least one game outcome includes the faces displayed by all the score dice in combination with the face displayed by the bonus die. In the same or alternate optional embodiment utilizing three score dice and one bonus die, at least one game outcome includes faces displayed by fewer than all the score dice (e.g., two designated score dice of the three score dice) in combination with the face displayed by the bonus die.

[0018] A game outcome is generated based on a randomization of the score dice. A determination is made whether a bonus event has been triggered based on a randomization of the at least one bonus die. In one optional embodiment, the triggering of a bonus event varies depending on the game outcome, which includes the outcomes of both the bonus die and the score dice. For example, in one optional embodiment, at least two different game outcomes of the score dice are associated with different bonus event triggers of the bonus die. In a further or alternative optional embodiment, each bonus event trigger has a probability determined by the quantity of faces on the bonus die triggering the bonus event. In one such optional embodiment, at least two different game outcomes of the score dice are associated with bonus event triggers of the bonus die having different probabilities.

[0019] Wagers are resolved. If the bonus event has been triggered, wagers correctly predicting the game outcome are rewarded with a bonus odds payout. Conversely, if the bonus event has not been triggered, the wagers correctly predicting the game outcome are rewarded at a base odds payout different from, and less than, the bonus odds payout.

[0020] The present method could be embodied in linked or stand alone electrical, mechanical, electro-mechanical, or video gaming device and any combinations thereof.

[0021] Further objects of the invention will become apparent from the description which follows.

Brief Description of the Drawings

[0022] FIG. 1 is a plan drawing of a bet layout according to a conventional Sic Bo game;

[0023] FIG. 2 is an example of a pay table for a conventional Sic Bo game of FIG. 1;

[0024] FIG. 3 is a plan drawing of a bet layout according to an optional embodiment of the present invention;

[0025] FIG. 4A–4B is an example of a pay table for the embodiment of FIG. 3;

[0026] FIG. 5 is plan drawing of a bet layout according to an optional embodiment of the present invention;

[0027] FIG. 6A–6B is an example of a pay table for the embodiment of FIG. 5;

[0028] FIG. 7 is plan drawing of a bet layout according to an optional embodiment of the present invention;

[0029] FIG. 8A–8B is an example of a pay table for the embodiment of FIG. 7;

[0030] FIG. 9 is plan drawing of a bet layout according to an optional embodiment of the present invention;

[0031] FIG. 10A–10B is an example of a pay table for the embodiment of FIG. 9;

[0032] FIG. 11 is a depiction of dice utilized in an optional embodiment of the present invention;

[0033] FIG. 12 is a flow chart of a method according to an embodiment of the present invention; and

[0034] FIG. 13 is a block diagram of a device according to an embodiment of the present invention.

Description

[0035] Reference is now made to the figures wherein like parts are referred to by like numerals throughout.

[0036] FIG. 1 depicts a plan drawing of a bet layout according to a conventional Sic Bo game.

[0037] FIG. 2 depicts an example of a pay table for a conventional Sic Bo game of FIG. 1.

[0038] FIG. 11 depicts a set of dice for use in an optional embodiment of the present invention. The present invention may be carried out with any quantity of dice. In the optional embodiment depicted in FIG. 11, four dice are used including three score dice 1–3 and one bonus die 4. Each of the score dice 1–3, includes six faces with representations of the numbers 1 through 6, although other symbols with a corresponding numeric value may be used for each face of a die. Optionally, the dice

are differentiated from one another, such as by color coding. For example, in the optional embodiment of FIG. 11, two of the score dice 1, 2 are colored gray, one score die 3 is colored white, and the bonus die 4 is colored yellow. As a further differentiation, the score dice 1–3 may have a dot format dice and the bonus die 4 may have a numeric format die. Optionally, the bonus die 4 may have faces of different symbols, shapes, colors, and the like. Other differentiation schemes may be utilized to differentiate the dice, for example, dice may be of differing sizes, contained in color coded, named, or otherwise differentiable containers and the like.

[0039] In an optional embodiment, each of the score dice 1–3 has two faces of red dots and four faces of black dots. In the optional embodiment illustrated, the faces depicting scores 1 and 4 are in red and the faces depicting scores 2, 3, 5, and 6 are in black. The faces of red dots for these dice are to facilitate the wagering areas TWO RED and THREE RED, as described below. It is contemplated that in alternate optional embodiments, other color schemes may be utilized.

