CLAIMS

What is claimed is:

1. A system configured to facilitate a card game comprising a first half of game and a second half of game allowing one or more alternative side bets, wherein the first half of game is configured to form a first game result with 2 cards substantially based on non-modulo-ten scoring or a first scoring system, while the second half of game is configured to form a second game result with 2 or 3 cards substantially based on modulo-ten scoring or a second scoring system; and wherein respective wagers for the one or more alternative side bets are mutually inclusive, the system comprising:

a table apparatus including a plurality of player positions and a banker position respectively adapted and configured for receiving a wager for the first half of game and the second half of game based on respective scoring systems or rules different from each other, and preferably a gambling wager area having a player primary wager spot for receiving a wager on player hand to win, a banker primary wager spot for receiving a wager on banker hand to win, a Tie primary wager spot for receiving a wager on a tie between the banker hand and the player hand respectively for the second half of game or the primary game, and a side bet wager spot for receiving a wager on side bet for the first half of game based on a scoring system different from rules of second half of game or the primary game;

a card dealing device configured to automatically deal cards to one or more players and to a banker to form a game result for each of the first half of game and the second half of game independent from each other with same set of the cards dealt to the one or more players and to the banker;

a plurality of RFID-enabled chips;

an antenna associated with a player position, the antenna configured to read a unique identifier associated with each of the plurality of RFID-enabled chips for each of the first half of game and the second half of game;

a processor circuit configured to communicate with the antenna and with the card dealing device and to control the card game by performing operations including:

causing the antenna to read the unique identifier associated with each of the plurality of RFID-enabled chips provided by a player for each of the first half of game and the second half of game;

determining a type of chip provided by the player, based on the unique identifier;

interpreting the chip for each of the first half of game and the second half of game to represent a variable value token having an initial face value that is more than an initial cost that was paid by the player;

assigning a value to a player wager for each of the first half of game and the second half of game to equal the value of the variable value token;

causing the card dealing device to deal a player hand in the player position and a banker hand in the banker position to form a game result for each of the first half of game and the second half of game independent from each other based on the player hand and the banker hand with respective rules;

determining whether the player hand or the banker hand is a winning hand based on a predetermined set of rules including a first set of rules and a second set of rules different from each other during the first half of game and the second half of game;

determining when the player wager is a winning wager based on the first set of rules and the second set of rules different from each other respectively during the first half of game and the second half of game;

determining a payout according to predetermined rules separately and respectively in the first half of game and the second half of game; and

dispensing a payout separately in the first half of game and/or the second half of game when the player wager is the winning wager respectively in the first half of game and/or the second half of game.

2. The system of claim 1, wherein the processor circuit is further configured to interpret the chip to represent a variable value token having an initial face value that is at least double the initial cost that was paid by the player.

3. The system of claim 2, wherein the processor circuit is further configured to interpret the chip to represent a variable value token having an initial face value that is a multiple of the initial cost that was paid by the player, wherein the multiple is a factor in a range from 2 to 10.

4. The system of claim 1, wherein the processor circuit is further configured to provide an option to the player to redeem a variable value token for a value equal to a current monetary value of the variable value token when the current monetary value is two times or more of the initial face value of the variable value token.

5. The system of claim 1, wherein the processor circuit is further configured to provide an option to the player to redeem a variable value token for a value of half of a current monetary value of the variable value token when the current monetary value is a multiple of the initial face value of the variable value token, wherein the multiple is a factor having a value in a range given by $0.5 < \text{factor} < 2.0$.

6. The system of claim 1, wherein the processor circuit is further configured to provide an option to the player to redeem a variable value token for a value equal to a current monetary value of the variable value token when the current value is a multiple of the initial cost of the variable value token that was paid by the player, wherein the multiple is a factor having a value in a range given by $0 < \text{factor} \leq 0.5$.

7. The system of claim 1, wherein the processor circuit is further configured:

to determine that the variable value token has a zero value; and

to provide an option to the player to:

allow the player to purchase one or more additional variable value tokens and continue playing; or

allow the player to discontinue playing the game.

8. The system of claim 7, wherein the processor circuit is further configured to allow the player to purchase one or more additional variable value tokens at a cost that does not exceed the initial cost that was paid by the player.

9. The system of claim 1, wherein the processor circuit is further configured to provide an option to the player to redeem one or more variable value tokens for a value equal to a current monetary value of the one or more variable value tokens when a cumulative total amount won by the player is at least five times the initial face value of the one or more variable value tokens.

10. The system of claim 9, wherein the processor circuit is further configured to determine a current monetary value of a variable value token to be an amount that is independent of the initial face value of the variable value token.

11. The system of claim 1, wherein the predetermined set of rules includes a scoring system of cards that assigns a point value to cards as:

cards 2 to 10 having values respectively equal to 2 to 10 points;

jack face cards having a value equal to 11 points;

queen face cards having a value equal to 12 points;

king face cards having a value equal to 13 points; and

ace face cards having a value equal to 1 point.

