# DEVICE AND METHOD FOR PLAYING A GAME WITH A RANDOM OUTCOME

## TECHNICAL FIELD

The present invention relates broadly to a device and method for playing a game with a random outcome, in particular a baccarat-based game.

## BACKGROUND

There exist several different kinds of games with random outcomes. Due to the unpredictable nature of the outcomes of such games, these games provide intrigue and suspense to those playing them. As rewards are sometimes tied to the different outcomes of the games, there is an added element of hope and anticipation for those playing the games. Accordingly, such games provide great entertainment. An example of such a game is baccarat.

The game of baccarat is a game in which people (or guessers hereinafter) are allowed to guess the outcome of the total score of two competing entities, typically known as a player and a banker. Playing cards are dealt to the player and the banker by a third entity typically known as a dealer. It is noted that the entities can be known by other names such as "boss" etc.

The total score of the player and the banker is calculated according to a pre-determined set of rules. In a typical game of baccarat, the cards depicting King, Queen, Jack and Ten are valued as zero. The cards depicting Ace are valued as one. The cards depicting numerals are valued as the numbers shown on the cards. The respective total score of the cards of the player and the banker is calculated by obtaining the sum of the values of the cards of the player and the banker and subtracting the tens from this sum respectively. Hence, the total score of cards of the player or the banker typically ranges from a total score of 0 to 9.

In a typical baccarat game, there are three guess options. The layout for a typical baccarat game is differentiated into a player win area, a banker win area and a tie area. When a guesser guesses on the player win area, the guesser wins when the total score of the cards of the player is higher than the total score of the cards of the banker. When a

guesser guesses on the banker win area, the guesser wins when the total score of the cards of the banker is higher than the total score of the cards of the player. When a guesser guesses on the tie area, the guesser wins when the total score of the cards of the banker and the total score of the cards of the player are the same.

Rewards are typically a multiple of points put up by a guesser. There are cases where rewards are tied to the different outcomes of the game. When the guesser wins a game by placing a guess on the player win area, the rewards obtainable by the guesser is the same as the points placed by the guesser. However, when a guesser wins a game by guessing on the banker win area, the rewards provided to the guesser is equivalent to the amount of points placed by the guesser less a pre-determined commission (usually 5% of the points). When the guesser guesses a tie between the player and the banker, and the game ends in a tie, a reward calculated at a pre-determined rate (typically 8 times the points) is provided to the guesser. For easier illustration, points put up by a guesser may be referred to interchangeably loosely as a stake herein the description.

The player win area, the banker win area and the tie area are typically divided into further areas allocated to each guesser taking part in the baccarat game and each area is marked with consecutive numbers such as "1", "2", "3" etc. The player win area and the banker win area are marked with the words "PLAYER" and "BANKER" respectively. The tie area is marked with the word "TIE" and/or the reward to point ratios "8 to 1" or "9 to 1". "8 to 1" indicates that the reward is 8 times the points placed by the guesser when the game ends in a tie between the player and the banker. "9 to 1" indicates that the reward is 9 times the points placed by the guesser when the game ends in a tie between the player and the banker.

As can seen from the above, the options (typically three different options) for guessing the outcome of a baccarat game is severely limited. Furthermore, the ratio of rewards to the points placed by the guesser is also severely limited (typically two different ratios) due to the limited options for guessing the outcome of the game. Thus, disadvantageously, people may be dissuaded from playing the baccarat game after a period of playing.

In view of the above, there is a need to provide a device and method for playing a game with a random outcome that overcomes or at least ameliorates the above limitations. There is also a need to provide a device and method for playing a baccarat-based game that increases fun, attraction and entertainment value.

## SUMMARY

In accordance with a first aspect of the present invention, there is provided a device for playing a game with a random outcome, the device having a playing surface, the playing surface comprising a first area indicative of a guess that a first score of a first competing entity is greater than a second score of a second competing entity, a second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity, a third area indicative of a guess that the first and second scores are the same, and a fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity.

The game may be a baccarat-based game.

The device may be selected from the group consisting of a table top and a foldable mat.

The device may be a computing device and the playing surface may be a virtual playing surface implemented on the device.

At least one of the first, second, third and fourth areas may comprise markings that indicate rewards obtainable when the actual outcome of the game matches the guessed outcome indicated by that area.

The obtainable rewards indicated in the fourth area may be greater than any one of the obtainable rewards indicated by the first, second and third areas.

The probability that the actual outcome of the game matches the guessed outcome indicated by the fourth area may be lower than the probability that the actual outcome of the game matches the guessed outcome indicated by any one of the first, second and third areas.

The fourth area may be further indicative of a guess that the first and second scores are the same.

The fourth area may further comprise markings selected from the group consisting of "0", "1", "2", "3", "4", "5", "6", "7", "8" and "9" to indicate the exact score of at least one of the first and the second entity.

In accordance with a second aspect of the present invention, there is provided a method of playing game with a random outcome, the method comprising providing at least a first competing entity and a second competing entity, placing a guess on the outcome of the game whereby the competing entities compete on the basis of respective scores, using a scoring system to provide separate respective scores to the competing entities, comparing the scores to determine the actual outcome of the game, and determining if the guess matches the actual outcome of the game, wherein the step of placing a guess comprises deciding between:

(i) placing a guess that the score of the first entity is greater than the score of the second entity in a first area, the first area indicative of a guess that the first score of the first competing entity is greater than the second score of the second competing entity;

(ii) placing a guess that the score of the second entity is greater than the score of the first entity in a second area, the second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity;

(iii) placing a guess that the scores of the first and second entities are the same in a third area, the third area indicative of a guess that the first and second scores are the same; or

(iv) placing a guess of the exact score of at least one of the first and the second entity in a fourth area, the fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity.