[0040] In an optional embodiment, a bonus die 4 is utilized in each game to determine whether a random bonus event has been generated. The random bonus event is triggered by different probabilities associated with different outcomes of the bonus die for each wager. As shown in the pay tables of FIGS. 4A–4B, 6A–6B, 8A–8B, and 10A–10B, the random bonus event (indicated in the column as "Bonus Event Triggered when Bonus Die is") is triggered based on different outcomes of the bonus die for each wagering area. Some wagering areas include more outcomes of the bonus die than others, thereby providing a higher probability of triggering the bonus event. Thus, in the examples illustrated, the payouts are transformed dynamically in each round of

game play based on a combination the outcome of the bonus die 4, the outcomes of the score dice 1–3, and the outcomes wagered upon.

[0041] The process of rolling the four dice could take a number of different embodiments. In an optional embodiment, there are two containers, optionally transparent, of two dice each separately to roll, tumble, or spin the dice, where players can watch the dice spinning and slowly coming to a rest. In one such optional embodiment, the first container contains two score dice 1–2 and the second container contains one score die 3 and one bonus die 4. In another embodiment, there are two containers, optionally transparent, of one die and three dice. The first container contains one bonus die 4 and the second container contains three score dice 1–3.

[0042] In an optional embodiment, a bet layout may be utilized to designate and track wagers received from players. In an optional embodiment, wagers may include a first wagering group waging on the combined outcome of three score dice plus the bonus die and a second wagering group waging on the combined outcome of two score dice plus the bonus die, as shown in the pay tables of FIGS. 4A–4B, 6A–6B, 8A–8B, and 10A–10B.

[0043] In the optional embodiments illustrated in the figures, there are two different sets of odds payout for each wager. They include a base odds payout and a bonus odds payout, as shown in the pay tables of FIGS. 4A–4B, 6A–6B, 8A–8B, and 10A–10B. The bonus odds payout is the odds payout multiplied by a predetermined value of N, where N is a rational number of more than 1. For example, the value of N could be 1.5, 2 or 3. The value of N may differ for each wagering area of the bet layout. The present embodiments shown in FIGS. 3–10 are examples of a bonus odds payout of two times

the base odds payout for all the wagering areas. When the outcome of all the score dice, or a subset thereof, matches an outcome wagered upon, the bonus die 4 determines the payout. The default payout is the base odds payout unless the bonus event has been triggered by the bonus die 4 for that particular outcome. If the bonus event has been triggered for that particular outcome, the payout is transformed from the base odds payout to the bonus odds payout.

[0044] FIGS. 3, 5, 7 and 9 illustrate some optional embodiments of a bet layout in the present invention.

[0045] Players may place wagers by placing money, chips, chits or other indicators on a bet layout demarcated with wagering areas. An optional embodiment of a bet layout of the present invention is shown in FIG. 3. Wagering areas 301–309 are delineated by lines drawn on the bet layout. Payout indicators 310 may be placed on the bet layout to indicate odds payout for the various wagers, thereby permitting players to readily determine the payouts they will receive for wagers that correctly predict the outcome of all the score dice, or a subset thereof. For example, a payout of 10:1 means that for every one unit (e.g., one dollar) wagered, a payout of ten units (e.g. ten dollars) will be paid if the wagered-upon outcome occurs.

[0046] Bonus event indicators 311–314 may be placed in or near the wagering areas 301–309 of the bet layout to indicate bonus events for the various wagers, thereby visually indicating which outcomes of the bonus die 4 will trigger a bonus event and transform the base odds payout into a bonus odds payout. In the example illustrated in the figures, the bonus event indicators indicated upon each of the wagering area are DB 1, DB 2, DB 3, DB 4, DB 5, DB 6, and combinations thereof, where the bonus event

