

ELECTRONIC TABLE GAME WITH SUB-GAMES AND ADJUSTABLE PLAY SPEED

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] This application claims benefit under 35 U.S.C. §119(e) of Provisional U.S. Patent Application No. 63/506,312, filed June 5, 2023, and U.S. Patent Application No. 18/532,612, filed December 7, 2023, the contents of which are incorporated herein by reference in their entireties.

TECHNICAL FIELD

[0002] The present disclosure relates generally, but not exclusively, to the field of games, particularly electronic blackjack games.

BACKGROUND INFORMATION

[0003] Blackjack, also known as Twenty-One, is a card game that has been played for many decades by recreational players. Generally, blackjack is played according to a set of standardized rules. These standardized rules include rules regarding the play of the cards and rules regarding how the players may place credits. In recent years, video blackjack has become popular. Video blackjack (also referred to as electronic blackjack) is played on stand-alone game devices or on client devices, such as computers or the like, which communicate with servers over a network or the internet. Typically, video blackjack is played by individuals against the house (also referred to as the “dealer”), and the dealing of the cards from virtual decks and shoes is controlled by one or more computers.

[0004] In such electronic games, the pace of play is often preset and defined in advance by the computer or game system operating the game. For example, a action window, a card draw rate, graphics, visualizations, and other game animations may take a predetermined amount of time. The allotted time for certain actions, like game decisions, may be timed to the average player or the general population.

[0005] Advanced players and regular players familiar with the electronic game may desire a faster pace of play. These players may, for example, be more familiar with different types of actions and be able to make decisions significantly faster than a new or intermittent player. A faster play rate may result in players playing more games per given time period.

SUMMARY

[0006] Systems and methods for playing on an electronic game apparatus are discussed herein. Such embodiments may include operations to receive, via a graphical user interface (GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event, provide, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, and wherein a selection of a first sub-games icon initiates a second credit selection for a second credit amount, set a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event, and initiate the first round of the blackjack game event.

[0007] These and other features will be more clearly understood from the following detailed description taken in conjunction with the accompanying drawings and claims. This Summary is provided to introduce a selection of concepts in a simplified form that are further described below in the Detailed Description. This Summary is not intended to identify key features or essential features of the claimed subject matter, nor is it intended to be used to limit the scope of the claimed subject matter.

BRIEF DESCRIPTION OF THE DRAWINGS

[0008] FIG. 1 is an example electronic blackjack game system in accordance with an embodiment.

[0009] FIG. 2 illustrates an example graphical user interface (“GUI”) displayed by a blackjack game system, in accordance with an embodiment.

[0010] FIG. 3 is a diagrammatic, top view of game playing in a stadium configuration, in accordance with an embodiment.

[0011] FIG. 4 illustrates a dealer assisted multiplayer game system, in accordance with an embodiment.

[0012] FIG. 5 is a flowchart for credit operations, in accordance with an embodiment.

[0013] FIG. 6 is an illustration of an exemplary block diagram representing a general-purpose computer system in which aspects of the methods and systems disclosed herein or portions thereof may be incorporated.

DETAILED DESCRIPTION OF EMBODIMENTS

[0014] The present disclosure describes particular embodiments and their detailed construction and operation. The embodiments described herein are set forth by way of illustration only and not limitation. Those skilled in the art will recognize, in light of the teachings herein, that there may be a range of equivalents to the exemplary embodiments described herein. Most notably, other embodiments are possible, variations can be made to the embodiments described herein, and there may be equivalents to the components, parts, or steps that make up the described embodiments. For the sake of clarity and conciseness, certain aspects of components or steps of certain embodiments are presented without undue detail where such detail would be apparent to those skilled in the art in light of the teachings herein and/or where such detail would obfuscate an understanding of more pertinent aspects of the embodiments.

[0015] Disclosed herein are methods, systems, and computer readable storage media that provide credit systems and methods for an electronic blackjack game. Various embodiments enable a variety of sub-game options on a graphical user interface. A decision cycle time may also be set for the duration of a blackjack game event. The decision cycle time may define a time window for taking action, sub-games, deciding how to play a hand (e.g., hit, stand, double, etc.) and making other game decisions related to the blackjack game event.

[0016] Advanced players and regular players may be familiar with the playing options, the pace of play, and other gameplay operations. The decision cycle time limits the time to make gameplay decisions and may increase the pace of play, the rate of play, and player excitement and satisfaction. Faster gameplay can result in more games played per given period of time and may result in benefits for the game owner or game location.

