

NOTICE INTERFACE APPARATUS AND METHOD FOR DISPLAYING HOT GAMES ON GAME HISTORY PANELS

FIELD OF THE INVENTION

5 The present invention relates to a game machine and particularly to a human machine operation interface of a game machine.

BACKGROUND OF THE INVENTION

Conventional human machine operation interfaces 1,
10 referring to FIG. 1, generally are linked to a plurality of game machines 2 to allow players to select games intended to participate and place bets directly. Such an arrangement can overcome the constraint of physical environment and increase the amount of the bets placed by the players on each game
15 machine 2. The players also can play different game machines 2 without walking around, hence utilization of each game machine 2 is higher and total business revenue increases. In order to enable the players to observe historical records of different game machines 2 at the same time, each game
20 machine 2 usually is equipped with a corresponding game history panel 3 to display its historical game results.

In addition, through a single human machine operation interface 1, a player can place bets from a remote distance on the games of different game machines 2, and can browse the
25 different game machines 2 through the corresponding game

history panels 3, and also can switch different display screens to play games on different game machines 2 as desired without walking to another game machine 2. Thereby the player can save a lot of time and spend more time on betting
5 to further increase utilization of the game machines 2.

In general, the players have a habit of following and betting on a hot game. The hot game means that the historical game result of a game machine 2 meets a certain condition that induces the player to place bets. Take Baccarat as an
10 example, when consecutive winning games of the banker or the player have reached certain rounds (such as five rounds or more), it may be called a hot game, or when a regular outcome has been generated, such as the banker and the player win the games alternately, the player usually will continue placing
15 bets until the regularity of the game ends.

However, when a player plays games through a human machine operation interface 1, aside from the currently operated game machine 2, the player cannot know whether hot games have been generated on other game machines 2. In
20 order to avoid missing other hot games, the player has to pay a great deal of attention on other game history panels 3. Such a distraction depletes the player's stamina, and makes the player feel tired easily, thus shortening actual time of playing games by the player and decreasing utilization of the game machines
25 2.

SUMMARY OF THE INVENTION

Therefore the primary object of the present invention is to provide a notice interface apparatus for displaying hot games on game history panels to allow players to be easily informed
5 of generation of hot games without much toiling.

Another object of the invention is to provide a method of displaying hot games on game history panels to allow players to grasp the hot games instantly.

To achieve the foregoing objects, the invention provides
10 notice interface apparatus and method for displaying hot games on game history panels. The game history panels display historical game results of multiple game machines. The game machines can be selected individually to play games via a human machine operation interface. The notice interface
15 apparatus includes a plurality of judgment units and a plurality of prompt elements. The judgment units are located in the corresponding game machines and corresponding game history panels to monitor the historical game results of the corresponding game machines. When a historical game result
20 meets a preset condition to allow the game to become a hot game, a control signal is generated. The prompt elements are located in the corresponding game history panels and connected to the corresponding judgment units to receive the control signal to generate a prompt signal.

25 The invention monitors whether the historical game results

on the game history panels meet the preset condition, and generates the prompt signal when the preset condition is met and displays the prompt signal on the game history panels, or conceals the prompt signal when the preset condition is not met, so that the players can be informed of generation of the hot games by observing presence or absence of the prompt signal, hence the players can grasp the hot games.

Thus, through the judgment of the judgment units, when one of the historical game results displayed on the game history panels meets the preset condition to allow the game to become a hot game, the corresponding prompt element generates the prompt signal and displays it on the game history panel so that the players can be easily informed. In short, by monitoring whether the historical game results meet a preset condition, the invention allows the players to be easily informed of generation of the hot games without frequently observing the game history panels, hence it can relieve burdens of the players and increase time for the players to play games, thereby improving utilization of the game machines.

The foregoing, as well as additional objects, features and advantages of the invention will be more readily apparent from the following detailed description, which proceeds with reference to the accompanying embodiments and drawings.

The embodiments serve merely for illustrative purpose and are

not the limitations of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a schematic view of a conventional system structure.

FIG. 2 is a schematic view of the system structure of the
5 invention.

FIG. 3 is a schematic view of the system of the invention in an
implementation condition.