triggers correspond to an outcome on the bonus die 4 of 1, 2, 3, 4, 5 and 6, respectively. It is contemplated that, while particular combinations of bonus event indicators for various wagers are shown, other combinations are possible. Optionally, the bonus die may have faces of different symbols, shapes, colors, and the like. When a bonus event is triggered, the payout for winning wagers is transformed from the base odds payout to a multiple of the odds payout, i.e., transformed into the bonus odds payout for that outcome. For example, in the optional embodiment illustrated in the figures, a bonus event indicator 314 on the bet layout indicates that if the sum of the score dice 1–3 is 17 and the bonus die 4 outcome is any number other than 6 (i.e., a bonus die outcome of 1, 2, 3, 4, or 5), the base odds payout is paid. On the other hand, if the sum of the score dice 1–3 is 17 and the bonus die 4 outcome is 6, the bonus odds payout is paid instead of the base odds payout. That is, when the bonus die 4 triggers a bonus event by producing an outcome of 6, the default base odds payout is transformed into the bonus odds payout for the winning wager on the sum of the score dice 1–3 of 17.

[0047] As shown in FIG. 3, in one embodiment of the present invention, the bet layout may include wagering areas directed to the following example wagers:

[0048] Category A: “SMALL & TRIPLES,” “BIG & TRIPLES”

[0049] (i) “SMALL & TRIPLES” wagering area whereby a winning wager of a base odds payout occurs when the score dice 1–3 have a total sum from 4 to 9, and/or have identical scores of either “1-1-1,” “2-2-2,” “3-3-3,” “4-4-4,” “5-5-5” or “6-6-6,” with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0050] (ii) “BIG & TRIPLES” wagering area whereby a winning wager of a base odds payout occurs when the score dice 1–3 have a total sum from 12 to 17, and/or have identical scores of either “1-1-1,” “2-2-2,” “3-3-3,” “4-4-4,” “5-5-5” or “6-6-6,” with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0051] Category B: “SUM OF THREE DICE”

[0052] (iii) “SUM OF THREE DICE” wagering areas whereby a winning wager of a base odds payout occurs when the score dice 1–3 have a specific total sum of “4,” “5,” “6,” “7,” “8,” “9,” “10 or 11,” “12,” “13,” “14,” “15,” “16” or “17,” respectively in each specific wagering area, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0053] Category C: “SPECIFIC SINGLE DICE”

[0054] (iv) “SPECIFIC SINGLE DICE” wagering areas whereby a winning wager of a base odds payout occurs when one and only one, out of three score dice 1–3 has a specific score of “1,” “2,” “3,” “4,” “5” or “6,” respectively in each specific wagering area, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0055] Category D: “SPECIFIC DOUBLE DICE”

[0056] (v) “SPECIFIC DOUBLE DICE” wagering areas whereby a winning wager of a base odds payout occurs when two, and only two, out of three score dice 1–3 have a specific score of “1-1,” “2-2,” “3-3,”“ 4-4,” “5-5” or “6-6,” respectively in each specific wagering area, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0057] Category E: “SPECIFIC TRIPLE DICE”

[0058] (vi) “SPECIFIC TRIPLE DICE” wagering areas whereby a winning wager of a base odds payout occurs when the score dice 1–3 have a specific score of “1-1-1,” “2-2-2,” “3-3-3,” “4-4-4,” “5-5-5” or “6-6-6,” respectively in each specific wagering area, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0059] Category F: “THREE ODD,” “TWO RED,” “THREE RED,” “DICE 1 + 2 = DICE 3,” “STRAIGHT,” “THREE EVEN”

[0060] (vii) “THREE ODD” wagering area whereby a winning wager of a base odds payout occurs when all three score dice 1–3 have odd scores, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0061] (viii) “TWO RED” wagering area whereby a winning wager of a base odds payout occurs when two and only two, out of three score dice 1–3 are faces of red dots, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0062] (ix) “THREE RED” wagering area whereby a winning wager of a base odds payout occurs when all three score dice 1–3 are faces of red dots, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0063] (x) “DICE 1 + 2 = DICE 3” wagering area whereby a winning wager of a base odds payout occurs when two of the score dice (e.g., the gray score dice 1, 2) have a total sum equal to the score of the third score die (e.g., the white score die 3), with a

bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0064] (xi) “STRAIGHT” wagering area whereby a winning wager of a base odds payout occurs when the score dice 1–3 have scores of either “1-2-3,” “2-3-4,” “3-4-5” or “4-5-6,” with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0065] (xii) “THREE EVEN” wagering area whereby a winning wager of a base odds payout occurs when all three score dice 1–3 have even scores, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0066] Category G: “SUM OF TWO DICE”