[0017] Figure 1 illustrates an example blackjack game system 100. Such game systems may be an individual play station, such as an electronic table game, providing blackjack and, optionally, other games. The game system 100 may include a display 120 and player controls 110 through which games and other blackjack game operations may be implemented. The display 120 may provide a graphical user interface, as discussed herein, that provides blackjack hands, playing options, credit information, event information, player history, player account information, and any of a plurality of game information. In some examples, the display 120 may be a touchscreen, on which users may select various game operations. The player controls may include one or more buttons to make selections provided on display 120.

[0018] Although Figure 1 illustrates a single play station, one skilled in the art will recognize that blackjack game systems may include a singly play station or any number of play stations. For example, the live game system may include one play station, two play stations, ten play stations, and so on. In an embodiment, the game system 100 may not include any play stations. For example, live game system 100 may be servicing one or more remote clients or user devices not physically proximate to the game system 100. In an embodiment, the blackjack game system 100 may be servicing a combination of local play stations and remote play stations. And, while a blackjack game machine is illustrated, any type of electronic game machine may be utilized, including universal cabinets, providing other games, and game systems, such as rotating wheel systems, dice amusement systems, and card systems, e.g., for amusement games such as poker, blackjack, baccarat, pai gow poker, etc.

[0019] According to various embodiments, blackjack games are composed of a action window associated with a game cycle. The game cycle may be a round of blackjack, and the action window includes a action open time and a action close time. The action open time represents a point in time in which the action window transitions from a closed state to an open state. After the action open time, the action window is in the open state and a player is allowed to place one or more credits on the associated game cycle. In an embodiment, the player is allowed to place one or more sub-games or credits on at least one additional game of chance when the action window is in the open state.

[0020] The action close time represents a point in time in which the action window transitions from an open state to a closed state. After the action close time, the action window is in the closed state and the player is no longer allowed to take action on the associated game cycle. In an embodiment, the action close time precedes a time that a card is drawn. In an embodiment, the action close time is adjustable based on a decision cycle time, as discussed herein.

[0021] In operation, the electronic game machines, including blackjack machines 110, utilize one or more random number generators to control various mechanical aspects of the game play, including card draws. The one or more random number generators are used to increase a randomization of events composing the games. Increasing the randomization of events composing the games reduces a likelihood that game cycle results are predictable. For example, random number generators may dictate a card draw, or a timing of various events composing the live blackjack games, and the like.

[0022] Central display 120 is configured to present players and other guests of the game establishment with information associated with the live blackjack games operated by the game system 100. Such information may be presented in a visual format, an auditory format, or a combination thereof. The information presented by central display 120 may include information regarding individual results of previous game cycles, a state of a current action window associated with the game system 100, statistics about previous game cycles, an operating condition of the game system 100, a progressive total associated with a game system and/or blackjack game events, and the like. In an embodiment, central display 120 is further configured to present players and other guests of the game establishment with advertising media.

[0023] As best seen in Figure 2, a play station may present a graphical user interface (“GUI”) 200 that enables a player to participate in the live blackjack games operated by game system 100. For example, GUI 200 may display account information 210 to a player that represents a maximum credit balance that is available to the player for playing on the live blackjack games. In an embodiment, a player may insert tickets, tokens, and the like into game system 100 in order to increase the maximum credit balance. In an embodiment, a player may electronically transfer credits from another account using the game system 100 in order to increase the maximum credit balance.

[0024] GUI 200 may also display an electronic representation of a felt action area 220 (or layout) for live blackjack games operated by game system 100 or some other electronic representation for any other type of game. The player may play credits on one or more hands of blackjack. As shown in Figure 2, it is possible to play three hands at once, although each hand is played separately. A player may place a credit on a hand of a regular live blackjack game (where the player gets two cards, the dealer gets two cards, and each tries to get as close to 21 by staying or hitting per the regular rules of the game) by placing one or more virtual credit chips 230 onto a first virtual play area 220. For example, the player may place virtual credit chips 230 onto an action area 235 of virtual play area 220. Once virtual credit chips 230 have been placed in action area 235, the player may also play one or more sub-game areas, the icons 240 which surround the action area 235, by placing virtual credit chips 230 on the one or more sub-game icons 240.

[0025] The number and type of sub-games made available to a player may vary. As illustrated in Figure 2, a regular blackjack game has just been completed during which the player also played a number of sub-games. Sub-game 241 is indicated to be a winner, crediting odds of 2-1. Sub-game 241 is a “SUITS” sub-game where the object of the sub-

game is to count on the first two cards dealt to the player being of a matching suit. If the suits are different, the sub-game is lost. This type of sub-game does not affect the basic strategy of the blackjack game. The player may learn about how each sub-game works by selecting a corresponding icon from the menu 245. In other words, each sub-game is based on the game cards, i.e., uses the same cards, but is independent of the game.

