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POKER GAME METHOD AND DEVICE

BACKGROUND OF THE INVENTION

1. Field of the invention

This invention relates to a poker game, particularly to one including a method and a device for comparing a hand's value combination and a hand's suit combination respectively.

2. Description of the Prior Art

Commonly, in conventional Poker games, such as baccarat, show hand or blackjack, the rules of judging whether a player wins or not are merely to compare the combination of suits in a player's hand or the sum of the point counts of each card in a player's hand with that of the dealer. And, there is only fixed odds established for a result. In addition, the processes of shuffling, dealing and calculating payment for players in accordance with a regulation of odds are almost carried out manually, causing a slow going to waste time.

SUMMARY OF THE INVENTION

The objective of this invention is to offer a poker game method and device.

According to two different game rules, the poker game method can come to two diverse results for every play between each player and the dealer. And, a variety of odds is established in accordance

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with probability that may happen to a hand. With diverse game rules and regulations in the poker game method, a great deal of fun is created. And, with the poker game device, the poker game can always go smoothly.

BRIEF DESCRIPTION OF DRAWINGS

This invention is better understood by referring to the accompanying drawings, wherein:

Fig. 1 is a block diagram of a poker game device of a first preferred embodiment of a poker game method and device in the present invention;

Fig. 2 is a displaying panel of an operating interfacial unit of the first preferred embodiment of a poker game method and device in the present invention;

Fig. 3 is a flowing chart of a poker game method of the first preferred embodiment of a poker game method and device in the present invention;

Fig. 4 is a flowing chart of game rules of the poker game method of the first preferred embodiment of a poker game method and device in the present invention;

Fig. 5 is an odds table for a hand's value combination of the poker game method of the first preferred embodiment of a poker game method and device in the present invention;

Fig. 6 is a table of judging if a dealer wins or

not while the dealer is even to a player for the poker game method of the first preferred embodiment of a poker game method and device in the present invention;

Fig. 7 is a perspective view of the poker game device of the first preferred embodiment of a poker game method and device in the present invention;

Fig. 8 is a perspective view of a poker game device of a second preferred embodiment of a poker game method and device in the present invention; and

Fig. 9 is a perspective view of a poker game device of a third preferred embodiment of a poker game method and device in the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

As shown in Figs. 1 and 2, a first preferred embodiment of a poker game method and device in the present invention includes a poker game device 100 programmed with a poker game method 200. The poker game device 100 is provided with a system main body 110, a dealing device 120 and plural playing terminals 130.

The system main body 110 is mainly provided with a server computer 111 stored with the program of the poker game method 200 and other compatible programs.

The dealing device 120 is connected with the

system main body 110, provided with a random value unit 121 and a dealing unit 122. The random value unit 121 is employed to shuffle cards randomly. The dealing unit 122 is to deal cards to the players and the dealer orderly. And, the random value unit 121 is able to identify the values and the suits of cards dealt to the players and the dealer.

Each of the playing terminals 130 is connected with the system main body 110, provided with an operating interfacial unit 131 for a user to set chips for the players selected, and displaying relative information. In the present embodiment, four users can play simultaneously.

As shown in Fig. 3, the poker game method 200 includes four procedures as described below.

(a) Shuffling 210

With the random value unit 121, the dealing device 120 is to shuffle cards randomly.

(b) Dealing 220

By operating the operating interface 131 of the playing terminal 130, a user can play at least as one player and set chips for each player in advance. Next, choose one card to decide dealing order. Then, the dealing unit 122 is to deal cards to each of the players and the dealer in accordance with the dealing order, with five cards for each hand.

(c) Making a result according to game rules

The poker game method 200 stored in the system main body 110 can compare the hand of each player with that of the dealer, and then make a result and select corresponding odds, which vary with different combinations of a player's hand, to calculate payment for the player if the player wins. The poker game method 200 includes a comparison of a hand's value combination 231 and a hand's suit combination 232 between each player and the dealer.

Fig. 4a shows how to compare the hand's value combination 231 between the player and the dealer. Each hand is required to be divided into two groups respectively expected to obtain a sum that is a multiple of 10. The hand's value combination 231 is further described below.

(I) Picking three cards summed up as a multiple of 10

When three cards out of a hand have a summation that is a multiple of 10, step (II) is consecutively proceeded. If the summation of the three cards is not a multiple of 10, the hand is the least one called "NO POINT" and step (IV) is consecutively proceeded. It is noted that J, Q and K are regarded as a multiple of 10.

