# ROULETTE WHEEL WITH SMART COVER

## CROSS-REFERENCE TO RELATED APPLICATION

**[0001]** The present application claims the benefit of U.S. Provisional Patent Application Serial No. 61/754,454, entitled "ROULETTE & COVER APPARATUS," filed on January 18, 2013, and U.S. Patent Application No. 14/022,188, entitled "ROULETTE WHEEL WITH SMART COVER," filed September 9, 2013, which are hereby incorporated by reference in their entirety for all purposes.

## BACKGROUND

**[0002]** The outcomes of various games, including casino games, may be decided according to one or more variables. In the game of roulette, a wheel is spun in one direction, and a ball in the opposite direction around a tilted circular track running around the inner circumference of the wheel. The ball eventually loses momentum and falls into one of a number of colored and numbered pockets on the wheel. However, for a time before the ball loses velocity, players may place wagers on where the ball will eventually end up. For example, a player may bet that the ball will land in a pocket for a specific number, color, or whether the number is going to be an odd or an even number. The game administrator (e.g., croupier or dealer) is responsible for stopping the betting before the ball loses velocity so that the players cannot estimate when or where the ball will fall.

## SUMMARY

**[0003]** The subject technology provides a system and method for delaying an outcome of a roulette game. In this regard, an example system includes a roulette wheel comprising a plurality of pockets, each pocket for stationary confinement of a ball, a glass cover attached to the roulette wheel, the glass cover configured to switch between a transparent state and an opaque state in response to electrical signals, and game circuitry operably connected to the glass cover, the game circuitry configured to switch the glass cover from the transparent state to the opaque state and back to the transparent state at one or more predetermined events or predetermined periods during play of the roulette game~~. In this regard, the game circuitry may launch a ball around an inner circumference of the roulette wheel~~, and to send a first electrical signal to the glass cover

while the ball is in motion around the inner circumference to change the glass cover from the transparent state to the opaque state so that the ball cannot be viewed from outside the glass cover. ~~Other aspects include corresponding methods, apparatus, and computer program products.~~

**[0004]** In another aspect, an example method includes launching a ball around a roulette wheel, the roulette wheel having a glass cover configured to switch between a transparent state and an opaque state in response to one or more electrical signals, ~~and switching the glass cover from the transparent state to the opaque state and back to the transparent state at one or more predetermined events or predetermined periods during play of the roulette game. In this regard the method may comprise~~ sending a first electrical signal to the glass cover while the ball is in motion around the roulette wheel to ~~change~~switch the glass cover from the transparent state to the opaque state so that the ball cannot be viewed from outside the glass cover, receiving an indication that the ball is no longer moving and has come to rest ~~and is~~ in one of a plurality of pockets on the roulette wheel, and sending a second electrical signal to the glass cover after the indication is received to change the glass cover from the opaque state to the transparent state, so that the ball can be viewed from outside the glass cover. ~~Other aspects include corresponding systems, apparatus, and computer program products for implementation of the computer implemented method.~~

**[0005]** In a further aspect, the subject technology includes a method for extending a time period for wagers in a game of roulette. For example, the method may include spinning a ball around a roulette wheel, the roulette wheel having a glass cover configured to switch between a transparent state and an opaque state~~, announcing that wagers may be placed based on an outcome of the spin~~, a period of time after spinning the ball but before the ball stops spinning, switching the glass cover from the transparent state to the opaque state so that the ball cannot be viewed by players of the game, announcing, while the glass is in the opaque state and after the ball stops spinning, that wagers may no longer be placed, switching the glass cover from the opaque state to the transparent state so that the outcome can be viewed by the players of the game, and accepting wagers before the ball is launched and while the ball is spinning and after the ball has come to rest, wherein the glass is in the opaque state during at least a period when the ball is spinning and after the ball has come to rest. ~~Other aspects include corresponding systems, apparatus, and computer program products for implementation of the method.~~