[0026] The player may also select a play all button 250 to credit on all of the sub-game icons 240. As shown in Figure 2, the term “bet” is used in place of “credit” and the “\$” symbol is used to indicate credits as the figures were originally developed for a different embodiment. The denomination of the virtual credit chip 230 to be placed on each sub-game icon 240 when the credit all button is selected is based on the minimum credit button 255 established for the blackjack game. The minimum credit 255 may be pre-established when the game system 100 is installed such that the minimum credit button 255 is deactivated. Alternatively, the minimum credit may be selectable by the player, such by pressing the minimum credit button 255 to enter a different minimum credit amount, so long as the amount of the minimum credit entered by the player is a higher than the amount of the pre-established minimum credit. In some examples, when players play multiple hands, different sub-games may be placed on each hand.

[0027] A credit update area 260 of GUI 200 may also present information regarding an amount currently in play by the player on the live blackjack games operated by game system 100. Information regarding the last amount played and the last amount won may be presented in recent history area 280. Information regarding amounts won by the player through previous plays may also be presented to the player through the menu 245 by selecting a won button 290. In an embodiment, credit update area 260 may also present the player with information regarding an aggregate amount played and/or won in a current session. In an embodiment, a banner may also present the player with information regarding an aggregate amount played and/or won within a predetermined period of time (e.g., hour, day, month, year, lifetime, etc.).

[0028] GUI 200 may also present a status update area 295 that provides the player with information about a current game cycle of the live blackjack games operated by game system 100. For example, status update area 295 may inform the player that a action window associated with the current game cycle is in an open state. The action window is in the open state between a action open time and a action close time. As long as the action window remains in the open state, the player is free to play the current game cycle of the live blackjack games. The action window associated with the current game cycle transitions from

the open state to a closed state when the action close time is reached. Status update area 295 may inform the player that a action window associated with the current game cycle is in the closed state. As illustrated in Figure 2, the status update area 295 is illustrated by a button that says “SPEED” followed by three arrows, each indicating a period of time. Two of the arrows are filled in and one is not, which may either indicate that two periods of time have passed already and one remains, or the opposite in which one period of time has passed already and two remain, during which the action window associated with the current game cycle stays open.

[0029] A historical dealer’s hand data area 296 of GUI 200 may provide the player with information about the dealer’s results from previous game cycles of the live blackjack games. For example, historical data area 296 may display a sequence of individual results for the dealer from previous game cycles. As illustrated in Figure 2, the most recent dealer’s hands was a bust, followed by 21, bust, bust, bust, 17, bust, bust, bust, 17, bust, etc. An arrow can be selected to see more historical information. As another example, historical data area 296 may display statistical information about the previous game cycles. The statistical information may include a percentage of a predetermined number of previous game cycles, and the like. In some examples the historical information may be hidden, e.g., on a side banner, and additional information may be provided when the historical information area is opened.

[0030] Figure 3 illustrates a live table game set up in a stadium configuration. While live game table 310 illustrates a blackjack table, the live game table may provide a platform for a variety of games, including but not limited to amusement games such as craps, roulette, blackjack, as well as a variety of wheel machines that may be played live, i.e., physically played in a physical environment while play is controlled remotely by a player. The live table game may be incorporated with one or more play stations 340, and/or with any of the game system examples discussed herein regarding Figures 1 and 2. The game area 300 may include any or all of the live game table 310 and the play stations 340. Live video of the game table 310 be streamed to a player device, such as a remote player device (e.g., smart phone, tablet, computer, etc.) or play station 340. In some examples, input at the player device and/or play station may adjust the view of the table 310, for example, causing a closer view or zoomed in view, an area of the table (e.g., player positions 306), another object within the game area 300, or adjusting the fields of view.

[0031] In one example, the live game table 310 is a typical blackjack table on which a layout is displayed, and on which cards may be drawn by a dealer 304. The dealer 304 may

be positioned at an end of the table opposite the live players 308. According to various embodiments, the gameplay occurring on the table 302 may be reflected on a play station 340 or player device. A screen 322 of a play station or player device may reflect gameplay and/or results from the live game happening on table 310. A player 324 may interact with the game station 340 or player device, and play based on the live gameplay or otherwise provide control input.

[0032] In some examples, a player 324 at a play station 340 may play one or more hands dealt at game table 310. This may enable more games to be played at a given table, without necessarily increasing a number of dealers 304, or extending a length of time the dealer 304 works at game table 310. An open position 306 may be provided at the game table 310. The open position may or may not be played by a live player. In some examples, the hand at the open position is playable at one or more play stations 340.

