

AN INCENTIVE METHOD FOR A GAMBLING GAME

FIELD OF THE INVENTION

The present invention relates to a gambling game and particularly to a method to increase attractiveness of gambling
5 games.

BACKGROUND OF THE INVENTION

Craps, roulette and baccarat games are commonly seen gamble games that provide a betting table allowing players to place bets on different game results. Depending on the
10 appearing chance of the game results on the betting table different odds are marked. When a game result coincides with a player's betting payment is made to the player by the odds of the betting amount. The size of the odds depends on the appearing chance of the game result. Take throwing three dice
15 in the craps game as an example, the chance of appearing three "1" is $1/216$, the odds generally is 1 to 190, the converted return ratio of the player is about 88.4%, namely when the sample number is sufficiently large, betting 100 units can get return about 88 units. Take roulette for instance,
20 with "three zero roulette" as an example, the chance of appearing "1" is $1/39$, the odds generally is 1 to 36, the converted return ratio of the player is about 94.8%. Take baccarat for instance, the chance of appearing a pair is 7.47%, and the odds is 1 to 11, then the return ratio of the player is about
25 89.6%.

The aforesaid conventional gamble games generally produce a lower return ratio for the players. The players often feel being unfairly exploited. Thus the appeal of those games to the players is low, and table utilization also is down. This makes maximizing
5 business benefits difficult.

SUMMARY OF THE INVENTION

Therefore the primary object of the present invention is to provide an incentive method for a gambling game. The gambling game includes a betting table and a plurality of
10 game results. The betting table is marked with payment odds according to different game results respectively. The method includes: betting step, calculating dynamic raised odds step, display step, game result generation step and payment step.

The betting step aims to let players to place bets for the
15 game result on the betting table. The calculating dynamic raised odds step generates dynamic raised odds according to each of the game results respectively. The display step displays the dynamic raised odds of the game results on the betting table after the betting step is finished. The game result
20 generation step aims to generate one of the game results of the gambling game. The payment step aims to pay stakes for the bets won in the gambling game according to the payment odds or dynamic raised odds.

By means of the foregoing method, the payment odds of
25 the game result can be substituted by the dynamic raised odds,

namely the players have chances to obtain a payment of the dynamic raised odds upon winning, and hence the expectation value of the gambling game is increased. With appearing of the dynamic raised odds, it is more attractive for the players to participate the game. Hence the betting table utilization increases and maximum benefit can be achieved.

The foregoing, as well as additional objects, features and advantages of the present invention will be more readily apparent from the following detailed description, which proceeds with reference to the accompanying embodiments and drawings. The embodiments serve only for illustrative purpose and are not the limitations of the present invention.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a process flowchart of the present invention.

FIG. 2 is a flowchart of a first embodiment of the present invention.

FIG. 3 is a schematic view of raised odds of the first embodiment of the present invention.

FIG. 4 is a flowchart of a second embodiment of the present invention.

FIG. 5 is a schematic view of raised odds of the second embodiment of the present invention.

FIG. 6 is a flowchart of a third embodiment of the present invention.

FIG. 7 is a schematic view of raised odds of the third

embodiment of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Please referring to FIG. 1, the present invention provides
5 an incentive method for a gambling game. The gambling game includes a betting table 20 and a plurality of game results 40 (also referring to FIG. 3) marked respectively with payment odds 30. The method comprises procedures of: betting step 10, calculating dynamic raised odds step 11, display step 12,
10 game result generation step 13 and payment step 14.

The betting step 10 aims to let players to place bets for the game results 40 on the betting table 20. This can be accomplished by placing at least a chip 50 on the betting table 20. The probability of generating the game results 40 is
15 defined as a game probability. Multiplication product of the game probability and the payment odds 30 is a player's return ratio (a multiple of the bet retrieved by the player for winning in the gambling game). The payment odds 30 are set at a given value. And the payment odds 30 should be controlled at the
20 given value to make the player's return ratio no greater than 100%. The difference of the player's return ratio and 100% is the benefit of the landlord (banker).

Depending on different rules of game, the payment odds 30 include two types, i.e. returning the bet placed by the player
25 and no return of the bet placed by the player. The aforesaid

player's return ratio is the payment odds 30 with returning the player's placed bet, namely the payment odds 30 would be equal to the multiple of the bet retrieved by the player for winning in the gambling game. On the other hand, if the
5 payment odds 30 do not with returning the bet placed by the player, the multiple of the bet retrieved by the player for winning in the gambling game, in addition to the payment odds 30, also includes double of the bet placed by the player. Hence the return ratio of the player should be amended as a
10 multiplication product of the payment odds 30 plus double of the bet (namely actual taken multiple of the player won in the gambling game) and the game probability.