The game may be a baccarat-based game.

The first, second, third and fourth areas may be areas on a surface of a table top or a surface of a foldable mat.

The first, second, third and fourth area may be areas on a virtual playing surface implemented on a computing device.

The method may further comprise the step of rewarding a guesser if the guesser's guess matches the actual outcome of the game.

The potential rewards obtainable by a guesser if the guesser's guess is placed in the fourth area, may be greater than the potential rewards obtainable if the guesser's guess is placed in any one of the first, second and third areas.

The probability that the actual outcome of the game corresponds to a guess placed in the fourth area may be lower than the probability that the actual outcome of the game matches a guess placed in any one of the first, second and third areas.

The fourth area may be further indicative of a guess that the scores of the first and second entities are the same.

The step of placing a guess of the exact score of at least one of the first and the second entity in the fourth area may comprise placing a guess that the exact score of at least one of the first and the second entity is "0", "1", "2", "3", "4", "5", "6", "7", "8" or "9".

The potential rewards obtainable by a guesser if the guesser's guess is placed in the fourth area, may be independent of the outcome of a previous game or a subsequent game.

In accordance with a third aspect of the present invention, there is provided a computer readable data storage medium having stored thereon instructions for instructing a processor to carry out the method in the second aspect of the present invention.

## EXEMPLARY EMBODIMENTS

There is provided a device for playing a game with a random outcome, the device having a playing surface, the playing surface comprising a first area indicative of a guess that a first score of a first competing entity is greater than a second score of a second competing entity; a second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity; a third area indicative of a guess that the first and second scores are the same; and a fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity.

There is also provided a method of playing game with a random outcome, the method comprising providing at least a first competing entity and a second competing entity; placing a guess on the outcome of the game whereby the competing entities compete on the basis of respective scores; using a scoring system to provide separate respective scores to the competing entities; comparing the scores to determine the actual outcome of the game; and determining if the guess matches the actual outcome of the game, wherein the step of placing a guess comprises deciding between (i) placing a guess that the score of the first entity is greater than the score of the second entity in a first area, the first area indicative of a guess that the first score of the first competing entity is greater than the second score of the second competing entity; (ii) placing a guess that the score of the second entity is greater than the score of the first entity in a second area, the second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity; (iii) placing a guess that the scores of the first and second entities are the same in a third area, the third area indicative of a guess that the first and second scores are the same; or (iv) placing a guess of the exact score of at least one of the first and the second entity in a fourth area, the fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity.

In one embodiment, the scoring system described above may comprise the use of playing cards to determine the scores of the respective entities. The first entity may be termed as a "Player" and the second entity may be termed as a "Banker", or vice versa. The two entities may be identified using any other name. There may also exist a pre-determined set of rules for determining how the cards are being distributed to the first entity and the

second entity, and for determining the total score of the cards of the first entity player and the total score of the cards of the second entity.

The game described herein may adopt the general rules of existing known games. The method for playing the game disclosed herein can include, but is not limited to, a method for playing baccarat. In one embodiment, the game is a baccarat-based game. In this embodiment, the general rules of baccarat are applied. While the general rules of baccarat may be applied, there can also be modifications to some of the rules.

The general rules of baccarat for counting the points of the first entity and the second entity may be adopted as follows:

- The value of a card depicting King, Queen, Jack or Ten is zero.
- The value of a card depicting Ace is one.
- The value of a card depicting numerals is the number as shown.
- The total score of the cards of the first entity is calculated by obtaining the sum of the values of the cards of the first entity, and then subtracting the tens from this sum.
- Similarly, the total score of the cards of the second entity is calculated by obtaining the sum of the values of the cards of the second entity, and subtracting the tens from this sum.
- For example, if a first entity has the cards depicting a Two and a Nine, the total score of the cards of the first entity is one.

However, it should be appreciated that the rules by which the total score of the cards of the first entity and the second entity may be calculated is not limited to the set of rules as indicated above. The total score of the first entity and the second entity may be calculated according to any other pre-determined set of rules. For example, the score of the cards of the first entity may be calculated by obtaining the sum of the values of the cards of the first entity. If the first entity has the cards depicting a Two and a Nine, the total score of the cards of the first entity is then eleven. In another embodiment, the value of a card depicting King, Queen, Jack or Ten may be Ten.

The cards may be distributed to the first competing entity and the second competing entity by a third entity. The third entity may be a dealer or may be identified as any other name. The general rules of baccarat for distributing cards to the first entity and the second entity may be adopted as follows.

The first and third card are distributed to the first entity, and the second and fourth card are distributed to the second entity. The third entity determines whether the first entity and the second entity can get an additional card based on the following conditions listed in Tables 1 and 2:

Table 1

| Total score of the first entity's first two cards | Action of third entity |
|---|---|
| 0, 1, 2, 3, 4 or 5 | Distribute an additional card to the first entity. |
| 6 or 7 | Do not distribute an additional card to the first entity. |
| 8 or 9 | Do not distribute an additional card to both the first entity and the second entity. |