[0033] In some examples, the screen 322 or player device is an interactive touch screen and may provide one or more game displays. The game displays may be associated with the live game table 310. The screen 322 or player device may also provide game information separate from the live gameplay at table 310.

[0034] In other examples, the game may include a live dealer 304 with an electronic table game in a pit. Similar to the layout illustrated in Figure 3, a live event may occur in a game area (e.g., table 310), visible to those playing at a play station. As discussed herein, events occurring in the game area may be played, viewed, or otherwise interacted with at the individual play stations. In some cases, the live event may be a live dealer, a card draw, a dice throw, a roulette spin, or other action event occurring in real time.

[0035] According to various examples, players may place credits using a wallet saved on the user device. Funds may be transferred via the wallet to the game application or other means to place credits similar to how credits would be played at the play station. In an example a ticket-in ticket-out system may be used to input credits on the play station 340 and then be used to withdraw credits when the player is done playing that machine.

[0036] In some examples, one or more peripherals may be connected to the user device to enhance the game experience. For example, a button (e.g., “bash button”) may be connected to the user device to allow players to initiate certain game events by activating the button. Other types of peripherals may be applicable, based on the play station and/or game type. In some examples, the peripheral may be connected through a Universal Serial Bus (USB). In another example, a card reader may be connected to the user device, to enable

users to add credits, log in, or access loyalty programs, discounts, credit free games, and the like.

[0037] The game experience and game interactions at the player device may occur in real time, thus providing a live game experience to players. This also allows players who are remote or otherwise unable to play directly on at a play station to play. The remote control of the play station, via any of the techniques discussed herein, enable more players to access the play stations. In addition to improving game access, the techniques also provide variety as to how games are played, which may also increase player interest, entertainment, and participation. Such improvements can further benefit the game location since more players can access the games and play remotely, and the number of unoperated play stations at any given time will likely be reduced.

[0038] Figure 4 provides another example of a blackjack game system, as a live electronic table game 400. A plurality of individual play stations 100 may each provide a graphical user interface on which blackjack games may be played. A live dealer 420 may deal cards and assist players in real-time during game events. The live dealer may utilize one or more peripherals 440, such as a dealer GUI, a microphone, controller, or other items to manage gameplay. In some examples, the live dealer 420 may control one or more features associated with game play, such as a decision cycle time, a display screen on the player station, and the like.

[0039] In various configurations, credit actions, sub-games, and other game decisions may be entered by a player 430 at their individual play station 100. The electronic game table 400 may include options for players to connect a virtual credit wallet, link a player account, and/or add virtual credit. Players may be able to customize their gameplay experience, as discussed herein, to play multiple hands, enter sub-games, check their account, set a decision cycle time, and the like.

[0040] Live ETG arrangements provide the experience of a live blackjack game, with a live dealer and physical cards, while automating one or more aspects of action and credit resolution. The automation reduces the level of skill required for the dealer to operate the table and ensures more accurate credit allocation. This may also result in a faster pace of play, more games played per hour, and greater business for the game operator because the dealer only needs to deal the cards and pick up the cards at the end of a round instead of also managing the credit chips at the table. Such arrangements may further attract players who are familiar with the blackjack interface on the play station, and players of all levels who would

like a live game experience. The interface allows an individualized group experience, which is unique to traditional live blackjack table games, and virtual blackjack games.

[0041] Figure 5 provides a flowchart of a live game operation, in accordance with various aspects. Such operations may occur using one or more computing devices, including a processor and memory. Various techniques may utilize one or more cameras, user devices (e.g., cell phone, smartphone, PC, game device, etc.), play stations (e.g., an electronic table game), or applications operating on a user device or other computing device. In some examples, a user device may include a downloadable application, which provides access to the camera and play station(s) and manages one or more operations described herein. In some examples, the application may communicate with one or more remote computing devices, servers, databases, and computing elements to manage communications and operations between various devices.

[0042] At block 510, aspects may receive a credit selection at a graphical user interface. The graphical user interface may be similar to the examples discussed with respect to Figure 2. For example, a plurality of action areas may be provided, wherein each action area is associated with a separate blackjack hand playable during at least one round of the blackjack game event.

[0043] The credit selection may indicate a number of hands to play in a first round (e.g., one, two, three, or more), a credit amount, and the like. In various examples, the credit selection may update an account balance displayed at the graphical user interface. The credit selection may be displayed numerically or symbolically (e.g., as virtual credit chips).

[0044] At block 520, aspects may initiate a first credit on a first round of a blackjack game event. The first credit may be deducted from a player's virtual wallet and/or deducted from a displayed account balance. If a player is playing multiple hands, the first credit may be applied to any or all hands being played in the first round.