FIG. 4 is a schematic view of a human machine operation
interface of the invention.

10 FIG. 5 is a schematic view of a game history panel of the
invention.

FIGS. 6A through 6C are schematic views of embodiment-1
through embodiment-3 of prompt signals of the invention.

FIG. 7 is a system operation flowchart of the invention.

15 DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Please refer to FIGS. 2 through 5, the present invention
aims to provide a notice interface apparatus and method for
displaying hot games on game history panels. The game
20 history panels 10 aim to display historical game results of
multiple game machines 30. The number of the game history
panels 10 is set according to requirements, and three sets are
shown in the drawings as an example for discussion. Also
refer to FIG. 5 for in interface of one game history panel 10
25 that is for Baccarat as an example. Its content mainly includes

a commonly called Main Road, a Bead Road, and various statistics derived according to historical records, such as commonly called Big Eyes, Little Pig, Cockroach Pig and the like that are commonly known by the people in the game business and players, thus details are omitted herein.

The game machines 30 can provide the same game or different games, such as Baccarat, Dice games, Roulette or the like. In this embodiment, the game is Baccarat as an instance for discussion, but this is not the limitation. The game machines 30 can be chosen individually to play games via a human machine operation interface 20. Referring to FIG. 4, the number of game machines 30 can be eight and denoted by A through H. A player can switch them as desired. The human machine operation interface 20 is located on an operating station 21 operable by the player. In order to let the player feel actual operation of the game machines 30, a plurality of game display panels 31 are provided below the game history panels 10 and connected to the corresponding game machines 30. The game display panels 31 can present instant game status of the game machines 30 by images. The game machines 30 provide table games via computer simulation or in a real condition. Hence the images shown on the game display panels 31 can be images generated by computer simulation or real time images captured from the real table game.

The notice interface apparatus of the invention includes a

plurality of judgment units 40 and prompt units 50. Each judgment unit 40 is located in a corresponding game machine 30 to monitor historical game results of the game machine 30.

Each prompt element 50 is located in a corresponding game history panel 10 and connected to the corresponding judgment unit 40. When a historical game result meets a preset condition to allow the game become a hot game, a control signal is generated. The prompt element 50 receives the control signal and generates a prompt signal.

It is to be noted that the preset condition can be set by the player or by the system according to the type of the game machines 30 or player's requirements. In general, for the game of Baccarat, five consecutive wins by the banker or players can be deemed generation of a hot game. Hence the preset condition can be set for five consecutive winning games of the banker or player; or when a certain regularity is generated, such as the banker and the player wins alternately and repeatedly three times, then a hot game can be deemed generated.

Please refer to FIG. 6A for a presentation method of the prompt element 50. It can be designed according to the onsite environment or player's habit. For instance, the prompt element 50 can be a flicker light to generate blinking light 511 as the prompt signal to notify the player a hot game has been generated.

FIG. 6B illustrates another embodiment in which the prompt element 50 is a colored light with changeable colors to generate a colored background 512 to serve as the prompt signal. The colored backgrounds can be selected from light colors in yellow, orange and red to represent different hot degrees of the game machines 30. Take Baccarat as an example, when the consecutive winning games reach a set threshold of the hot game, the colored background can be set yellow light. With increasing of the rounds of the consecutive winning games, the colored background can be changed to orange light; finally, the red light. Thus the player can simply observe generation and variation of the colors of the colored background to know whether a hot game is generated. In FIG. 6B, the colored background is shown by oblique lines.

FIG. 6C shows yet another embodiment in which the prompt element 50 generates an animation 513 to represent the prompt signal. The quantity variations of the animations 513 can also represent the hot degrees of the game machines 30. For instance, the animation 513 can be presented by increasing quantity of gold coins to represent generation of a hot game. With increasing of the rounds of the consecutive winning games, the quantity of the gold coins in the animation 513 also increases gradually, hence the player can know the hot degree of the game machine 30 by observing the quantity of the gold coins in the animation 513.

Please refer to FIG. 7 for a system operation flowchart of the invention. It comprises steps S1 through S4. First, step S1: monitoring whether the historical game results meet a preset condition by the judgment units 40 which are located
5 respectively in the corresponding game machines 30.