Table 2

| Total score of the second entity's first two cards | Action of third entity |
|---|---|
| 3 | Distribute an additional card to the second entity if the first entity's additional card is 0, 1, 2, 3, 4, 5, 6, 7 or 9. |
| | Do not distribute an additional card to the second entity if the first entity's additional card is 8. |
| 4 | Distribute an additional card to the second entity if the first entity's additional card is 2, 3, 4, 5, 6 or 7. |
| | Do not distribute an additional card to the second entity if the first entity's additional card is 0, 1, 8 or 9. |
| 5 | Distribute an additional card to the second entity if the first entity's additional card is 4, 5, 6 or 7. |

| | |
|---|---|
| | Do not distribute an additional card to the second entity if the first entity's additional card is 0, 1, 2, 3, 8 or 9. |
| 6 | Distribute an additional card to the second entity if the first entity's additional card is 6 or 7. |
| | Do not distribute an additional card to the second entity if the first entity's additional card is 0, 1, 2, 3, 4, 5, 8 or 9. |
| 7 | Do not distribute an additional card to the second entity. |
| 8 or 9 | Do not distribute an additional card to both the first entity and the second entity. |
| 0, 1 or 2 | Distribute an additional card to the second entity. |

It should also be appreciated that cards being distributed to the first entity and the second entity need not follow the set of rules as indicated above. The way by which cards are being distributed to the first entity and the second entity may follow any other pre-determined set of rules.

In one embodiment of the gaming method disclosed herein, when a guesser guesses that the first entity wins (i.e. the score of the first entity is higher than the score of the second entity) by placing a guess in the first area, the guesser wins the guess when the total score of the cards of the first entity is higher than the total score of the cards of the second entity.

In one embodiment of the gaming method disclosed herein, when a guesser guesses that the second entity wins (i.e, the score of the second entity is greater than the first entity) by place such guess in the second area, the guesser wins when the total score of the cards of the second entity is higher than the total score of the cards of the first entity.

In one embodiment of the gaming method disclosed herein, when a guesser guesses that there is a simple draw or tie between the first entity and the second entity (i.e. when the scores of the first and second entity are the same) by placing a guess in the third area, the guesser wins when the total score of the cards of the first entity and the total score of the

cards of the second entity are the same. In this case, the guesser may win regardless of the total score of the cards of the first entity or the second entity, as long as the total score of the cards of the first entity and the total score of the cards of the second entity are the same. For example, if a guesser guesses on a simple draw or tie between the first entity and the second entity: the guesser wins when the total score of the cards of the first entity and the total score of the cards of the second entity is zero; the guesser also wins when the total score of the cards of the first entity and the total score of the cards of the second entity is one etc.

In one embodiment of the gaming method disclosed herein, when a guesser guesses the exact score of at least one of the first entity and the second entity by placing a guess in the fourth area, the guesser wins when the total score of the cards of at least the first entity and the second entity matches the exact score guessed by the guesser. For example, if a guesser guesses that the total score of at least one of the first entity and the second entity is five: the guesser wins when the total score of the cards of the first entity is five and the total score of the cards of the second entity is zero; the guesser also wins when the total score of the cards of the first entity is five and the total score of the cards of the second entity is five; the guesser also wins when the total score of the cards of the first entity is five and the total score of the cards of the second entity is five etc.

In another embodiment, when a guesser guesses the exact scores of each of the first entity and the second entity by placing respective guesses in the fourth area, the guesser wins when the total score of the cards of each of the first entity and the second entity matches the respective exact scores guessed by the guesser.

In another embodiment, when a guesser guesses that there is a specific draw or tie between the first entity and the second entity and the exact tie/draw score of both entities by placing a guess in the fourth area, the guesser wins when the total score of the cards of the first entity and the total score of the cards of the second entity are the same and when the total score of the first entity (and also the second entity) matches the exact score (i.e. a draw/tie) guessed by the guesser. For example, the guesser guesses that there is a specific draw or tie between the first entity and the second entity, and this specific draw or tie is due to the total score of the cards of the first entity being two and the total score of the cards of the second entity being two. In such case, the guesser wins when the total score of the cards of the first entity is two and the total score of the cards of the second entity is two which results in the round of game being a specific draw or tie.

The number of guessers allowed for a game may be limited to a pre-determined maximum number. The maximum number of guessers per game may be 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14 or 15.

In one embodiment, the device for playing the game is selected from the group consisting of a table top and a foldable mat. In another embodiment, the device is a computing device and the playing surface is a virtual playing surface implemented on the device.

The gaming method disclosed herein may further comprise the step of rewarding a guesser if the guesser's guess matches the actual outcome of the game. Accordingly, the guess placed in the first, second third or fourth areas may be accompanied by a stake. Thus, in one embodiment the guess placed in any one of the first, second third and fourth areas is a staked guess. In one embodiment, the first, second, third and fourth areas comprise markings that indicate individual rewards obtainable when the outcome of the game matches the guessed outcome indicated by the respective different areas. The indicated rewards obtainable may in the form of a reward rate or reward to stake ratio. The markings in the first and second areas may indicate that the ratio of rewards to the stakes placed is "1 to 1". The markings in the third area may indicate that the ratio of rewards to the stakes placed is "X to 1", where X is number greater than 1, for example X may be 8 or 9. "8 to 1" indicates that the reward is 8 times the stake placed by the guesser when the game ends in a tie between the player and the banker. "9 to 1" indicates that the reward is 9 times the stake placed by the guesser when the game ends in a tie between the player and the banker. The markings in the fourth area may indicate that the ratio of rewards to the stakes placed is "Y to 1", where Y is a number greater than 1. In one embodiment, Y is greater than 1 but smaller than X described above. In another embodiment, Y is greater than X.

