

GAMING TABLE

The present invention relates to gaming tables, and is primarily concerned with gaming tables for dice games and roulette games, but is also applicable to gaming
5 tables for card games, etc.

The most popular casino dice games are craps and Sic Bo. A craps table is generally provided with a cloth playing surface onto which the dice are thrown. A part of the cloth is marked out as a betting area, in which areas are delineated representing
10 different wagers available to the players. Players place chips in one or more of these delineated areas to represent their wager or wagers.

In conventional Sic Bo tables, a hard playing surface or a felt gaming cloth is provided, with markings to delineate areas in which players may place wagers in the
15 form of chips. The table may be provided with an automatic dice shaker, in which dice are contained beneath a transparent dome and are shaken by an automated actuator on command. The dome may be covered by an opaque shield, which is removed and replaced by the croupier during play.

In some hard-topped gaming tables, a "lightbox" is used to illuminate a particular betting area to indicate winning bets. In such tables, betting areas of the playing surface have positioned beneath them a respective lightbox coextensive with the betting area. A lamp within the lightbox can be lit to shine light upward through the playing surface so as to illuminate that betting area. The walls surrounding the
20 lightbox are opaque, to prevent diffusion of the light from causing neighbouring areas to be illuminated when the lamp is lit. Lamps may be flashed sequentially or randomly to indicate various phases of the game such as 'place bets'.
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The present invention seeks to provide an illuminated gaming table which provides
30 for the display of more complex moving images on the betting and playing surfaces of the table. The table surface may be formed from cloth, such as textile, felt or baize material, or from a hard material such as acrylic plastic (e.g., perspex ®) or glass.

The table includes an imaging device which can project light through the table surface to display images on the playing surface. In a preferred embodiment, a controllable display panel is mounted beneath the table surface. The display panel may be controllable to show animated sequences of images or other moving displays.

5 The moving images may move around the playing areas, the betting areas, or in all parts of the table surface.

In an alternative embodiment, the imaging device may be a projector which projects a moving image onto a screen placed beneath the table surface or on to the underside of
10 the table surface, so that the image is visible through the table surface.

The selection and display of animated images may be controlled so as to be synchronised with gaming or other events at the table or elsewhere.

15 An embodiment of the present invention will now be described in detail with reference to the accompanying drawings, in which:

Figure 1 is a schematic exploded view of a gaming table according to an embodiment of the invention;

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Figure 2 is a sectional view taken in the plane 2-2 of Figure 1; Figure 2a is an enlarged sectional view of a display panel and overlying components of the gaming table of Figure 1;

25 Figure 3 is a schematic diagram of a gaming table display and control system;

Figure 4 is a perspective view of a gaming table according to a second embodiment of the invention, adapted for the playing of dice games; and

30 Figure 5 is a sectional view similar to Figure 2 of a gaming table according to a third embodiment of the invention.

Referring to Figures 1 and 2, Figure 1 illustrates a gaming table 1 comprising a table base 2. The table base 2 has a generally planar horizontal top 3 supported by legs 4.

The tabletop 3 has a central recess 5, into which is set an LED display panel 6. The LED display panel 6 is composed of a multitude of LEDs 7, individually controllable so as to act as a number of individual pixels. The LED display panel 6 is shown with a smooth upper surface. In practice, a separate upper layer overlying the LEDs may be used to achieve the smooth upper surface.

Overlying the tabletop 3 and LED display panel 6 in Figures 1 and 2 is a translucent layer of a resilient synthetic plastics foam material which acts as a diffuser screen 8, and preferably extends over the entire tabletop 3 to provide a smooth continuous surface. The foam material is preferably from 1 mm to 10 mm in thickness, to provide adequate diffusion with minimal light bleed into adjacent cells.

Applied to the upper surface of the translucent diffuser screen 8 is a cloth 9, which forms the playing surface and betting surface of the table. The cloth 9 may be a standard polyester cloth as is conventionally used in gaming tables.

The conventional cloth 9, overlying the foam diffuser layer 8 has tactile playing surface characteristics which are substantially the same as a standard gaming table. The foam diffuser layer acts to blend the light from the individual LEDs of the display panel and also provides a soft feel to the cloth 9.