[0045] At block 530, aspects may provide, on the graphical user interface, a plurality of sub-game icons around a virtual play area associated with the blackjack game event. In some examples, as illustrated in Figure 2, each sub-game may have its own icon, and the sub-game icons at least partially surround a virtual action area. If there are multiple action areas, e.g., when multiple hands are being played, each action area may provide its own set of sub-game icons, representing available sub-games to be played for that hand.

[0046] Some embodiments may provide a "Play All" button which, when selected, initiates a credit for all possible sub-games for one or more hands being played in the first round. In some examples, the credit for all possible sub-games is a lowest available credit

value. A selection of any sub-game icon may initiate a second credit selection for a second credit amount.

[0047] Sub-games may include one or more of: a 21+3 sub-game, a top 21+3 sub-game, a bust sub-game, a C3 sub-game, a lucky aces sub-game, a lucky ladies sub-game, a lucky lucky sub-game, a match sub-game, an A-2 sub-game, a blackjack bonus sub-game, a poker 3 sub-game, a poker 3 bonus sub-game, a KK sub-game, a JJ sub-game, a QQ sub-game, a pairs sub-game, a suits sub-game, a 19+ sub-game, and a 7's sub-game.

[0048] At block 540, aspects may set a decision cycle time for a duration of the blackjack game event. In various embodiments, the decision cycle time defines a time window for making a gameplay decision during a round of the blackjack game event. The gameplay decision may be a player decision on how to play a given hand of blackjack. For example, the decision may be to hit, stand, double, split, etc. In another example, a second decision cycle time may define a time window for playing credits between rounds of the blackjack game event. Credits, sub-games, actions, and other gameplay changes must be completed within the given time window.

[0049] In some examples, one or both decision cycle times may be adjustable by player input at the graphical user interface. In some embodiments, one or both decision cycle times are adjustable prior to a start of the blackjack game event. In another example, one or both decision cycle times may be adjustable after the first round of the blackjack game event.

[0050] In another example, aspects may further include starting the time window of the decision cycle time upon completion of the first round and setting a credit amount for the second round of the blackjack game event after the time window expires. The credit amount for the second round may correspond to a credit selection received during the time window. The credit amount for the second round may also correspond to a default credit when the credit selection is not received during the time window. For example, the default credit may be an amount equal to the first credit amount. In other examples, the default credit amount may be more or less than the first credit amount.

[0051] In various embodiments, the overall time window of the decision cycle time is less than five seconds, less than ten seconds, less than thirty seconds, or less than sixty seconds. In embodiments, the decision cycle time may be divided into different periods of time based on the overall time window. The credit selection associated with one or more sub-games may be .50 credits, 1, 2, 5, 10, 25, 50, and 100 credits. In embodiments, the minimum credit selection for all of the sub-games when the play all button is selected is pre-established.

In embodiments, the player may increase the minimum credit selection from the pre-established amount to a higher amount.

[0052] At block 550, aspects may initiate the first round of the blackjack game event. As discussed herein, the blackjack game event may occur virtually, live, or both. A live dealer may manage one or more aspects of the blackjack game event, such as dealing cards. Credits, sub-games, and other game decisions may occur virtually, on a graphical user interface of a game system such as an individual play station. Credits may be resolved in a similar manner.

[0053] Each of the blocks of Figure 5 may be reversed as further discussed herein, such that an ordering of one or more aspects, such as setting sub-game options and setting a decision cycle time may be reversed and/or occur at different times.

[0054] The present disclosure describes particular embodiments and their detailed construction and operation. The embodiments described herein are set forth by way of illustration only and not limitation. Those skilled in the art will recognize, in light of the teachings herein, that there may be a range of equivalents to the exemplary embodiments described herein. Most notably, other embodiments are possible, variations can be made to the embodiments described herein, and there may be equivalents to the components, parts, or steps that make up the described embodiments. For the sake of clarity and conciseness, certain aspects of components or steps of certain embodiments are presented without undue detail where such detail would be apparent to those skilled in the art in light of the teachings herein and/or where such detail would obfuscate an understanding of more pertinent aspects of the embodiments.

[0055] The techniques described above can be implemented on a computing device associated with a game device (e.g., a roulette machine operating a live roulette game), a plurality of computing devices associated with a plurality of game devices, a controller in communication with the game device(s) (e.g., a controller configured to synchronize the game devices(s)), or a plurality of controllers in communication with the game device(s). Additionally, the techniques may be distributed between the computing device(s) and the controller(s). Figure 6 illustrates an exemplary block diagram of a computing system that includes hardware modules, software module, and a combination thereof and that can be implemented as the computing device and/or as the server.