In order to increase the odds, the calculating dynamic raised odds step 11 generates dynamic raised odds 60 (with
15 returning the bet placed by the player) for each of the different game results 40. The dynamic raised odds 60 are selected from one of raised odds, and the raised odds have respectively an appearing probability. An accumulated average odds can be defined by an accumulation sum of
20 multiplication products of the raised odds and the corresponding appearing probability. A raised player's return ratio can also be defined by a multiplication product of the accumulated average odds and the probability of the game. The calculating dynamic raised odds step 11 includes, first,
25 set a target value; next, adjust the raised odds and the

corresponding appearing probability to make the player's return ratio approximate to the target value; preset the value and number of the raised odds; by merely adjusting the corresponding appearing probability the raised player's return
5 ratio can be made approximate to the target value.

Similarly, if the payment odds 30 do not include the player's bet, the raised player's return ratio should be amended to become the multiplication product of the accumulated average odds plus double of the bet and the game
10 probability.

The display step 12 aims to display the dynamic raised odds 60 of the different game results 40 on the betting table 20 after the betting step 10 ends. The game result generation step 13 aims to generate anyone of the game results 40 in the
15 gamble game. The payment step 14 aims to pay stakes for the bets won in the gambling game according to the payment odds 30 or the dynamic raised odds 60.

Please refer to FIGS. 2 and 3 for a first embodiment of the present invention adopted for a craps game. The game
20 includes three dice (not shown in the drawings) and a dice cup (also not shown in the drawings). It also includes the steps as previously discussed, namely the betting step 10, calculating dynamic raised odds step 11, display step 12, the game result generation step 13 and the payment step 14. First, a dice
25 shaking step 15 is executed, the three dice are shaken inside

the dice cup until in a still condition; next, proceeding the betting step 10; then the game result generation step 13 proceeds a dice showing step 131 by opening the dice cup to get the game result 40. Based on the game result 40, the stakes
5 can be paid according to the chips 50 betted on the game result 40.

The payment step 14 can include a wining judgment step 141, a payment judgment step 142, an original payment step 143 and a raised payment step 144. The winning judgment
10 step 142 determines whether to proceed the payment judgment step 144. The payment judgment step 142 determines whether to proceed payment of the dynamic raised payment odds 60, and based on which either the original payment step 143 or raise payment step 144 is proceeded.

15 Regarding the dynamic raised odds step 11, in this embodiment, for instance, the chance of appearing of three dice showing the same indicia (three 1s) is $1/216$, and given the payment odds 30 at 1 to 190 (the payment odds 30 does not include return of the player's bet), given the target value
20 at 95% (house benefit is 5%), and given the raised odds (not with returning the player's bet) at 1 to 190 (same as the payment odds 30), 1 to 230, 1 to 260, and 1 to 300, the corresponding probability of appearing after adjustment are respectively 80%, 7%, 7% and 6%. Based on this, the raised
25 player's return ratio is the multiplication product of the

accumulated average odds plus double of the bet (actually taken multiple of the player won in the gambling game) and the game probability. The accumulated average odds is the accumulation sum of the multiplication product of the raised
5 odds and the corresponding appearing probability, and can be represented by the equation as follow:

$$E = [1 + \sum_{i=1}^n (APay_i \times AProb_i)] \times Prob$$

Where E is raised player's return ratio, 1 is the bet multiple, APay_i are the raised odds, AProb_i are the appearing probability
10 corresponding to the raised odds.

Mathematic calculation is as follow:

$$(1+190*80\%+230*7\%+260*7\%+300*6\%)*1/216=95.04\%$$

The raised player's return ratio is approximate to the target value of 95%, thus can meet requirements.

15 After the betting step 10, the display step 12 displays the dynamic raised odds 60 on the betting table 20 according to the different gameresults 40, namely, for three dice showing the same indicia (three 1s) is 80% of chance to display 1 to 190 (the payment odds 30), 7% of chance to display 1 to 230, 7% of
20 chance to display 1 to s 260, and 6% of chance to display 1 to 300.

Please refer to FIGS. 4 and 5 for a second embodiment of the invention adopted for a roulette game. The roulette game includes a roulette wheel (not shown in the drawings) and a ball (also not

shown in the drawings). It also includes the steps as previously discussed, namely the betting step 10, the calculating dynamic raised odds step 11, the display step 12, the game result generation step 13 and the payment step 14. Before execution of the betting
5 step 10, first, proceed a roulette wheel spinning step 16 to allow the ball to roll on the roulette wheel and let the players to place the bets on the betting table 20 with the chips 50; at the dynamic raised odds step 11 the dynamic raised odds 60 is generated, and a stop betting step 17 is proceeded which ends the betting step
10 10 when the ball is rolling slower than a selected speed; then proceed the display step 12 to show the dynamic raised odds 60; then proceed the game result generation step 13 and proceed a step of showing a static location of ball 132 which is to wait the ball until in a static condition to generate and display the game result 40.