[0067] (xiii) “SUM OF TWO DICE” wagering areas whereby a winning wager of a base odds payout occurs when two designated score dice (e.g., the gray score dice 1, 2) have a specific total sum of “2,” “3,” “4,” “5,” “6,” “7,” “8,” “9,” “10,” “11” or “12,” respectively in each specific wagering area, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered;

[0068] Category H: “PARTICULAR SINGLE DICE”

[0069] (xiv) “PARTICULAR SINGLE DICE” wagering areas whereby a winning wager of a base odds payout occurs when at least one out of two designated score dice (e.g., the gray score dice 1, 2) has a specific score of “1,” “2,” “3,” “4,” “5” or “6,” respectively in each specific wagering area, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered; and

[0070] Category I: “FIELD”

[0071] (xv) “FIELD” wagering areas whereby a winning wager of a base odds payout occurs when two designated score dice (e.g., the gray score dice 1, 2) have a specific total sum in the grouping of “2, 3, 4, 5, 10, 11 or 12,” “2, 3, 4, 8, 9 or 12,” “3, 4, 7, 10 or 11,” “2, 6, 7, 10 or 12,” “2, 5, 6, 9 or 11,” or “3, 4, 8, 10, 11 or 12,” respectively in each specific wagering area, with a bonus odds payout instead of a base odds payout when the wager wins, if the bonus event is triggered.

[0072] As illustrated in FIG. 12, the game begins with the receipt 1202 of wagers from players. Wagers are received by receiving chips, checks, currency, or other forms of wagers on wagering areas. In an optional embodiment illustrated in FIGS. 3, 5, 7, and 9, players place wagers on one or more wagering areas in the bet layout 300, in a manner described in more detail below.

[0073] For example, in the optional embodiment illustrated in FIG. 3, a player may place a wager on a particular combination of score dice 1–3 in a wagering area “SMALL & TRIPLES” 301, a wagering area “SUM OF THREE DICE — 4” 302, a wagering area “SPECIFIC SINGLE DICE — 6” 303, a wagering area “SPECIFIC DOUBLE DICE — 5-5” 304, a wagering area “SPECIFIC TRIPLE DICE — 4-4-4” 305, and/or a wagering area “THREE ODD” 306. Additionally or alternatively, players can place a wager on a particular combination of two designated score dice 1, 2 in a wagering area “SUM OF TWO DICE — 2” 307, a wagering area “PARTICULAR SINGLE DICE — 1” 308, and/or a wagering area “FIELD — 2, 3, 4, 5, 10, 11 or 12” 309.

[0074] Referring to FIG. 3, in one embodiment of the present invention and FIG. 4A–4B, an example of a pay table for the embodiment of FIG. 3, the game is described in more detail below.

[0075] For example, suppose the game outcome of the three score dice 1–3 is "6-6-6." In one such optional embodiment, a wager on a wagering area "SMALL & TRIPLES" 301 would be paid a bonus odds payout of 2 to 1 if the outcome of the bonus die is "1, 2 or 3" or paid a base odds payout of 1 to 1 if the outcome of the bonus die is "4, 5 or 6." However, if the game outcome is a losing outcome, a wager on a wagering area "SMALL & TRIPLES" 301 would be collected.

[0076] In another example, suppose the game outcome of the three score dice 1–3 is a total sum of 4. A wager on a wagering area "SUM OF THREE DICE — 4" 302 would be paid a bonus odds payout of 100 to 1 if the outcome of the bonus die is "1" or paid a base odds payout of 50 to 1 if the outcome of the bonus die is other than "1." However, if the game outcome of the score dice 1–3 is any sum other than 4, a wager on a wagering area "SUM OF THREE DICE — 4" 302 would be collected.

[0077] In yet another example, suppose the game outcome of two designated score dice (e.g., the gray score dice 1, 2) is "both dice have a score of 1." A wager on a wagering area "PARTICULAR SINGLE DICE — 1" 308 would be paid a bonus odds payout of 20 to 1 if the outcome of the bonus die is "1" or paid a base odds payout of 10 to 1 if the outcome of the bonus die is any outcome other than "1." In another example, suppose the game outcome of two designated score dice (e.g., the gray score dice 1, 2) is "one out of two dice has a score of 1," a player who places a wager on a wagering area "PARTICULAR SINGLE DICE — 1" 308 would be paid a bonus odds payout of 2 to 1

if the outcome of the bonus die is "1" or paid a base odds payout of 1 to 1 if the outcome of the bonus die is other than "1." However, if the game outcome of the two designated score dice (e.g., the gray score dice 1, 2) is "none of the dice has a score of 1," a wager on a wagering area "PARTICULAR SINGLE DICE — 1" 308 would be collected.