[0056] In a basic configuration, the computing system may include at least a processor, a system memory, a storage device, input/output peripherals, communication peripherals, and an interface bus. Instructions stored in the memory may be executed by the

processor to perform a variety of methods and operations, including the roulette wheel velocity adjustments and result detection optimization, as described above. The computing system components may be present in the game device, in a server or other component of a network, or distributed between some combinations of such devices.

[0057] The interface bus is configured to communicate, transmit, and transfer data, controls, and commands between the various components of the electronic device. The system memory and the storage device comprise computer readable storage media, such as RAM, ROM, EEPROM, hard-drives, CD-ROMs, optical storage devices, magnetic storage devices, flash memory, and other tangible storage media. Any of such computer readable storage medium can be configured to store instructions or program codes embodying aspects of the disclosure. Additionally, the system memory comprises an operation system and applications. The processor is configured to execute the stored instructions and can comprise, for example, a logical processing unit, a microprocessor, a digital signal processor, and the like.

[0058] The system memory and the storage device may also comprise computer readable signal media. A computer readable signal medium may include a propagated data signal with computer readable program code embodied therein. Such a propagated signal may take any of variety of forms including, but not limited to, electro-magnetic, optical, or any combination thereof. A computer readable signal medium may be any computer readable medium that is not a computer readable storage medium and that can communicate, propagate, or transport a program for use in connection with the computing system.

[0059] Further, the input and output peripherals include user interfaces such as a keyboard, screen, microphone, speaker, other input/output devices, and computing components such as digital-to-analog and analog-to-digital converters, graphical processing units, serial ports, parallel ports, and universal serial bus. The input/output peripherals may also include a variety of sensors, such as light, proximity, GPS, magnetic field, altitude, and velocity/acceleration. RSSI, and distance sensors, as well as other types of sensors. The input/output peripherals may be connected to the processor through any of the ports coupled to the interface bus.

[0060] The user interfaces can be configured to allow a user of the computing system to interact with the computing system. For example, the computing system may include instructions that, when executed, cause the computing system to generate a user interface and conduct other methods and operations that the user can use to provide input to the computing system and to receive an output from the computing system.

[0061] This user interface may be in the form of a graphical user interface that is rendered at the screen and that is coupled with audio transmitted on the speaker and microphone and input received at the keyboard. In an embodiment, the user interface can be locally generated at the computing system. In another embodiment, the user interface may be hosted on a remote computing system and rendered at the computing system. For example, the server may generate the user interface and may transmit information related thereto to the computing device that, in turn, renders the user interface to the user. The computing device may, for example, execute a browser or an application that exposes an application program interface (API) at the server to access the user interface hosted on the server.

[0062] Finally, the communication peripherals of the computing system are configured to facilitate communication between the computing system and other computing systems (e.g., between the computing device and the server) over a communications network. The communication peripherals include, for example, a network interface controller, modem, various modulators/demodulators and encoders/decoders, wireless and wired interface cards, antenna, and the like.

[0063] The communication network includes a network of any type that is suitable for providing communications between the computing device and the server and may comprise a combination of discrete networks which may use different technologies. For example, the communications network includes a cellular network, a Wi-Fi/ broadband network, a local area network (LAN), a wide area network (WAN), a telephony network, a fiber-optic network, or combinations thereof. In an example embodiment, the communication network includes the Internet and any networks adapted to communicate with the Internet. The communications network may be also configured as a means for transmitting data between the computing device and the server.

[0064] The techniques described above may be embodied in, and fully or partially automated by, code modules executed by one or more computers or computer processors. The code modules may be stored on any type of non-transitory computer-readable medium or computer storage device, such as hard drives, solid state memory, optical disc, and/or the like. The processes and algorithms may be implemented partially or wholly in application-specific circuitry. The results of the disclosed processes and process steps may be stored, persistently or otherwise, in any type of non-transitory computer storage such as, e.g., volatile, or non-volatile storage.

[0065] An embodiment for playing on an electronic game apparatus, the method comprising: receiving, via a graphical user interface (GUI), a credit selection to initiate a first

credit amount on a first round of a blackjack game event; providing, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, and wherein each sub-game is based on but independent of the blackjack game event; setting a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and initiating the first round of the blackjack game event.

[0066] In an embodiment, further comprising providing, on the GUI, an icon, which when selected, initiates a credit for all sub-games for the first round.

[0067] In an embodiment, wherein the credit is a lowest available credit value.