15 In this embodiment, take a “single number” as an example, the chance of winning the bet for the “single number” is 1/39, and given the payment odds 30 at 1 to 36, given the target value at 96% (house benefit is 4%), and given the raised odds (not with returning the player’s bet) at 1 to 36 (same as the payment odds 30), 1 to 42,
20 1 to 48 and 1 to 54, the corresponding probability of appearing after adjustment are respectively 96%, 2%, 1% and 1%. Based on this, the mathematic calculation is as follow:

$$(1+36*96\%+42*2\%+48*1\%+54*1\%)*1/39=95.95\%$$

The raised player’s return ratio is approximate to the
25 target value of 96%, thus can meet requirements.

Please refer to FIGS. 6 and 7 for a third embodiment of the invention adopted for baccarat game. It is a game using pokers (not shown in the drawings). It also includes the steps as previously discussed, namely the betting step 10, the calculating dynamic raised odds step 11, the display step 12, the game result generation step 13 and the payment step 14. Similarly, at the betting step 10, the players place the bets on the betting table 20 with the chips 50 at marked the payment odds 30. The dynamic raised odds step 11 generates the dynamic raised odds 60 shown at the display step 12; then the game result generation step 13 generates the game result 40, and payment is done through the payment step 14.

In the baccarat game, take betting a “pair” as an example. The chance of wining the bet of “pair” is 7.47%, given the payment odds 30 at 1 to 11, given the target value at 95% (house benefit is 5%), and given the raised odds (not with returning the player’s bet) at 1 to 11 (same as the payment odds 30), 1 to 14, 1 to 18 and 1 to 22, and the corresponding probability of appearing after adjustment are respectively 89%, 4%, 4% and 3%. Based on this, the mathematic calculation of the raised player’s return ratio is as follow:

$$(1+11*89\%+14*4\%+18*4\%+22*3\%)*7.47\%=95.09\%$$

The raised player’s return ratio is approximate to the target value of 95%, and can meet the requirement.

As a conclusion, the present invention, through the dynamic raised odds step 11, allows the dynamic raised odds 60 to

substitute the payment odds 30, namely the players have chance to win the bet and get the payment of the dynamic raised bet 60, hence have a greater expectation value. The frequently appeared dynamic raised odds 60 can motivate the players to place the bets and
5 increase utilization of the betting table 20 to generate maximum benefits.

What is Claimed is:

1. An incentive method for a gambling game, the gambling game includes a betting table and a plurality of game results, the betting table providing a mark of payment odds according to different game results, the method comprising the steps of:
 - betting step: allowing players to place bets for the game results on the betting table;
 - calculating dynamic raised odds step: generating dynamic raised odds according to each of the game results respectively;
 - display step: displaying the dynamic raised odds of the game results on the betting table after the betting step ends;
 - game result generation step: generating one of the game results of the gambling game; and
 - payment step: paying stakes for the bets won in the gambling game according to the payment odds or the dynamic raised odds.
2. The incentive method for the gambling game of claim 1, wherein the gambling game is a craps game which includes three dice and a dice cup, and proceeds first a dice shaking step, the three dice covered in the dice cup are shaken and kept in a still condition; then proceeding the betting step, the game result generation step including a dice showing step by opening the dice cup.
3. The incentive method for the gambling game of claim 1, wherein the gamble game is a roulette game which includes a

roulette wheel and a ball, and also includes a roulette wheel spinning step before proceeding the betting step to allow the ball to roll on the roulette wheel and a stop betting step after the calculating dynamic raised odds step; the stop betting step
5 being proceeded to end the betting step when the ball rolls slower than a selected speed; the game result generation step including a step of showing a static location of the ball which is to wait the ball to arrive a static condition and to show.

4. The incentive method for the gambling game of claim 1,
10 wherein the gamble game is a baccarat game.

5. The incentive method for the gambling game of claim 1, wherein the game results are generated by a probability according to a game probability, multiplication product of the game probability and the payment odds being deemed as a
15 player's return ratio, the payment odds being set at a given value and controlled at the given value to make the player's return ratio no greater than 100%.

6. The incentive method for the gambling game of claim 5, wherein the dynamic raised odds is selected from one of
20 raised odds which have respectively an appearing probability, an accumulation sum of multiplication products of the raised odds and the corresponding appearing probability thereof being defined as an accumulated average odds, the multiplication product of the accumulated average odds and
25 the game probability being treated as a raised player's return

ratio; the calculating dynamic raised odds step including setting a target value, adjusting the raised odds and the corresponding appearing probability to make the raised player's return ratio approximate to the target value.

5 7. The incentive method for the gambling game of claim 6, wherein the raised odds include a value and number set in advance.

8. The incentive method for the gambling game of claim 6, wherein the raised player's return ratio is a multiplication
10 product of the accumulated average odds plus double of the bet and the game probability.

9. The incentive method for the gambling game of claim 5, wherein the player's return ratio is the multiplication product of the payment odds plus double of the bet and the game
15 probability.

10. The incentive method for the gambling game of claim 1, wherein the payment step includes an award judgment step, a payment judgment step, an original payment step and a raised payment step; the award judgment step determining whether
20 to proceed the payment judgment step; the payment type judgment step determining whether to proceed payment of the dynamic raised odds and based on which to proceed either the original payment step or the raised payment step.