

METHOD FOR PLAYING A DICE GAME

FIELD OF THE INVENTION

[0001] This invention relates generally to a method for playing a dice game, in
5 particular to a method for playing a dice game that uses six dice in a single roll.

BACKGROUND OF THE INVENTION

[0002] There have been many betting or wagering games that use dice. A
conventional die has six sides with each side having one or more pips from one to six.
The opposite sides of each die have pips that add up to seven. One of the most original
10 dice games is Yahtzee, which utilizes five dice. In this game, the player attempts to
complete a chart, which has a plurality of "hands" which may be formed from five or
fewer dice. The player has a first roll of the five dice, saves whichever of the dice that
he/she thinks are helpful, re-rolls the remaining dice, again saves whichever of the
dice that he/she thinks are helpful and re-rolls the remaining dice. The player then
15 uses the combination of the five resulting dice as his "hand." The player marks on his
chart the outcome of this hand. The chart has a plurality of outcomes such as Five of a
Kind, Four of a Kind, Full House, Three of a Kind, Two Pairs and a Chance Outcome.

The Chance Outcome is simply the sum of the five dice. When the game is completed, the player with the highest total score wins.

- [0003] Another very popular dice game is Liars Dice. In this game, players
- 5 roll five dice and keep their results a secret, and they take turn bidding on the results.
- Casinos have created some other popular dice games, such as Craps, Grand Hazard, Chuck-A-Luck, Klondike, and Sic-Bo, among which Craps is the most popular one.
- The following is the basic rules of Casino Craps: The player who is rolling the dice is called the "shooter." The first roll in a round of Craps is called the "Come Out" roll. If
- 10 the shooter rolls a "seven" or "eleven," they win. If the shooter rolls a "two," "three" or "twelve," that's a Craps and they lose. If any other number is rolled it becomes the "Point." The purpose of the "Come Out" roll is to set the Point, which can be "four," "five," "six," "eight," "nine" or "ten." The Dealer places a puck marked "On" above the Point number printed on the table. The shooter's objective now is to roll the
- 15 "Point" again before a 7 is rolled, called the "Out 7." If the Point is rolled, the shooter and his fellow bettors win and the round is over. If the shooter rolls "Out 7," they lose and the round is over. If the roll is neither the "Point" nor "Out 7," the shooter continues to roll until they get the "Point" or "Out 7." All bets must be placed before the shooter rolls.

[0004] In view of the above, the conventional dice games are complicated and time-consuming and the used dice are conventional, which becomes monotonous to players. Therefore, there exists a need for a method of playing a dice game that is much easier to understand and consumes less time compared to the above conventional dice games, and for dice and a game surface used in such method that are visually appealing to players.

SUMMARY OF THE INVENTION

[0005] A primary object of the present invention is to provide a method of playing a dice game that is easier to understand and consumes less time. The other object of the present invention is to provide a method of playing a dice game that uses six visually appealing non-conventional dice and a corresponding game surface. The present invention in one embodiment relates to a method for playing a dice game. The method comprises the steps of: (i) providing six dice of the same kind, each of the six dice having six different symbols printed on six sides thereof; (ii) providing a game surface comprising: (a) a first layout comprising the six different symbols printed thereon indicating the combination of two of a kind of a wagered symbol; (b) a second layout with at least one combination printed thereon that is selected from the group consisting of three of a kind, four of a kind, five of a kind and six of a kind of any

symbol; and (c) a third layout indicating a combination of "six odds"; (iii) allowing
the player to make a wager on at least one of the first, second, and third layouts; (iv)
randomly displaying six face-up sides of the six dice at a single time; (v) comparing
5 the six face-up sides of the six dice to the wagered combination on the first, second
and third layouts; and (vi) determining whether the six face-up sides of the six dice
match any of the wagered combinations or not.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] The above objects and advantages of the present invention will become
10 more apparent from ensuing descriptions of preferred embodiments thereof with
reference to the attached drawings, in which:

[0007] Fig. 1a is a perspective view of a die in accordance with the present
invention;

[0008] Fig. 1b is another perspective view of the die; and

15 [0009] Fig. 2 is a plan view of a game surface in accordance with the present
invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0010] Please refer to Figs. 1a, 1b, and 2. The present invention in one
embodiment relates to a method of playing a dice game. First, six dice of the same

kind are provided. Each of the six dice has six different symbols printed on six sides thereof. The six symbols can be any six different symbols. Please refer to Figs. 1a and 1b. In this embodiment, the six symbols printed on the dice 10 are spade, heart, diamond, club, Jack and digit seven. The images are the same as or similar to those shown on regular poker cards. Second, a game surface 20 is provided. Fig. 2 shows a game surface 20 of the embodiment. The game surface 20 is preferably imprinted on a table. The table should be large enough to allow at least six players to stand or sit around its perimeter so that they can participate in the play by making wagers and rolling the dice. In addition, a location for the dealer is required and a chip rack should be presented. Other suitable equipment may be provided as needed, such as a dice-dropping box, as would be apparent to those skilled in the art.

[0011] The game surface 20 comprises first, second and third layouts 22, 24, 26. The first layout 22 comprises the six different symbols printed thereon, namely spade, heart, diamond, club, Jack and digit seven. The second layout 24 indicates combinations of three of a kind, four of a kind, five of a kind and six of a kind of any symbol. The third layout 26 indicates a combination of "six odds", which represents six different symbols. Furthermore, the game surface 20 also includes a pay table (not shown) that displays different payout amounts for different winning combinations.