The obtainable rewards indicated in the fourth area may be greater than any one of the obtainable rewards indicated by the first, second and third areas. In this regard, to justify the larger rewards obtainable or potential rewards for a guess placed in the fourth area, in one embodiment, the probability that the actual outcome of the game matches the guessed outcome indicated by the fourth area is lower than the probability that the actual outcome of the game matches the guessed outcome indicated by any one of the first, second and third areas. In some embodiments, besides being indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity, the fourth area is further indicative of a guess that the first and second scores are

the same, i.e. a specific draw or tie. In such embodiment, the ratio of rewards to the stakes placed is substantially higher than the first, second and third areas. In such a case, the ratio of rewards to stakes in the fourth area may be "150 to 1". The "150 to 1" ratio means that the reward is 150 times the stake placed by the guesser when game ends with a tie between the first and second entity and the exact score of both the first and second entities matches that guessed by the guessor. The fourth area may further comprise markings selected from the group consisting of "0", "1", "2", "3", "4", "5", "6", "7", "8", "9" and "10" to indicate the exact score of at least one of the first and the second entity. This advantageously helps to increase the excitement level in the game since a higher amount of reward is potentially obtainable by placing a staked guess on a specific draw or tie.

In one embodiment, the potential rewards obtainable by a guesser if the guesser's guess is placed in the fourth area, are independent of the outcome of a previous game or a subsequent game.

In one embodiment, where the scoring system comprises the use of playing cards, the playing surface further comprises a fifth area indicative of a guess of that two cards issued to the first competing entity and/or the second competing entity form a pair by having the same numerals or alphabets. The playing surface may also comprise additional areas indicative of other types of guesses.

The description herein may be, in certain portions, explicitly or implicitly described as algorithms and/or functional operations that operate on data within a computer memory or an electronic circuit. These algorithmic descriptions and/or functional operations are usually used by those skilled in the information/data processing arts for efficient description. An algorithm is generally relating to a self-consistent sequence of steps leading to a desired result. The algorithmic steps can include physical manipulations of physical quantities, such as electrical, magnetic or optical signals capable of being stored, transmitted, transferred, combined, compared, and otherwise manipulated.

Further, unless specifically stated otherwise, and would ordinarily be apparent from the following, a person skilled in the art will appreciate that throughout the present specification, discussions utilizing terms such as "implementing", "scanning", "calculating", "determining", "replacing", "generating", "initializing", "outputting", and the like, refer to action and processes of a instructing processor/computer system, or similar electronic circuit/device/component, that manipulates/processes and transforms data represented as

physical quantities within the described system into other data similarly represented as physical quantities within the system or other information storage, transmission or display devices etc.

The description also discloses relevant device/apparatus for performing the steps of the described methods. Such apparatus may be specifically constructed for the purposes of the methods, or may comprise a general purpose computer/processor or other device selectively activated or reconfigured by a computer program stored in a storage member. The algorithms and displays described herein are not inherently related to any particular computer or other apparatus. It is understood that general purpose devices/machines may be used in accordance with the teachings herein. Alternatively, the construction of a specialized device/apparatus to perform the method steps may be desired.

In addition, it is submitted that the description also implicitly covers a computer program, in that it would be clear that the steps of the methods described herein may be put into effect by computer code. It will be appreciated that a large variety of programming languages and coding can be used to implement the teachings of the description herein. Moreover, the computer program if applicable is not limited to any particular control flow and can use different control flows without departing from the scope of the invention.

Furthermore, one or more of the steps of the computer program if applicable may be performed in parallel and/or sequentially. Such a computer program if applicable may be stored on any computer readable medium. The computer readable medium may include storage devices such as magnetic or optical disks, memory chips, or other storage devices suitable for interfacing with a suitable reader/general purpose computer. The computer readable medium may even include a wired medium such as exemplified in the Internet system, or wireless medium such as exemplified in bluetooth technology. The computer program when loaded and executed on a suitable reader effectively results in an apparatus that can implement the steps of the described methods.

The example embodiments may also be implemented as hardware modules. A module is a functional hardware unit designed for use with other components or modules. For example, a module may be implemented using digital or discrete electronic components, or it can form a portion of an entire electronic circuit such as an Application Specific Integrated Circuit (ASIC). A person skilled in the art will understand that the example embodiments can also be implemented as a combination of hardware and software modules.

Accordingly, there is also provided a computer readable data storage medium stored thereon instructions for instructing a processor to carry out the method disclosed herein.

## BRIEF DESCRIPTION OF THE DRAWINGS

Example embodiments of the invention will be better understood and readily apparent to one of ordinary skill in the art from the following written description, by way of example only, and in conjunction with the drawings, in which:

Figure 1 shows a layout 100 for a baccarat-based game in accordance with one embodiment disclosed herein in a first example implementation.

Figure 2a shows a layout 200 for a baccarat-based game in accordance with one embodiment disclosed herein in a second example implementation.

Figure 2b shows a layout 300 for a baccarat-based game in accordance with one embodiment disclosed herein in a third example implementation.

Figure 3 shows a specific draw or tie area 440 in accordance with one embodiment disclosed herein in a fourth example implementation.

Figure 4 shows a simple draw or tie area and a specific draw or tie area in accordance with one embodiment disclosed herein in a fifth example implementation.

Figure 5 shows a layout 500 in an example implementation for a game that includes only a single guesser in accordance with one embodiment disclosed herein.

## DETAILED DESCRIPTION OF THE FIGURES

Figure 1 shows a layout 100 for a a baccarat-based game in accordance with one embodiment disclosed herein in a first example implementation. A maximum of eight guessers are allowed in a particular round of a baccarat-based game in the layout 100. Each of the eight guessers is designated the numbers 1 to 8 respectively. A first competing entity is a named "PLAYER" and the second competing entity is named

"BANKER". The layout 100 comprises a first area indicative of a guess that a first score of a first competing entity is greater than a second score of a second competing entity; a second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity; a third area indicative of a guess that the first and second scores are the same; and a fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity.

In the following description, reference of a specific draw/tie means a specific score for a draw/tie.