[0068] In an embodiment, further comprising providing, on the GUI, a plurality of action areas, wherein each action area is associated with a separate blackjack hand playable during at least one round of the blackjack game event.

[0069] In an embodiment, wherein the plurality of action areas is three action areas.

[0070] In an embodiment, further comprising: starting the time window of the decision cycle time upon completion of the first round; and setting a credit amount for the second round of the blackjack game event after the time window expires, wherein the credit amount for the second round corresponds to a credit selection received during the time window, and wherein the credit amount for the second round corresponds to a default credit when the credit selection is not received during the time window.

[0071] In an embodiment, wherein the default credit amount is equal to the first credit amount.

[0072] In an embodiment, further comprising after the first round of the blackjack game event, adjusting the decision cycle time.

[0073] In an embodiment, further comprising setting a second decision cycle time, the second decision cycle time defining a time window for playing between rounds of the blackjack game event.

[0074] In an embodiment, wherein the game decision is at least one of hitting, standing, doubling, and splitting a hand of blackjack.

[0075] In an embodiment, an electronic game system, comprising: a player station comprising a graphical user interface; a processor; and a memory storing instructions, which when executed by the processor, cause the processor to: receive, via the graphical user interface

(GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event; provide, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, and wherein each sub-game is based on but independent of the blackjack game event; set a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and initiate the first round of the blackjack game event.

[0076] In an embodiment, wherein the game decision is at least one of hitting, standing, doubling, and splitting a hand of blackjack.

[0077] In an embodiment, wherein the sub-games include one or more of: a 21+3 sub-game, a top 21+3 sub-game, a bust sub-game, a C3 sub-game, a lucky aces sub-game, a lucky ladies sub-game, a lucky lucky sub-game, a match sub-game, an A-2 sub-game, a blackjack bonus sub-game, a poker 3 sub-game, a poker 3 bonus sub-game, a KK sub-game, a JJ sub-game, a QQ sub-game, a pairs sub-game, a suits sub-game, a 19+ sub-game, and a 7's sub-game.

[0078] In an embodiment, wherein the window of the decision cycle time is less than five seconds, less than ten seconds, less than thirty seconds, or less than sixty seconds.

[0079] In an embodiment, wherein the credit selection is 0.5, 1, 2, 5, 10, 25, 50, and 100 credits.

[0080] In an embodiment, further comprising a peripheral configured to receive player input.

[0081] In an embodiment, wherein the blackjack game event reflects cards drawn by a live dealer.

[0082] In an embodiment, further comprising instructions to set a second decision cycle time, the second decision cycle time defining a time window for playing between rounds of the blackjack game event.

[0083] In an embodiment, comprising a non-transitory computer-readable storage medium comprising instructions stored thereon that cause a computing device to at least: receive, via a graphical user interface (GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event; provide, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game

icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, and wherein each sub-game is based on but independent of the blackjack game event; set a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and initiate the first round of the blackjack game event.

[0084] In an embodiment, wherein the game decision relates to playing a hand of blackjack.

[0085] As previously noted, the various features and processes described above may be used independently of one another or may be combined in various ways. All possible combinations and sub-combinations are intended to fall within the scope of this disclosure. In addition, certain method or process blocks may be omitted in some implementations. The methods and processes described herein are also not limited to any particular sequence, and the blocks or states relating thereto can be performed in other sequences that are appropriate. For example, described blocks or states may be performed in an order other than that specifically disclosed, or multiple blocks or states may be combined in a single block or state. The example blocks or states may be performed in serial, in parallel, or in some other manner. Blocks or states may be added to or removed from the disclosed example embodiments. The example systems and components described herein may be configured differently than described. For example, elements may be added to, removed from, or rearranged compared to the disclosed example embodiments.

[0086] Conditional language used herein, such as, among others, "can," "could," "might," "may," "e.g.," and the like, unless specifically stated otherwise, or otherwise understood within the context as used, is generally intended to convey that certain embodiments include, while other embodiments do not include, certain features, elements, and/or steps. Thus, such conditional language is not generally intended to imply that features, elements and/or steps are in any way required for one or more embodiments or that one or more embodiments necessarily include logic for deciding, with or without author input or prompting, whether these features, elements and/or steps are included or are to be performed in any particular embodiment. The terms "comprising," "including," "having," and the like are synonymous and are used inclusively, in an open-ended fashion, and do not exclude additional elements, features, acts, operations, and so forth. Also, the term "or" is used in its

inclusive sense (and not in its exclusive sense) so that when used, for example, to connect a list of elements, the term “or” means one, some, or all the elements in the list.

