

INCENTIVE METHOD FOR DYNAMIC RAISED ODDS

Abstract

An incentive method for dynamic raised odds, comprises a raising frame displaying step, a judgment step, a raising step and a payment step. In the raising frame displaying step, a betting table randomly selects at least one bettable frame and indicates as a dynamic bettable raising frame. In the judgment step, a judgment unit judges whether the bettable frame betted by a player has an overlap with the dynamic bettable raising frame, a startup signal is generated and the bettable frame is indicated as an actual raising frame when they have an overlap. In the raising step, a sub-game is generated for each player to play while receiving the startup signal, such that raised odds are determined. The gambling game machine can generate the game results of this bet while the players play the sub-games. At last, the payment step is used for payment.

FIG. 2