The first area is in the form of a "PLAYER" win area 110, the second area is in the form of a "BANKER" win area 120, the third area is in the form of a simple draw or tie area 130 and the fourth area is in the form of a specific draw or tie area 140. The simple draw or tie area 130 is indicated with the word "TIE". The simple draw or tie area 130 is also indicated e.g. with the reward rate of "8 to 1" which means that the guesser is rewarded eight times his stake placed if he places a staked guess on a simple draw and tie between the first entity and the second entity, and the game ends in a simple draw and tie between the first entity and the second entity. The specific draw or tie area 140 is e.g. indicated with the words "2 – TIE" which means that it is a specific draw or tie area for guessing on a specific draw or tie between the first entity and the second entity, and guessing that the total score of the cards of the first entity is two and the total score of the cards of the second entity is also two. The specific draw or tie area 140 is also indicated e.g. with the reward rate of "100 to 1" which means that the guesser is rewarded 100 times his stake placed if he places a staked guess on a specific draw and tie between the first entity and the second entity with the total score of the cards of the first entity being two and the total score of the cards of the second entity being two. The reward rate for a specific draw and tie between the first entity and the second entity is much higher than the reward rate for a first entity win, a second entity win, or a simple draw or tie.

To facilitate the placing of a guess of a particular guesser and to facilitate the tracking of the staked guess of a particular guesser, each of the first entity win area 110, the second entity win area 120, the simple draw or win area 130 and the specific draw or win area 140, is divided into specific areas for each of the eight guessers, demarcated by straight line boundaries.

The first entity win area 110 comprises areas 111 – 118. The second entity win area 120 comprises areas 121 – 128. The simple draw or tie area 130 comprises area 131 – 138. The specific draw or tie area comprises areas 141 – 148. The areas allocated to a particular guesser on which he may place his staked guess is being marked with specific identifiers. In the layout 100, the areas allocated to each guesser are marked with numbers "1", "2", "3", "4", "5", "6", "7" and "8". Guesser "1" can place his staked guess in the areas corresponding to a first entity win area 111, a second entity win area 121, a simple draw or tie area 131 and a specific draw or tie area 141.

Figure 2a shows a layout 200 for a baccarat-based game in accordance with one embodiment disclosed herein in a second example implementation. A maximum of eight guessers are allowed in a particular round of a baccarat-based game in the layout 200. A first competing entity is a named "PLAYER" and the second competing entity is named "BANKER". The layout 200 comprises a first area indicative of a guess that a first score of a first competing entity is greater than a second score of a second competing entity; a second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity; a third area indicative of a guess that the first and second scores are the same; and a fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity. The first area is in the form of a "PLAYER" win area 210, the second area is in the form of a "BANKER" win area 220, the third area is in the form of a simple draw or tie area 230, and the fourth area is in the form of a specific draw or tie area 240. The layout 200 also comprises a first entity pair area 250 and a second entity pair area 260. The simple draw or tie area 230 is indicated with the word "TIE". The simple draw or tie area 230 is also indicated e.g. with the reward rate of "8 to 1" which means that the guesser is rewarded eight times his placed stakes if he places a staked guess on a simple draw and tie between the first entity and the second entity, and the game ends in a simple draw and tie between the first entity and the second entity. The specific draw or tie area 240 is indicated e.g. with the words "2 – DRAW" which means that it is a specific draw or tie area for guessing on a specific draw or tie between the first entity and the second entity, and the total score of the cards of the first entity is two and the total score of the cards of the second entity is also two. The specific draw or tie area 240 is also indicated e.g. with the reward rate of "150 to 1" which means that the guesser is rewarded 150 times his staked guess if he guesses on a specific draw and tie between the first entity and the second entity with the total score of the cards of each of the first and second entities being two, and his guess matches the actual outcome of the game. There also exists a fifth area in the form of a first entity

pair area 250 for a guesser to place a guess that the first two cards of the first entity form a pair by depicting the same numerals or alphabets. The first entity pair area is indicated with the words "PP" which denotes "Player Pair". There also exists a sixth area in the form of a second entity pair area 260 for a guesser to place a staked guess that the first two cards of the second entity form a pair by depicting the same numerals or alphabets. The second entity pair area is indicated with the words "BP" which denotes "Banker Pair". The first entity pair area 250 and the second entity pair area 260 are also indicated with the reward rate of "11 to 1" which means that the guesser is rewarded 11 times his placed stake if he places a staked guess on a first entity pair and the outcome of the game is that the first two cards of the first entity form a pair. Similarly, the guesser is rewarded 11 times his placed stake if he places a staked guess on a second entity pair and the outcome of the game is that the first two cards of the second entity form a pair. The reward rate for a specific draw and tie between the first entity and the second entity is much higher in the example implementation than the reward rate for a first entity win, a second entity win, a simple draw or tie, a first entity pair, or a second entity pair.

To facilitate the placing of a staked guess of a particular guesser and to facilitate the tracking of the staked guess of a particular guesser, each of the first entity win area 210, the second entity win area 220, the simple draw or win area 230, the first entity pair area 250 and the second entity pair area 260, is divided into specific areas for each of the eight guessers.

The first entity win area 210 comprises areas 211 – 218. The second entity win area 220 comprises areas 221 – 228. The simple draw or tie area comprises areas 231 – 238. The first entity pair area 250 comprises areas 251 – 258. The second entity pair 260 area comprises areas 261 – 268.The areas allocated to a particular guesser on which he may place his staked guess is being marked with specific identifiers. In the layout 200, the areas allocated to each guesser may be marked with numbers "1", "2", "3", "4", "5", "6", "7" and "8". Guesser "1" may place his staked guess in the areas corresponding to a first entity win area 211, a second entity win area 221, a simple draw or tie area 231, a specific draw or tie area 240, a first entity pair area 251 and a second entity pair area 261.