[0087] The present disclosure describes particular embodiments and their detailed construction and operation. The embodiments described herein are set forth by way of illustration only and not limitation. Those skilled in the art will recognize, in light of the teachings herein, that there may be a range of equivalents to the exemplary embodiments described herein. Most notably, other embodiments are possible, variations can be made to the embodiments described herein, and there may be equivalents to the components, parts, or steps that make up the described embodiments. For the sake of clarity and conciseness, certain aspects of components or steps of certain embodiments are presented without undue detail where such detail would be apparent to those skilled in the art in light of the teachings herein and/or where such detail would obfuscate an understanding of more pertinent aspects of the embodiments.

[0088] The terms and descriptions used above are set forth by way of illustration only and are not meant as limitations. Those skilled in the art will recognize that those and many other variations, enhancements and modifications of the concepts described herein are possible without departing from the underlying principles of the invention. The scope of the invention should therefore be determined only by the following claims and their equivalents.

What is claimed is:

1. A method for playing on an electronic game apparatus, the method comprising:
receiving, via a graphical user interface (GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event;
providing, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, and wherein each sub-game is based on but independent from the blackjack game event;
setting a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and
initiating the first round of the blackjack game event.
2. The method of claim 1, further comprising: providing, on the GUI, an icon, which when selected, initiates a credit for all sub-games for the first round.
3. The method of claim 2, wherein the credit is a lowest available credit value.
4. The method of claim 3, wherein the lowest available credit value may be adjusted by player input to a higher value.
5. The method of claim 1, further comprising:
providing, on the GUI, a plurality of action areas, wherein each action area is associated with a separate blackjack hand playable during at least one round of the blackjack game event.
6. The method of claim 5, wherein the plurality of action areas is three action areas.
7. The method of claim 1, further comprising:
starting the time window of the decision cycle time upon completion of the first round;
and

setting a credit amount for the second round of the blackjack game event after the time window expires,

wherein the credit amount for the second round corresponds to a credit selection received during the time window, and

wherein the credit amount for the second round corresponds to a default credit when the credit selection is not received during the time window.

8. The method of claim 7, wherein the default credit amount is equal to the first credit amount.

9. The method of claim 1, further comprising:
after the first round of the blackjack game event, adjusting the decision cycle time.

10. The method of claim 1, further comprising setting a second decision cycle time, the second decision cycle time defining a time window for playing between rounds of the blackjack game event.

11. The method of claim 1, wherein the game decision is at least one of hitting, standing, doubling, and splitting a hand of blackjack.

12. An electronic game system, comprising:
a live game table upon which a dealer may deal and collect cards;
a player station comprising a graphical user interface and coupled to the live game table;
a processor; and
a memory storing instructions, which when executed by the processor, cause the processor to:

receive, via the graphical user interface (GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event;

provide, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, and wherein each sub-game is based on but is independent of the blackjack game event;

set a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and

initiate the first round of the blackjack game event based on the decision cycle and when the dealer deals cards on live game table.

13. The blackjack game system of claim 12, wherein the game decision is at least one of hitting, standing, doubling, and splitting a hand of blackjack.

14. The blackjack game system of claim 12, wherein the sub-games include one or more of: a 21+3 sub-game, a top 21+3 sub-game, a bust sub-game, a C3 sub-game, a lucky aces sub-game, a lucky ladies sub-game, a lucky lucky sub-game, a match sub-game, an A-2 sub-game, a blackjack bonus sub-game, a poker 3 sub-game, a poker 3 bonus sub-game, a KK sub-game, a JJ sub-game, a QQ sub-game, a pairs sub-game, a suits sub-game, a 19+ sub-game, and a 7's sub-game.

15. The blackjack game system of claim 12, wherein the window of the decision cycle time is one or more of less than five seconds, less than ten seconds, less than thirty seconds, and less than sixty seconds.

16. The blackjack game system of claim 12, wherein the credit selection is one or more of 0.5, 1, 2, 5, 10, 25, 50, and 100 credits.

17. The blackjack game system of claim 12, further comprising a peripheral configured to receive player input.

18. The blackjack game system of claim 12, wherein the blackjack game event reflects cards drawn by a live dealer.

19. The blackjack game system of claim 12, further comprising instructions to set a second decision cycle time, the second decision cycle time defining a time window for playing between rounds of the blackjack game event.

20. A non-transitory computer-readable storage medium comprising instructions stored thereon that cause a computing device to at least:

receive, via a graphical user interface (GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event;

provide, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, and wherein each sub-game is based on but is independent of the blackjack game event;

set a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and

initiate the first round of the blackjack game event.

21. The non-transitory computer-readable storage medium of claim 20, wherein the game decision relates to playing a hand of blackjack.