[0078] Referring again to FIG. 12, the game outcome is generated 1204 using the score dice. A determination is made whether a bonus event has been triggered 1208 for all winning wagers 1206. Although the sequence of steps illustrated in FIG. 12 shows the generation of the game outcome occurring before the determination of the bonus event trigger, the order of the steps is not fixed and may be reversed or otherwise altered in other optional embodiments. After the game outcome is determined, bonus indicators may be displayed (optionally by the dealer) to indicate which wagering areas upon which the bonus event has been triggered for winning wagers. For example, electronic tables can illuminate areas underneath the various winning wagers with a bonus event triggered where wagers are placed, to represent a bonus odds payout, in a different color than the winning wagers without a bonus event triggered, to represent a base odds payout.

[0079] In another example, for electronic gaming machines having a video display, a display text "BONUS!" can be provided to indicate which wagering areas the bonus event has been triggered upon after the outcome of the bonus die 4 is determined. On top of this, once the game outcome is determined, the video display can illuminate areas underneath the various winning wagers with a bonus event triggered where wagers are

placed, to represent a bonus odds payout, in a different color than the winning wagers without a bonus event triggered, to represent a base odds payout.

[0080] Winning wagers are paid and losing wagers are collected 1214. Winning wagers on outcomes for which a bonus event has been triggered are paid a bonus odds payout 1210. Winning wagers on outcomes for which a bonus event has not been triggered are paid a base odds payout 1212. The figures set forth examples of pay tables. These examples should be considered illustrative rather than limiting as the outcomes and payouts may vary depending on the optional embodiment implemented. For example, in association with the example bet layout illustrated in FIG. 3, winning wagers could be rewarded as indicated in the pay table of FIG. 4A–4B.

[0081] As may be understood, the present method could take a number of different embodiments for the bet layout. For example, as shown in FIG. 5 in one embodiment, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 500. While the bet layout of FIG. 5 may differ from that of FIG. 3, the game may be carried out in a manner similar to the game as shown in FIG. 3 described as above and winning wagers may be rewarded as indicated in the pay table of FIG. 6A–6B.

[0082] In another example, as shown in FIG. 7 in one embodiment, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 700. As above, the game may be carried out in a manner similar to the game as shown in FIG. 3 described as above and winning wagers may be rewarded as indicated in the pay table of FIG. 8A–8B.

[0083] In yet another example, as shown in FIG. 9 in one embodiment, a bet layout is provided. The game begins with players making wagers on one or more wagering areas in the bet layout 900. As above, the game may be carried out in a manner similar to the game as shown in FIG. 3 described as above and winning wagers may be rewarded as indicated in the pay table of FIG. 10A–10B.

[0084] As may be appreciated, the bet layout of the invention is not so limited, and many different variations of the bet layout configurations are contemplated.

[0085] As alluded to above, the present game could be played on a linked or stand alone mechanical, electrical, electro-mechanical, or video gaming device or any of the combinations thereof. In an optional embodiment, gaming devices may be linked via network or internet space, stand alone, or a mix of both linked and stand alone. For example, one embodiment may include a conventional mechanical game apparatus and a live dealer. Another embodiment may include an electronic table and a live dealer. A further embodiment may include an electronic table without any dealer. In another further embodiment, the game is a multi-player unit with individual bet stations and a central video representation of the game.

[0086] For example, as illustrated in FIG. 13, a method according to an embodiment of the present invention may be implemented using a device. In one optional embodiment, the device only serves to produce random outcomes. Such a random outcome generator may take the form of a dice tumbler, playing card shuffler, or the like incorporating a random number generator that randomizes dice, playing cards, or other game pieces and, optionally, deals and/or displays randomized game pieces. Alternatively, a device may perform additional tasks aside from producing random outcomes, such as

displaying game pieces, evaluating and comparing game pieces, receiving input, and the like. A device may take the form of an electronic gaming machine, such as a slot machine, electronic video machine, electronic table, electronic table system, mobile phone, tablet device, handheld device, personal computer, or the like. Additionally or alternatively, an embodiment of the present invention may be conducted on a system of networked devices connected through a local area network, wide area network, Internet, mobile broadband network, or other telecommunications network. Moreover, it should be understood that the device that produces random outcomes with respect to the score dice may be the same device or a separate device from that which produces random outcomes with respect to the bonus die.