Figure 2b shows a layout 300 for a baccarat-based game in accordance with one embodiment disclosed herein in a third example implementation. A maximum of ten guessers are allowed in a particular round of a baccarat-based game in the layout 300. The layout 300 is substantially similar as the layout 200, except that a first entity win

area 310, a second entity win area 320, a simple draw or tie area 330, a first entity pair area 350 and a second entity pair area 360 are divided into ten specific areas for each of the ten guessers.

In other example implementations, the simple draw or tie area 130, 230 or 330 may be indicated with any other appropriate words or identifiers. The simple draw or tie area 130, 230 or 330 may be indicated with the reward rate of "9 to 1" or any other appropriate reward rate.

In other example implementations, the specific draw or tie area 140, 240 and 340 may be indicated with any other appropriate words or identifiers. The specific draw or tie area 140, 240 and 340 may be indicated with words such as "PREMIER", "SPECIAL TIE" etc which shows that it offers potentially the highest rewards for a particular stake and helps the guessers to easily differentiate the specific draw or tie area 140, 240 and 340 from the simple draw or tie area 130, 230 and 330. The specific draw or tie area 140, 240 and 340 may be indicated with any other appropriate reward rate.

In the first, second and third example implementation as shown in Figure 1, 2a and 2b respectively, a specific value of the total score of the first entity and the second entity which results in a specific draw or tie between the first entity and the second entity is pre-determined, and is restricted to a total score of two for the cards of the first entity and a total score of two for the cards of the second entity. A guesser is not allowed to place a staked guess on a specific draw or tie between the first entity and the second entity with the total score of the cards of the first entity and the total score of the cards of the first entity being any other value.

Alternatively, in other example implementations, there may be more than one specific draw or tie area 140, 240 and 340 wherein each specific draw or tie area 140, 240 and 340 is for a different specific total score of the cards of the first entity and the specific total score of the cards of the second entity resulting in a draw or tie in a game. The reward rate for each specific total score of the cards of the first entity and the specific total score of the cards of the second entity resulting in a draw or tie in a game may be different depending on the actual probability of the associated outcome being achieved. For example, a layout for a baccarat-based game may comprise a specific draw or tie area 140, 240 and 340 for a total score of the cards of the first entity and the specific total score of the cards of the second entity being one resulting in a draw or tie in a game, a specific draw or tie area 140, 240 and 340 for a total score of the cards of

the first entity and the specific total score of the cards of the second entity being two resulting in a draw or tie in a game, and a specific draw or tie area 140, 240 and 340 for a total score of the cards of the first entity and the specific total score of the cards of the second entity being three resulting in a draw or tie in a game etc.

Figure 3 shows a specific draw or tie area 440 in a fourth example implementation in accordance with an embodiment disclosed herein. The specific draw or tie area 440 is not indicated with any pre-determined specific score of the cards of the first entity and the specific score of the cards of the second entity, which results in a specific draw or tie outcome of the game. The specific draw or tie area 440 is also not indicated with any reward rate. The fourth example implementation may be advantageously used for games wherein the specific total score of the cards of the first entity and the specific total score of the cards of the second entity resulting in a draw or tie in a game, and the reward rate is floating and variable and may be determined between the guesser and the third entity at their discretion. The specific draw or tie area 440 comprises areas 441 – 448. The respective areas allocated to each guesser 441 – 448 is marked with numbers "1", "2", "3", "4", "5", "6", "7" and "8". Guesser "1" can place his staked guess in the area corresponding to a specific draw or tie area 441.

Figure 4 shows a simple draw or tie area and a specific draw or tie area in a fifth example implementation in accordance with one embodiment disclosed herein. The simple draw or tie area, and the specific draw or tie area allocated for each guesser are placed beside each other. The simple draw or tie area for each guesser is indicated with the word "TIE". The specific draw or tie area allocated for each guesser is indicated with the word "SPECIAL TIE" to differentiate it from the simple draw or tie area. The specific draw or tie area is not indicated with any pre-determined specific score of the cards of the first entity and the specific score of the cards of the second entity. The specific draw or tie area is also not indicated with any reward rate. Hence, the specific total score of the cards of the first entity and the specific total score of the cards of the second entity resulting in a draw or tie in a game, and the reward rate is floating and variable and may be determined between the guesser and the third entity at their discretion.

Figure 5 shows a layout 500 in an example implementation for a game that includes only a single guesser in one embodiment disclosed herein, for example in a computer implemented game. The first entity is named "PLAYER" and the second entity is named "BANKER". The layout 500 comprises a first area indicative of a guess that a first score of a first competing entity is greater than a second score of a second

competing entity; a second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity; a third area indicative of a guess that the first and second scores are the same; and a fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity.

The first area is in the form of a "PLAYER" win area 510, the second area is in the form of a "BANKER" win area 520, the third area is in the form of a simple draw or tie area 530 and the fourth area is in the form of a specific draw or tie area 540. The simple draw or tie area 530 is indicated with the word "TIE". The simple draw or tie area 530 is also indicated e.g. with the reward rate of "9 for 1" which means that the guesser is rewarded nine times his placed stake if he places a staked guess on a simple draw and tie between the first entity and the second entity, and the game ends in a simple draw and tie between the first entity and the second entity. The specific draw or tie area 540 is indicated with the words "SPECIAL TIE" which differentiates it from the simple draw or tie area. The specific draw or tie area is not indicated with any pre-determined specific score of the cards of the first entity and the specific score of the cards of the second entity. The specific draw or tie area is also not indicated with any reward rate. Hence, the specific total score of the cards of the first entity and the specific total score of the cards of the second entity resulting in a draw or tie in a game, and the reward rate is floating and variable and may be determined between the guesser and/or the third entity at their discretion. The reward rate for a specific draw and tie between the first entity and the second entity is much higher than the reward rate in the example implementation for a first entity win, a second entity win, or a simple draw or tie.