(II) Checking whether the summation of the other two cards is a multiple of 10

If the summation of the other two cards is a

multiple of 10, step (Ⅲ) is consecutively proceeded, and if not, the hand is bigger than "no point" and step (Ⅳ) is consecutively proceeded.

(Ⅲ) Checking if each of the five cards in the hand is a multiple of 10

Check if each of the five cards in the hand is a multiple of 10 and go to step (Ⅳ).

(Ⅳ) Making a result between the dealer and each player and deciding the odds

If a hand is only composed of 10, J, Q and K, it is a supreme one called "FIVE OF KING". If a hand is not a "FIVE OF KING" but has its two groups respectively being a multiple of 10, it is called "ZERO-ZERO", only smaller than "FIVE OF KING". When a hand has only three cards summed up to be a multiple of 10, it is smaller than "ZERO-ZERO". If a hand does not have any combination as described above, it is the least one called "NO POINT". Fig. 6 shows plural regulations to decide the winner while the player is even to the dealer. Regulation 1 is selected in the first embodiment, that is, the dealer wins if he is even to the player. Next, as shown in Fig. 5, when the result has been decided, the system main body 110 continues to choose a corresponding odd according to the result. The odd is varied with the probability that all combinations of a hand cards having the same summation may happen.

As shown in Fig. 4(b), the hand's suit combination 232 is to make the hand of the player or the dealer properly arranged with suits, and then to decide who the winner is. The hand's suit combination 232 is further described below.

(Ⅰ) Rearranging a combination with suits

The comparison of the hand's suit combination 232 is done after having compared the hand's value combination 231. The hand cards are rearranged to be "STRAIGHT FLUSH", "FOUR OF A KIND", "FULL HOUSE", "FLUSH", "STRAIGHT", "THREE OF A KIND", "TWO PAIRS", "ONE PAIR" or "HIGH CARD".

(Ⅱ) Making a result between the dealer and each player and deciding the odds

The sequence of the hand's suit combination 232 is "STRAIGHT FLUSH", "FOUR OF A KIND", "FULL HOUSE", "FLUSH", "STRAIGHT", "THREE OF A KIND", "TWO PAIRS", "ONE PAIR" and "HIGH CARD". When the result has been done, the system main body 110 continues to choose corresponding odds according to the result. The odd is varied according to the conditions that combinations of the cards of a hand may have. Fig. 6 shows plural regulations to make no tie while the player is even to the dealer.

(d) Calculation 240

With the chips betted for each player by the user and the corresponding odds, the server computer 111 of the system main body 110 can calculate the chips collected by the dealer and paid for each player, and display them on the operating interfacial unit 131. In addition, the user is also asked if to continue the poker game or not.

Next, as shown in Fig. 7, the random value unit 121 of the poker game device 100 uses a mechanical random value generator able to simulate manual shuffling as a random value generator. A floating ball machine is employed as a random value generator in the first embodiment. The number and the suit of the floating balls inside the random value unit 121 are exactly the same as a poker. And, the random value unit 121 can also identify and transmit the number and the suit of the floating balls to the server computer 111, which is then to process with the poker game method 200 and other compatible programs to display information on the server computer 111 and the operating interfacial unit 131.

As shown in Fig. 8, a second preferred embodiment of a poker game method and device in the present invention has the same functions as the first embodiment does, except that the random value unit 121 uses a computerized random value generator to replace manual shuffling, and the dealing unit 122

is a computerized dealing device to replace manual dealing.

As shown in Fig. 9, a third preferred embodiment of a poker game method and device in the present invention has the same functions as the first embodiment does, except that the random value unit 121 is an automatic shuffling machine and the dealing unit 122 is a mechanical dealing device simulating manual dealing.

While the preferred embodiment of the invention has been described above, it will be recognized and understood that various modifications may be made therein and the appended claims are intended to cover all such modifications that may fall within the spirit and scope of the invention.

WHAT IS CLAIMED IS:

1. A poker game method comprising:

(a) Shuffling; a dealing device provided with a random value generator to shuffle randomly;

(b) dealing; a card picked to decide dealing order, said dealing device dealing five cards to each player and a dealer in accordance to said dealing order;

(c) judging the winner according to game rules; a system main body stored with game rules and able to compare a hand's value combination of each player with that of a dealer and choose corresponding odds in accordance with diverse results including a tie, said game rules mainly to compare if two groups properly divided from a hand have respectively a sum that is a multiple of 10 or not and decide a result between each player and the dealer; and

(d) calculation by said system main body; said system main body able to calculate and display chips collected by the dealer and paid for each player according to the chips betted for each player and corresponding odds.