[0087] In one such optional embodiment, a device includes a logic controller 1302 in communication with a display 1304, a player interface 1306, and a data storage device 1308. Wagers are received or designated through a wager receiver that communicates with, or is integrated into, a player interface 1306. Such a player interface 1306 may take any form, including a button panel, keyboard, keypad, or the like. In a further optional embodiment, the player interface 1306 and display 1304 may be combined into a touch-screen device. In response to receipt of a wager, a random outcome is generated by a random outcome generator. In one such optional embodiment, the random outcome generator is a software, firmware, or hardware random number generator working in concert with a controller 1302 that maps random numbers generated by the random number generator to outcomes, such as dice, dice faces, or dice combinations.

[0088] The display 1304 may take any form, including a plasma display, liquid crystal display ("LCD"), organic light emitting diode ("OLED") display, cathode ray tube ("CRT") monitor, mechanical reels, or the like. As may be appreciated, in a gaming device with an electronic display, the game may be accompanied by animation to provide entertainment during the course of the game. It is contemplated that the device may be configured for multiple players with each player having his or her own device and/or own display 1304. Alternatively, the device may be configured for multiple players sharing a display 1304. In yet another optional embodiment, the device may be configured for a single player and a single display 1304.

[0089] Wagers are received through the player interface 1306. In an optional embodiment, a bet layout may be displayed on a display 1304 and wager selections may be received through a player interface 1306 in the form of a touch-screen device integrated into the display 1304.

[0090] A game outcome is generated by the logic controller 1302 randomizing electronic representations of score dice and a bonus die. In one optional embodiment, the game outcome is determined by a random number generated by a random outcome generator that is mapped to a game outcome. The game outcome is displayed at the display 1304. In an optional embodiment, the wagering areas on a bet layout that correspond to the game outcome (i.e., the "winning" wagering areas) may be highlighted as described above.

[0091] In an optional embodiment, the logic controller 1302 evaluates the game outcome against the wagered-upon game outcomes. If the game outcome matches a wagered-upon game outcome(s), as determined by the possible game outcomes stored at

the data storage device 1308 that are available for wagering, a payout or reward is issued by the logic controller 1302. The amount of the payout is determined by the game outcome and the bonus die outcome. If a bonus event for the particular game outcome is triggered based on the bonus die, a bonus odds payout is issued by the logic controller 1302. If a bonus event for the particular game outcome is not triggered based on the bonus die, a base odds payout is issued by the logic controller 1302. Stated differently, a bonus event triggered by the bonus die for the particular game outcome generated will cause the logic controller to transform a base odds payout into a bonus odds payout. If the game outcome does not match the wagered-upon game outcome(s), wagers are collected by the logic controller 1302. These results are conveyed to display 1304.

[0092] The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

I CLAIM:

1. A method of conducting a wagering game, comprising:

providing a plurality of score dice each having numbers on the faces thereof to generate a game outcome;

providing at least one bonus die having indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event;

receiving wagers on possible game outcomes;

generating a game outcome based on a randomization of at least a portion of said score dice;

determining whether a bonus event has been triggered based on a randomization of said at least one bonus die; and

resolving said wagers, wherein if said bonus event has been triggered, wagers correctly predicting said game outcome are rewarded with a bonus odds payout, and if said bonus event has not been triggered, said wagers correctly predicting said game outcome are rewarded at a base odds payout different from, and less than, said bonus odds payout.

2. The method of claim 1 wherein at least two different game outcomes based on a randomization of at least a portion of said score dice are associated with different bonus event triggers based on a randomization of said bonus die.

3. The method of claim 1 wherein each bonus event trigger has a probability determined by the quantity of faces of said bonus die triggering said bonus event and at

least two different game outcomes based on a randomization of at least a portion of said score dice are associated with bonus event triggers based on a randomization of said bonus die having different probabilities.