Figure 6 is a schematic flowchart 600 schematically illustrating a method of playing game with a random outcome in an example embodiment. At step 602, at least a first competing entity and a second competing entity are provided. At step 604, a guess on the outcome of the game whereby the competing entities compete on the basis of respective scores is placed. This comprises deciding between (i) placing a guess that the score of the first entity is greater than the score of the second entity in a first area, the first area indicative of a guess that the first score of the first competing entity is greater than the second score of the second competing entity; (ii) placing a guess that the score of the second entity is greater than the score of the first entity in a second area, the second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity; (iii) placing a guess that the scores of the first and second entities are the same in a third area, the

third area indicative of a guess that the first and second scores are the same; or (iv) placing a guess of the exact score of at least one of the first and the second entity in a fourth area, the fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity. At step 606, a scoring system is used to provide separate respective scores to the competing entities. At step 608, the scores are compared to determine the actual outcome of the game. At step 610, it is determined if the guess matches the actual outcome of the game.

It will be appreciated that different example embodiments can be implemented in the context of data structure, program modules, program and computer instructions executed in a computer implemented environment. A general purpose computing environment is briefly disclosed herein. One or more example embodiments may be embodied in one or more computer systems, such as is schematically illustrated in Figure 7.

One or more example embodiments may be implemented as software, such as a computer program being executed within a computer system 700, and instructing the computer system 700 to conduct a method of an example embodiment.

The computer system 700 comprises a computer unit 702, input modules such as a keyboard 704 and a pointing device 706 and a plurality of output devices such as a display 708, and printer 710. A user can interact with the computer unit 702 using the above devices. The pointing device can be implemented with a mouse, track ball, pen device or any similar device. One or more other input devices (not shown) such as a joystick, game pad, satellite dish, scanner, touch sensitive screen or the like can also be connected to the computer unit 702. The display 708 may include a cathode ray tube (CRT), liquid crystal display (LCD), field emission display (FED), plasma display or any other device that produces an image that is viewable by the user.

The computer unit 702 can be connected to a computer network 712 via a suitable transceiver device 714, to enable access to e.g. the Internet or other network systems such as Local Area Network (LAN) or Wide Area Network (WAN) or a personal network. The network 712 can comprise a server, a router, a network personal computer, a peer device or other common network node, a wireless telephone or wireless personal digital assistant. Networking environments may be found in offices, enterprise-wide computer networks and home computer systems etc. The transceiver device 714 can be a modem/router unit located within or external to the computer unit

702, and may be any type of modem/router such as a cable modem or a satellite modem.

It will be appreciated that network connections shown are exemplary and other ways of establishing a communications link between computers can be used. The existence of any of various protocols, such as TCP/IP, Frame Relay, Ethernet, FTP, HTTP and the like, is presumed, and the computer unit 702 can be operated in a client-server configuration to permit a user to retrieve web pages from a web-based server. Furthermore, any of various web browsers can be used to display and manipulate data on web pages.

The computer unit 702 in the example comprises a processor 718, a Random Access Memory (RAM) 720 and a Read Only Memory (ROM) 722. The ROM 722 can be a system memory storing basic input/ output system (BIOS) information. The RAM 720 can store one or more program modules such as operating systems, application programs and program data.

The computer unit 702 further comprises a number of Input/Output (I/O) interface units, for example I/O interface unit 724 to the display 708, and I/O interface unit 726 to the keyboard 704. The components of the computer unit 702 typically communicate and interface/couple connectedly via an interconnected system bus 728 and in a manner known to the person skilled in the relevant art. The bus 728 can be any of several types of bus structures including a memory bus or memory controller, a peripheral bus, and a local bus using any of a variety of bus architectures.

It will also be appreciated that sound/audio can be recorded and reproduced with a microphone and/or a speaker 716. A sound card 717 may be used to couple the microphone and/or speaker 716 to the system bus 728.

It will be appreciated that other devices can also be connected to the system bus 728. For example, a universal serial bus (USB) interface can be used for coupling a video or digital camera to the system bus 728. An IEEE 1394 interface may be used to couple additional devices to the computer unit 702. Other manufacturer interfaces are also possible such as FireWire developed by Apple Computer and i.Link developed by Sony. Coupling of devices to the system bus 728 can also be via a parallel port, a game port, a PCI board or any other interface used to couple an input device to a computer. It

will be appreciated that several peripheral devices can be coupled to the system bus 728 via alternative interfaces simultaneously.

An application program can be supplied to the user of the computer system 700 being encoded/stored on a data storage medium such as a CD-ROM or flash memory carrier. The application program can be read using a corresponding data storage medium drive of a data storage device 730. The data storage medium is not limited to being portable and can include instances of being embedded in the computer unit 702. The data storage device 730 can comprise a hard disk interface unit and/or a removable memory interface unit (both not shown in detail) respectively coupling a hard disk drive and/or a removable memory drive to the system bus 728. This can enable reading/writing of data. Examples of removable memory drives include magnetic disk drives and optical disk drives. The drives and their associated computer-readable media, such as a floppy disk provide nonvolatile storage of computer readable instructions, data structures, program modules and other data for the computer unit 702. It will be appreciated that the computer unit 702 may include several of such drives. Furthermore, the computer unit 702 may include drives for interfacing with other types of computer readable media.