2. The poker game method as claimed in Claim 1, wherein said game rules include further a comparison of hand's suit combination that is to rearrange a hand to become a proper combination of suits and compare it and decide a result between each

player and the dealer.

3. The poker game method as claimed in Claim 1, wherein said hand's value combination of said game rules comprises:

(Ⅰ) a first step of picking three cards summed up as a multiple of 10, carrying out a second step (II) consecutively when three cards out of a hand have a sum that is a multiple of 10, carrying out a fourth step (Ⅳ) consecutively if a hand does not have three cards summed up to be a multiple of 10, which is the least one and called "NO POINT", J,Q and K cards regarded as a multiple of 10;

(Ⅱ) a second step of checking whether the summation of the other two cards is a multiple of 10, carrying out a third step (Ⅲ) consecutively if the summation of the other two cards is a multiple of 10, carrying out a fourth step (Ⅳ) consecutively if the summation of the other two cards is not a multiple of 10, which is bigger than "NO POINT"; and

(Ⅲ) said third step of checking if each of the five cards in a hand is a multiple of 10;

(Ⅳ) said fourth step of checking a result between the dealer and each player and deciding odds; making a result of said hand's value combination between each player and the dealer and choosing corresponding odds.

4. The poker game method as claimed in Claim

3, wherein said hand is a supreme one called "FIVE OF KING" if it is only composed of 10, J, Q and K.

5. The poker game method as claimed in Claim 3, wherein if a hand is not a "FIVE OF KING" but has its two groups respectively being a multiple of 10, it is called "ZERO-ZERO" and only smaller than "FIVE OF KING".

6. The poker game method as claimed in Claim 3, wherein if a hand has only three cards that have a summation to be a multiple of 10, it is smaller than "ZERO-ZERO".

7. The poker game method as claimed in Claim 2, wherein said hand's suit combination of said game rules comprises:

(Ⅰ) a first step of rearranging a combination with suits; rearranging said hand's suit combination being done into one of "STRAIGHT FLUSH", "FOUR OF A KIND", "FULL HOUSE", "FLUSH", "STRAIGHT", "THREE OF A KIND", "TWO PAIRS", "ONE PAIR" or "HIGH CARD", after having compared said hand's value combination; and

(Ⅱ) a second step of making a result between the dealer and each player and deciding odds; making a result of said hand's suit combination between each player and the dealer and choosing corresponding odds.

8. The poker game method as claimed in Claim

1, wherein said odd of said hand's value combination is varied according to different conditions that combinations of cards of a hand having the same summation may have.

9. The poker game method as claimed in Claim 2, wherein said odd of said hand's suit combination is varied according to that combinations of cards of a hand may have.

10. The poker game method as claimed in Claim 1, wherein plural regulations are to be chosen to make a result with no tie while a player is even to the dealer.

11. The poker game method as claimed in Claim 1, wherein said poker game method includes a poker game device that is composed of a system main body stored with said poker game method, a dealing device and a playing terminal.

12. The poker game method as claimed in Claim 11, wherein said dealing device is provided with a random value unit employed to shuffle cards randomly and a dealing unit used to deal cards to players and a dealer orderly.

13. A poker game device comprising:

a system main body mainly provided with a server computer to store with a program of a poker game method and other compatible programs;

a dealing device connected with said system

main body and used to shuffle randomly and deal cards to a players and a dealer; and

a playing terminal connected with said system main body and provided with an operating interfacial unit for a user to set chips for players selected and displaying the related information.

14. The poker game device as claimed in Claim 13, wherein said dealing device is provided with a random value unit and a dealing unit.

15. The poker game device as claimed in Claim 14, wherein said random value unit is to identify a value and a suit of each card dealt to each player and the dealer.

16. The poker game device as claimed in Claim 14, wherein said random value unit is a computerized random value generator.

17. The poker game device as claimed in Claim 14, wherein said random value unit is a mechanical random value generator.

18. The poker game device as claimed in Claim 14, wherein said dealing unit is a computerized dealing device.

19. The poker game device as claimed in Claim 14, wherein said dealing unit is a mechanical dealing device.