If the upper surface of the display panel 6 is uneven, a clear Perspex cover is provided over the LEDs to create an even upper surface.

The tabletop 3 is provided with a control panel 20, with a number of control input buttons 21 to 24. These are used by the croupier in charge of the table to control the operation of the display panel 6, as will be described below.

The upper surface of the cloth may be formed with printed lines 10 to delineate playing or betting areas on the cloth.

Figure 2 is a sectional view of the table of Figure 1, showing the tabletop 3 supported on legs 4, with the recess 5 in the upper surface of the tabletop 3 accommodating the LED display panel 6. Diffuser screen 8 overlies the tabletop 3 and LED display screen 6, while the cloth 9 extends over the upper surface of the diffuser screen 8. The printed lines 10 on the upper surface of the cloth 9 are exaggerated, for clarity.

The LEDs 7 of the display panel 6 may be controlled to display animated or still images on the display panel 6, or simply to display areas of colour, abstract patterns, geometric shapes etc. The sharpness of the individual LEDs is softened by the translucent diffuser screen 8, and the brightness of the LEDs is such that the image can be seen through the cloth 9 and the diffuser screen 8 by players surrounding the table.

Figure 2a is a sectional view illustrating an LED display panel 6 from the upper surface of which a number of LEDs 7 protrude. The upper surface of the display panel 6 is thus not smooth. To provide a smooth substrate for the diffuser layer 8 a cover sheet 16 overlies the display panel 6. The cover sheet 16 may be a clear sheet of Perspex, or may be formed from an opaque material. When this type of display panel and cover sheet 16 is used in the table 3 of Figure 2, the recess 5 in the tabletop 3 will be dimensioned so as to accommodate the display panel 6 and the cover sheet 16 with the upper surface of the cover sheet 16 flush with the remainder of the tabletop 3 to provide a smooth continuous surface for the diffuser layer 8 and the cloth 9.

If the upper surface of the display panel 6 is sufficiently smooth, then the cover layer 16 may be omitted.

In alternative embodiments, such as tables for Sic Bo, the playing surface may be a hard light-transmitting layer formed for example from transparent or translucent glass

or Perspex material. If the playing surface is a layer of transparent material, then a diffuser screen may be placed beneath the playing surface, and the animated images may be projected onto or displayed against the undersurface of the diffuser screen. If the playing surface is a layer of translucent material, the playing surface itself may act
5 as a diffuser screen and the moving images may be projected or displayed directly onto the underside of the playing surface layer.

Figure 3 schematically illustrates a control system for controlling the display of the gaming table.

10 The control system comprises a control unit 100 comprising a processor 101 and a memory 102. Stored in the memory 102 are video animation sequences 103, 104, 105, each of which corresponds to an animation sequence required to be shown during a stage of play of the game for which the table is intended. The memory 102
15 may also store a number of still images 106, 107, and/or a number of abstract patterns 108.

The control system further comprises an LED display driver 110 under control of the control unit 100, which in turn sends appropriate signals to the LED display 6 to
20 display the required images and/or patterns.

Linked to the control unit 100 are a number of inputs 21 to 24, by which different events in a game may be signalled to the processor 101.

25 In the present example, the table is intended for a dice game where each game comprises five elements, namely:

1. an initial betting phase during which players place their bets on the betting regions marked out by the markings 10 on the cloth 9;
2. a dice throwing event in which to dice are thrown;

3. a result determining event in which the result of the throw of the dice is determined;
4. a wager resolution phase during which wagers placed by the players are resolved, either by being returned, forfeit or by having winnings added to them; and
5. a "game end" event signifying that all bets placed on that game have been resolved and betting is now open for the next game.

At the start of play, the croupier in charge of the table may make a "Betting Phase" input, for example by operating an input button 21 marked "Betting" to signify that the initial betting phase has begun. In response to the "Betting Phase" input, the processor 101 may select a first animation sequence 103 from the memory 102, and send control signals to the LED display driver 110 so that the animation sequence is shown on the LED display and is visible to the players through the cloth 9.