The application program is read and controlled in its execution by the processor 718. Intermediate storage of program data may be accomplished using RAM 720. The method(s) of the example embodiments can be implemented as computer readable instructions, computer executable components, or software modules. One or more software modules may alternatively be used. These can include an executable program, a data link library, a configuration file, a database, a graphical image, a binary data file, a text data file, an object file, a source code file, or the like. When one or more computer processors execute one or more of the software modules, the software modules interact to cause one or more computer systems to perform according to the teachings herein.

The operation of the computer unit 702 can be controlled by a variety of different program modules. Examples of program modules are routines, programs, objects, components, data structures, libraries, etc. that perform particular tasks or implement particular abstract data types. The example embodiments may also be practiced with other computer system configurations, including handheld devices, multiprocessor systems, microprocessor-based or programmable consumer electronics, network PCs, minicomputers, mainframe computers, personal digital assistants, mobile telephones and the like. Furthermore, the example embodiments may also be practiced in

distributed computing environments where tasks are performed by remote processing devices that are linked through a wireless or wired communications network. In a distributed computing environment, program modules may be located in both local and remote memory storage devices.

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It will be appreciated by a person skilled in the art that other variations and/or modifications may be made to the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all respects to be illustrative and not restrictive.

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**CLAIMS**

1. A device for playing a game with a random outcome, the device having a playing surface,
the playing surface comprising:

a first area indicative of a guess that a first score of a first competing entity is greater than a second score of a second competing entity;

a second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity;

a third area indicative of a guess that the first and second scores are the same; and

a fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity.

2. The device as claimed in claim 1, wherein the game is a baccarat-based game.

3. The device as claimed in claim 1 or 2, wherein the device is selected from the group consisting of a table top and a foldable mat.

4. The device as claimed in claim 1 or 2, wherein the device is a computing device and the playing surface is a virtual playing surface implemented on the device.

5. The device as claimed in any one of the preceding claims, wherein at least one of the first, second, third and fourth areas comprise markings that indicate rewards obtainable when the actual outcome of the game matches the guessed outcome indicated by that area.

6. The device as claimed in claim 5, wherein the obtainable rewards indicated in the fourth area is greater than any one of the obtainable rewards indicated by the first, second and third areas.

7. The device as claimed in claim 5, wherein the probability that the actual outcome of the game matches the guessed outcome indicated by the fourth area is lower than the probability that the actual outcome of the game matches the guessed outcome indicated by any one of the first, second and third areas.

8. The device as claimed in any one of the preceding claims, wherein the fourth area is further indicative of a guess that the first and second scores are the same.

9. The device as claimed in any one of the preceding claims, wherein the fourth area further comprises markings selected from the group consisting of "0", "1", "2", "3", "4", "5", "6", "7", "8" and "9" to indicate the exact score of at least one of the first and the second entity.

10. A method of playing game with a random outcome, the method comprising:

providing at least a first competing entity and a second competing entity;

placing a guess on the outcome of the game whereby the competing entities compete on the basis of respective scores;

using a scoring system to provide separate respective scores to the competing entities;

comparing the scores to determine the actual outcome of the game; and

determining if the guess matches the actual outcome of the game,

wherein the step of placing a guess comprises deciding between

(i) placing a guess that the score of the first entity is greater than the score of the second entity in a first area, the first area indicative of a guess that the first score of the first competing entity is greater than the second score of the second competing entity;

(ii) placing a guess that the score of the second entity is greater than the score of the first entity in a second area, the second area indicative of a guess that the second score of the second competing entity is greater than the first score of the first competing entity;

(iii) placing a guess that the scores of the first and second entities are the same in a third area, the third area indicative of a guess that the first and second scores are the same; or

(iv) placing a guess of the exact score of at least one of the first and the second entity in a fourth area, the fourth area indicative of a guess of the exact score of at least one of the first competing entity and the second competing entity.

11. The method as claimed in claim 10, wherein the game is a baccarat-based game.

12. The method as claimed in claim 10 or 11, wherein the first, second, third and fourth areas are areas on a surface of a table top or a surface of a foldable mat.

13. The method as claimed in claim 10 or 11, wherein the first, second, third and fourth area are areas on a virtual playing surface implemented on a computing device.

14. The method as claimed in any one of claims 10 to 13, further comprising the step of rewarding a guesser if the guesser's guess matches the actual outcome of the game.

15. The method as claimed in claim 14, wherein the potential rewards obtainable by a guesser if the guesser's guess is placed in the fourth area, are greater than the potential rewards obtainable if the guesser's guess is placed in any one of the first, second and third areas.

16. The method as claimed in claim 14, wherein the probability that the actual outcome of the game corresponds to a guess placed in the fourth area is lower than the probability that the actual outcome of the game matches a guess placed in any one of the first, second and third areas.

17. The method as claimed in any one of the claims 1 to 16, wherein the fourth area is further indicative of a guess that the scores of the first and second entities are the same.

18. The method as claimed in any one of the claims 1 to 17, wherein step of placing a guess of the exact score of at least one of the first and the second entity in the fourth area comprises placing a guess that the exact score of at least one of the first and the second entity is "0", "1", "2", "3", "4", "5", "6", "7", "8" or "9".

19. The method as claimed in claim 15, wherein the potential rewards obtainable by a guesser if the guesser's guess is placed in the fourth area, are independent of the outcome of a previous game or a subsequent game.

20. A computer readable data storage medium having stored thereon instructions for instructing a processor to carry out the method as claimed in any one of claims 10 to 19.