Next, Step S2: generating a prompt signal when the historical game results have met the preset condition, and displaying the prompt signal on the corresponding game history panels 10. However, if the historical game results are
10 not met the preset condition, proceeding step S3: concealing the prompt signal. As the prompt elements 50 are located in the corresponding game history panels 10, the prompt elements 50 can be activated to generate the prompt signal, or deactivated to conceal the prompt signal.

15 Thus by observing the presence or absence of the prompt signal the player knows whether a hot game meeting the present condition is generated.

After steps S2 and S3, a step S4 of playing the games by the player on the game machines 30 can be executed. When
20 the step S4 is finished, the step S1 is repeated anew to form a cycle of the game.

As a conclusion, the invention uses the judgment unit to monitor whether the historical game result has met a preset condition. In the event that the historical game results of the
25 game machines have met the preset condition to generate hot

games, the prompt elements generate a prompt signal to notify the player, hence the player can be informed of generation of the hot games instantly without switching screens frequently, thereby time for betting by the player is increased and
5 utilization of the game machines is also improved.

What is Claimed is:

1. A notice interface system for displaying hot games on game history panels, the notice interface system comprising:

5 a plurality of game machines for players to play games and generate a plurality of historical game results respectively;

a plurality of game history panels each being connected with one game machine for correspondingly displaying the historical game result of the game machine;

10 at least one human machine operation interface located on an operating station and remotely connected with the game machines, the player switching display screens of the human machine operation interface to select one of the game machines to play;

15 a plurality of judgment units each being located in one game machine to monitor the historical game result of the corresponding game machine and generate a control signal when the historical game result has met a preset condition to allow the game to become a hot game; and

20 a plurality of prompt elements each being located on one game history panel and connected to the corresponding judgment unit of the game machine to receive the control signal and generate a prompt signal for notifying the player that the corresponding game machine has generated the hot
25 game.

2. The notice interface system of claim 1, wherein the plurality of prompt elements are flicker lights to generate blinking light to serve as the prompt signal.

3. The notice interface system of claim 1, wherein the
5 plurality of prompt elements are colored lights with changeable colors to generate different colored backgrounds to serve as the prompt signal.

4. The notice interface system of claim 3, wherein the colored backgrounds are selected from light colors of yellow,

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orange and red that represent different hot degrees of the hot games.

5 The notice interface system of claim 1, wherein the plurality of prompt elements generate animations to serve as the prompt signal, quantity variations of the animations representing different hot degrees of the hot games.

6. A method for displaying hot games on game history panels each being connected with one game machine for correspondingly displaying a historical game result of the game machine, at least one human machine operation interface located on an operating station being connected with the game machines, a player switching display screens of the human machine operation interface to select one of the game machines to play a game, the method comprising the steps of:

15 S1: monitoring the historical game result of the corresponding game machine through a judgment unit located in the game machine and determining whether the historical game result has met a preset condition;

S2: generating a control signal and sending the control signal to a prompt element located on the game history panel through the judgment unit when the historical game result has met the preset condition, and generating a prompt signal and displaying the prompt signal on the corresponding game history panel when the prompt element is activated to notify the player that the corresponding game machine has generated

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a hot game; and

S3: concealing the prompt signal when the historical game result has not met the preset condition to result in deactivation of the prompt element.

- 5 7. The method of claim 6 further including a step S4 after the steps S2 and S3 to play the games on the game machines, and repeat the step S1 anew after the step S4 ends.

8. The method of claim 6, wherein the plurality of prompt elements are flicker lights to generate blinking light to serve as the prompt signal.
- 5 9. The method of claim 6, wherein the plurality of prompt elements are colored lights with changeable colors to generate different colored backgrounds to serve as the prompt signal.
10. The method of claim 9, wherein the colored backgrounds are selected from light colors of yellow, orange and red that
- 10 represent different hot degrees of the hot games.
11. The method of claim 6, wherein the plurality of prompt elements generate animations to serve as the prompt signal, quantity variations of the animations representing different hot degrees of the hot games.

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