The memory 102 may store a number of different animation sequences intended to be played during the betting phase of the game, and may store instructions for the processor 101 to select content to be displayed following each input from the croupier. During the betting phase of the game, the processor may select an animation either at random or sequentially from a number of stored animation sequences appropriate to this phase of the game. The animation sequence played during the betting phase may consist of images of real or mythical creatures, or events such as tumbling dice or flames, and these may be visible beneath the betting area and/or the playing area of the table. The animation sequence played during the betting phase may be of a predetermined duration, and the conclusion of the animation sequence may signal to the croupier and to the players that the betting phase is over. Animation sequences of different lengths may be stored, and the processor may select an animation sequence on the basis of, for example, the time of day or the number of players present at the table.

When all players have placed their bets, the dice are thrown and the croupier makes a second input by pressing input button 22 marked "Throw" to indicate that the dice have been thrown. Alternatively, in a game where an automatic dice shaker is used, operation of the dice shaker to throw the dice causes the input indicating that the dice have been thrown. This "Dice Thrown" input is received by the processor 101, which may then select a different animation sequence from the stored sequences in memory 102, and send signals to the display driver so that the LED display changes from the first sequence to the new animation sequence while the dice are thrown and settle. Again, the duration of this animation sequence may be arranged to correspond with an average or with the longest expected length of time taken for the dice to settle.

When the dice have settled the croupier will read the numbers on the dice, and make an input using the "Result" input 23, to signify to the processor 101 what the result of the throw was. For a game using two dice, the "Result" input 23 may consist of an array of six input buttons numbered in sequence from 1 to 6. To indicate a dice roll of 4, 3, the button 4 is pressed, followed by button 3 (or button 3 is pressed, followed by button 4). Alternatively, the result input 23 may consist of an array of twelve input buttons, numbered in two sequences of 1 to 6, to correspond with the possible results of the dice throw. For example, if the result of the throw was that one die showed a 4 and the other showed a 3, the croupier could press the number 4 from the first sequence of 6, and the number 3 from the second sequence of 6.

The "Result" input is then sent to the processor 101 which may select from the memory 102 a further animation sequence to be sent to the display driver and shown on the LED display 6. This animation sequence may indicate the result, for example by using an image of a creature or a pattern which moves around the table and finally settles beneath the betting area or areas which correspond to winning bets. The selection of the animation sequence to be shown in response to the "Result" input may therefore depend on the result of the dice throw.

The croupier then resolves all of the wagers placed for that game, and when this process is complete operates a "Game over" input to signify the conclusion of that game and the opening of the betting phase for the next game.

5 The "game over" input is received by the processor 101, which then selects an animation, still or pattern stored in the memory 102 which is appropriate to the betting phase, and sends it to the display driver 110 to be shown on the display 6.

10 Although the gaming table illustrated in Figures 1 and 2 and described above has been described in terms of its use in a dice game, it is possible to use the playing table for roulette games, Big Wheel games or card games. When used for card games, the betting areas 11 at one end of the table may be used for delineating regions where chips may be placed by players to mark their wager, and a clear area 9a at the other end of the table may be used for dealing cards to the players. The table need not be
15 rectangular in shape, but could be semicircular or kidney shape to accommodate players of card games. The control panel 20 will be sited so as to be convenient for easy operation by the croupier or dealer in charge of the table.

20 Figure 4 is a perspective view of an alternative embodiment of the invention, intended for dice games, for example "Craps", "Sic Bo" or other dice games.

The table shown in Figure 4 has a tabletop 3 whose central region is covered by a cloth 9. An edge region 31 of the table surrounds the cloth 9, the edge region being raised at 31a to provide three walls 31b partially enclosing one end 9a of the cloth 9.
25 The enclosed area 9a is a playing area into which dice may be thrown and contained by the walls 31b.

30 Extending beneath the entire extent of the cloth 9 is a display panel, on which images, still pictures and/or patterns may be displayed as play progresses. A corner region of the cloth 9 is shown cutaway, in order to show the display panel 6. In this embodiment, the display panel has a smooth upper surface, no diffuser screen is used and the cloth 9 lies directly on the upper surface of the display panel 6. The smooth

upper surface of the display panel is able to provide the required smooth surface beneath the cloth to give a satisfactory playing surface.