4. The method of claim 1 utilizing three score dice and one bonus die, wherein at least one game outcome includes the faces displayed by all said score dice in combination with the face displayed by said bonus die.

5. The method of claim 1 utilizing three score dice and one bonus die, wherein at least one game outcome includes faces displayed by fewer than all said score dice in combination with the face displayed by said bonus die.

6. The method of claim 1 utilizing two score dice and one bonus die, wherein at least one game outcome includes the faces displayed by all said score dice in combination with the face displayed by said bonus die.

7. An apparatus for conducting a wagering game, comprising:

a plurality of score dice each having numbers on the faces thereof to generate a game outcome;

at least one bonus die having indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event; and

a bet layout, wherein said bet layout is configured to receive wagers on possible game outcomes, such that a game outcome generated based on a randomization of at

least a portion of said score dice and a bonus event triggered based on a randomization of said at least one bonus die results in a resolution of said wager wherein if said bonus event has been triggered, wagers correctly predicting said game outcome are rewarded with a bonus odds payout, and if said bonus event has not been triggered, said wagers correctly predicting said game outcome are rewarded at a base odds payout different from, and less than, said bonus odds payout.

8. The apparatus of claim 7 wherein at least two different game outcomes based on a randomization of at least a portion of said score dice are associated with different bonus event triggers based on a randomization of said bonus die.

9. The apparatus of claim 7 wherein each bonus event trigger has a probability determined by the quantity of faces of said bonus die triggering said bonus event and at least two different game outcomes based on a randomization of at least a portion of said score dice are associated with bonus event triggers based on a randomization of said bonus die having different probabilities.

10. The apparatus of claim 7 utilizing three score dice and one bonus die, wherein at least one game outcome includes the faces displayed by all said score dice in combination with the face displayed by said bonus die.

11. The apparatus of claim 7 utilizing three score dice and one bonus die, wherein at least one game outcome includes faces displayed by fewer than all said score dice in combination with the face displayed by said bonus die.

12. The apparatus of claim 7 utilizing two score dice and one bonus die, wherein at least one game outcome includes the faces displayed by all said score dice in combination with the face displayed by said bonus die.

13. An electronic game machine, comprising:

a logic controller;

a display in communication with said logic controller;

a player interface in communication with said logic controller; and

a data storage device in communication with said logic controller configured to store a plurality of score dice each having numbers on the faces thereof to generate a game outcome, at least one bonus die having indicia on the faces thereof to indicate the triggering or non-triggering of a bonus event, and program instructions executable by said logic controller to conduct a wagering game comprising the steps of:

receiving wagers on possible game outcomes through said player interface;

generating a game outcome based on a randomization of at least a portion of said score dice by said logic controller;

determining whether a bonus event has been triggered based on a randomization of said at least one bonus die by said logic controller; and

resolving said wagers by said logic controller, wherein if said bonus event has been triggered, wagers correctly predicting said game outcome are rewarded with a bonus odds payout, and if said bonus event has not been triggered, said wagers correctly predicting said game outcome are rewarded at a base odds payout different from, and less than, said bonus odds payout.

14. The electronic game machine of claim 13 wherein at least two different game outcomes generated based on a randomization of at least a portion of said score dice by said logic controller are associated with different bonus event triggers based on a randomization of said bonus die.

15. The electronic game machine of claim 13 wherein each bonus event trigger has a probability determined by the quantity of faces of said bonus die triggering said bonus event and at least two different game outcomes generated based on a randomization of at least a portion of said score dice by said logic controller are associated with bonus event triggers based on a randomization of said bonus die having different probabilities.

16. The electronic game machine of claim 13 utilizing three score dice and one bonus die, wherein at least one game outcome generated based on a randomization of said score dice and said bonus die by said logic controller includes the faces displayed by all said score dice in combination with the face displayed by said bonus die.

17. The electronic game machine of claim 13 utilizing three score dice and one bonus die, wherein at least one game outcome generated based on a randomization of said score dice and said bonus die by said logic controller includes faces displayed by fewer than all said score dice in combination with the face displayed by said bonus die.

18. The electronic game machine of claim 13 utilizing two score dice and one bonus die, wherein at least one game outcome generated based on a randomization of said score dice and said bonus die by said logic controller includes the faces displayed by all said score dice in combination with the face displayed by said bonus die.