Alternatively, the pay table could be posted near the above three layouts in any suitable manner. The pay table should be based on the percentage game return that the gaming establishment wishes to offer the player. The mathematical probabilities of different combinations can be calculated by those skilled in the art.

[0012] Third, a player makes a wager on at least one of the first, second, and third layouts 22, 24, 26. The player makes the wager by placing wagering tokens, such as gaming chips, coins or cash on the layouts at the designated location. Fourth, once all of the players have made their wagers, the player or a designated person randomly causes six face-up sides of the six dice to be displayed at a single time by throwing the six dice on the game surface 20 (or a dice-dropping box) at once and letting the six dice randomly come to a stop. The face-up side refers to the top side of the dice facing away from and normal to the game surface 20. A machine can also be used to roll the six dice. Furthermore, an electronic dice-rolling device may be used to simulate the rolling of the six dice in a random manner by a program in an electronic video gaming machine and to display to all players the results of the roll of the dice.

[0013] Fifth, the dealer or the designated person compares the six face-up sides of the six dice to the wagered combination on the first, second and/or third layouts. Sixth, the dealer or the designated person determines whether the six face-up

sides of the six dice match any of the wagered combinations or not. When the six face-up sides of the six dice are matched with any of the wagered combinations, the matched wagered combinations are winning combinations and when the six face-up sides of the six dice are not matched with any of the wagered combinations, the non-matched wagered combinations are losing combinations. The winning combinations are paid according to the pay table. The gaming establishment collects the wagers for the losing combinations.

[0014] There are three types of winning combinations. The first type of winning combination is that the player makes a wager for an pair of a "specific symbol" by placing a wager on the specific symbol in the first layout 22 and the randomly displayed six face-up sides of the six dice show at least two of the specific symbols. If the specific symbol is face up on either four or six out of the six dice, then the six face-up sides of the six dice show two and three pairs of the wagered symbol, and the payout should be more than that for only one pair of the wagered symbol.

[0015] The second type of winning combination is that the player makes a wager on three of kind, four of a kind, five of a kind, and/or six of a kind of any of the six different symbols in the second layout 24 and the randomly displayed six face-up sides of the six dice match the wager. For example, if a wager on three of a kind is

placed, any three, four, five and six repeated symbols will count as a winning combination; if a wager on four of a kind is placed, any four, five and six repeated symbols will count as a winning combination; if a wager on five of a kind is placed, any five and six repeated symbols will count as a winning combination, and if a wager on six of a kind is placed, any six repeated symbols will count as a winning combination.

[0016] The third type of winning combination is that the player makes a wager on "six odds" by placing a wager in the third layout 26, and the randomly displayed six face-up sides of the six dice show the six different symbols.

[0017] The invention may also be implemented in other specific modes without departing from the spirit and the essence of the invention. Thus, the above-mentioned embodiments shall be regarded as explanatory but not restrictive.

All changes consistent with the meaning and range of the claims and their equivalents shall fall within the scope claimed by the invention.

We claim:

1. A method of playing a dice game comprising the steps of:
 - providing six dice of the same kind, each of said six dice having six different
 - 5 symbols printed on six sides thereof;
 - providing a game surface comprising:
 - a first layout comprising said six different symbols printed thereon
 - indicating the combination of two of a kind of a wagered symbol;
 - a second layout with at least one combination printed thereon that is
 - 10 selected from the group consisting of three of a kind, four of a kind, five of a
 - kind and six of a kind of any of said six different symbols; and
 - a third layout indicating a combination of six odds;
 - allowing said player to make a wager on at least one of said first, second,
 - and third layouts;
 - 15 randomly displaying six face-up sides of said six dice at a single time;
 - comparing said six face-up sides of said six dice to said wagered
 - combination on said first, second and third layouts; and
 - determining whether said six face-up sides of said six dice match any of said
 - wagered combinations or not.
- 20 2. The method of Claim 1, wherein said game surface further comprises a pay
- table displaying different payout amounts for different winning combinations.
3. The method of Claim 2, wherein when said six face-up sides of said six dice
- are matched with any of said wagered combinations, said matched wagered
- combinations are winning combinations and when said six face-up sides of said six
- 25 dice are not matched with any of said wagered combinations, said non-matched

wagered combinations are losing combinations.

4. The method of Claim 3, further comprising a step of paying said player according to said paid table if he/she makes the wager on said winning combinations
5 and collecting wagers from said player if he/she makes the wager on said losing combinations.

5. The method of any one of the preceding claims, wherein said six symbols are spade, heart, diamond, club, Jack and digit seven.

6. The method of any one of the preceding claims, wherein said game surface is
10 imprinted on a table.

7. The method of any one of the preceding claims, wherein said step of randomly displaying six face-up sides of said six dice at a single time is manually rolling said six dices on said game surface in a single roll.

8. The method of any one of claims 1 to 6, wherein said step of randomly
15 displaying six face-up sides of said six dice at a single time is having a machine roll said six dices on said game surface in a single roll.

9. The method of any one of claims 1 to 6, wherein said step of randomly displaying six face-up sides of said six dice at a single time is having a program of an electronic video gaming machine simulate the rolling of said six dice in a random
20 manner.