At the unenclosed end of the table, the cloth 9 is provided with markings 10 which delineate betting regions 11 on which players may place bets on the outcome of the game.

The display panel 6 beneath the cloth 9 of the table is controlled by a similar control system as described above in relation to Figure 3.

In this embodiment, one or more input means in the form of touch-screen devices 32, 33, 34 are provided in the surround 31 of the table for the croupier to make the appropriate control inputs for the LED display panel mounted beneath the cloth 9. The input options presented to the croupier may change during each phase of the game, for example during the betting phase the touch-screen display 32 may simply show a prompt for the croupier to make the "Dice Thrown" input by touching the screen as the dice are thrown. When all of the players have placed their chips 40 on the required betting areas 11, the dice are thrown and the croupier touches the screen to make the "Dice Thrown" input. Alternatively, in a game where an automatic dice shaker is used, operation of the dice shaker to throw the dice may cause the input indicating that the dice have been thrown.

The input means may comprise a plurality of touch-screen devices or a single touch-screen device, displaying a plurality of control buttons for the croupier to press. Advantageously, the buttons are arranged so that the croupier only has to make one contact with the touch-screen to signify the appropriate input to the control system. For example, the touch-screen display may have a button marked "Dice Thrown" for the croupier to press when or as the dice are thrown.

When this input is made, the touch-screen display may change to present the croupier with images of dice, so that the croupier may simply touch the images to indicate the result of the throw. If two dice are being used, the touch-screen display may show

twelve images, respectively representing the 6 sides of 2 dice, so that the croupier may touch the two relevant images to indicate the result of the throw. Alternatively, the display may show only one set of six dice images, and the croupier may touch one of the images twice if the two dice come up with the same number. In accordance with the input made, the processor as before may select a particular animation or pattern to be displayed by the display panel 6 through the cloth 9, to indicate the result of the throw to the players.

The touch-screen display may then change to a prompt to the croupier to make the "Game over" input when all wagers have been resolved, and this input when received by the processor may cause it to select a different animation or pattern for display on the panel 6.

An image capture device such as a video camera 50 may be linked to the control system for the display panel 6. The camera 50 maybe directed at players around the table, so that images captured by the camera may be selectively displayed on the display panel and seen by the players through the cloth 9. The selection of video images to be displayed on the display panel 6 may be controlled by the touch-screen devices 32, 33, 34 operated by the croupier, or may be controlled remotely.

Figure 5 illustrates a third embodiment of a gaming table according to the invention. Figure 5 is a view similar to Figure 2, and corresponding parts are given like reference numbers. In Figure 5, the gaming table has a tabletop 3 and legs 4. A central region of the tabletop is cutaway to form an opening 3a, and a projection screen 60 is mounted in the opening, the upper surface of the screen being flush with the upper surface of the tabletop 3. A cloth playing surface 9 extends over the tabletop 3 and the screen 60, with markings 10 on the cloth delineating betting areas, etc.

Beneath the projection screen 60 there is mounted a projector 61 for projecting images onto the undersurface of the screen 60. The screen 60 is of transparent or

translucent material, such that images projected onto the screen 60 are visible from above through the cloth 9.

5 The projector 61 may be controlled by a control system similar to that described in relation to Figure 3, with the display panel replaced by the projector 61 and the display panel driver replaced by a suitable driver circuit for the projector 61.

10 In a variant of the embodiment shown in Figure 5, the top of the table may be formed from a hard transparent or translucent material and the images projected directly onto the undersurface of the tabletop so as to be visible from above.

Alternative Embodiments

15 Although the diffusion layer 8 has been described as being a layer of foam material, it is foreseen that a solid layer of translucent material such as coloured Perspex or frosted glass may be used as the diffusion layer.

20 The display of images may not be controlled by the croupier at the table, but may be controlled remotely. The various phases of game play may be detected, for example by analysing video images of the table taken from cameras placed around and/or above the table, or by sensors placed on or about the table, and appropriate control inputs may be applied to the display by a remote control means receiving input from the sensors or cameras when different phases of the game are detected. In essence, any manual or automatic input could trigger a new animation sequence. For example,
25 the movement of the roulette dolly (the marker used by the croupier to mark the winning number) in a roulette game or the drawing of a card from a card shoe in a card game could trigger a new animation sequence.

30 In other embodiments, control inputs to the display may be made for example by automatic dice shaking equipment, or by sensors set in gaming equipment such as roulette wheels or in the table itself such as a detector to detect the placing of a bet on the betting region of the table. For example, on a Sic Bo table where an automatic

dice shaker is used, an image capture device may capture an image of the shaken dice and derive the result of the throw by image processing means. This result may be fed as an input of the processor of the control system, which may select an animation to display on the basis of the detected result.

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The images displayed on the display panel 6 may be pre-stored video sequences, or alternatively may be live feeds, for example from cameras placed to capture images of players at the table. Images of, for example, winning players may be shown on the display panel 6 in order to encourage participation. As a further alternative, video
10 images showing events remote from the table, such as sports games or reports, may be shown on the display panel 6.

The above embodiments have been described as comprising a display panel which, in the case of the embodiment depicted in Figures 1, 2 and 2a, is an LED display panel.

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Other types of display panel may be used, such as display panels used in flat panel television screens (e.g., volatile flat panel displays such as plasma display panels, liquid crystal display panels), provided that the display panel can provide images at sufficient brightness and clarity to be visible to the players through the table surface, e.g. through the cloth and through any diffusion layer between the display panel and
20 the cloth.

Claims:

1. A gaming table comprising a table surface and means to display images visible through the table surface.
2. A gaming table according to claim 1, wherein the table surface comprises a cloth surface with a betting area delineated with betting regions for players to place wagers.
3. A gaming table according to claim 2, comprising a display panel mounted beneath the cloth playing surface.
4. A gaming table according to claim 3, further comprising a diffuser screen between the display panel and the cloth.
5. A gaming table according to any of claims 2 to 4, wherein the display panel comprises an LED illuminated display panel.
6. A gaming table according to claim 5, further comprising a cover sheet positioned between the LED illuminated display panel and the diffuser screen to provide a smooth surface underlying the diffuser screen.
7. A gaming table according to any of claims 3 to 6, wherein the diffuser screen is formed from a synthetic foam material.
8. A gaming table according to claim 1, comprising a projector arranged to project an image from below the table surface so as to be visible from above through the table surface.
9. A gaming table according to claim 8, wherein the table surface comprises a cloth supported on a transparent or translucent screen, and wherein the projector is

arranged to project an image onto the undersurface of the screen so as to be visible on the upper surface of the screen through the cloth.

10. An illuminated gaming table system comprising:
5 a gaming table according to any preceding claim
input means for inputting signals indicating events in a game on the gaming table; and
control means responsive to inputs from the input means to control the display of images.

10 11. A gaming table system according to claim 10, wherein the control means comprises:

a memory for storing images and image sequences;
a processor operable in response to an input from the input means to:
15 select an image or image sequence for display, and
cause the selected image or image sequence to be displayed.

12. A gaming table system according to claim 10 or claim 11, further including image capture means operable to provide video images to the control
20 means; and

wherein the processor is operable to cause the video images to be displayed.

13. A gaming table system according to any of claims 10 to 12, wherein the control means is responsive to input signals from at least one remote device to
25 control the display of images.

14. A gaming table system according to claim 13, wherein the remote device is an automatic dice shaker, a roulette wheel or a card dealing shoe.

30 15. A gaming table system according to any of claims 10 to 14, wherein images are displayed on a display panel mounted beneath the playing surface.

16. A gaming table system according to any of claims 10 to 14, wherein images are projected onto a screen mounted beneath the playing surface.

5 17. A gaming table substantially as described herein with reference to Figures 1 and 2, Figure 2a, Figure 4 or Figure 5 of the accompanying drawings.

18. An illuminated gaming table system substantially as described herein.