12. The system of claim 11, wherein the predetermined set of rules includes a scoring system in which a two card hand having two cards matching in numerical value ranks higher than a two card hand without matching numerical value cards.

13. The system of claim 12, wherein the predetermined set of rules includes a scoring system in which a two card hand having two king face cards ranks as a highest rank hand.

14. The system of claim 13, wherein the processor circuit is further configured to interpret a value of one or more variable value tokens provided by the player to represent a wager that the player hand and the banker hand will be tied.

15. The system of claim 1, wherein the processor circuit is further configured to interpret a value of one or more variable value tokens provided by the player to represent a Win Both wager, wherein the Win Both wager is a wager that that player will win both a primary wager and a Bigger Win wager on the player hand or that the player will win both the primary wager and a Bigger Win wager on the banker hand.

16. The system of claim 1, wherein the processor circuit is further configured to interpret a value of one or more variable value tokens provided by the player to represent an In-Between wager, wherein the In-Between wager is a wager that a third card drawn into the player hand or drawn into the banker hand will have a value in between two prior cards drawn into the player hand or drawn into the banker hand respectively.

17. The system of claim 1, wherein the processor circuit is further configured to cause the card dealing device to deal the player and the banker hand only after variable value tokens are purchased and wagered.

18. The system of claim 1, wherein the processor circuit is further configured:

to determine a first commission for a winning banker hand, wherein the first commission percentage is any suitable rate predetermined by the house; and

to determine a second commission for a winning player hand, wherein the second commission percentage is any suitable rate predetermined by the house.

19. A processor-implemented method of facilitating a card game comprising a first half of game and a second half of game and one or more alternative side bets, wherein the first half of game is configured to form a first game result with 2 cards substantially based on non-modulo-ten scoring or a first scoring system, while the second half of game is configured to form a second game result

with 2 or 3 cards substantially based on modulo-ten scoring or a second scoring system; and wherein respective wagers for the one or more alternative side bets are mutually inclusive, the method comprising:

receiving, by a processor circuit, a signal from an antenna associated with a player position;

determining that the signal corresponds to a unique identifier associated with an RFID-enabled chip provided by a player for each of the first half of game and the second half of game that is read by the antenna;

interpreting the chip to represent a variable value token having an initial face value that is more than an initial cost that was paid by the player;

assigning a value to a player wager for each of the first half of game and the second half of game to equal the value of the variable value token;

causing a card dealing device to deal a player hand in the player position and a banker hand in a banker position to form a game result for each of the first half of game and the second half of game independent from each other with the player hand and the banker hand with respective rules;

determining whether the player hand or the banker hand is a winning hand based on a predetermined set of rules including a first set of rules and a second set of rules different from each other during the first half of game and the second half of game;

determining when the player wager is a winning wager based on the first set of rules and the second set of rules different from each other respectively during the first half of game and the second half of game;

determining a payout according to predetermined rules separately and respectively in the first half of game and the second half of game; and

dispensing the payout to the player separately and respectively in the first half of game and the second half of game.

20. The method of claim 19, further comprising interpreting the chip to represent a variable value token having an initial face value that is at least double the initial cost that was paid by the player.

21. The method of claim 20, further comprising interpreting the chip to represent a variable value token having an initial face value that is a multiple of the initial cost that was paid by the player, wherein the multiple is a factor in a range from 2 to 10.

22. The method of claim 19, further comprising providing an option to the player to redeem a variable value token for a value equal to a current monetary value of the variable value token when the current monetary value is two times or more of the initial face value of the variable value token.

23. The method of claim 19, further comprising providing an option to the player to redeem a variable value token for a value of half of a current monetary value of the variable value token when the current monetary value is a multiple of the initial face value of the variable value token, wherein the multiple is a factor having a value in a range given by $0.5 < \text{factor} < 2.0$.

24. The method of claim 19, further comprising providing an option to the player to redeem a variable value token for a value equal to a current monetary value of the variable value token when the current value is a multiple of the initial cost of the variable value token that was paid by the player, wherein the multiple is a factor having a value in a range given by $0 < \text{factor} \leq 0.5$.

25. The method of claim 19, further comprising:

determining that the variable value token has a zero value; and

providing an option to the player to:

allow the player to purchase one or more additional variable value tokens and continue playing; or

allow the player to discontinue playing the game.

26. The method of claim 25, further comprising providing an option to the player to purchase one or more additional variable value tokens and a cost that does not exceed the initial cost that was paid by the player.

27. The method of claim 19, further comprising providing an option to the player to redeem one or more variable value tokens for a value equal to a current monetary value of the one or more variable value tokens when a cumulative total amount won by the player is at least five times the initial face value of the one or more variable value tokens.

28. The method of claim 27, further comprising determining a current monetary value of a variable value token to be an amount that is independent of the initial face value of the variable value token.

29. The method of claim 19, wherein the predetermined set of rules includes a scoring system of cards that assigns a point value to cards as:

cards 2 to 10 having values respectively equal to 2 to 10 points;

jack face cards having a value equal to 11 points;

queen face cards having a value equal to 12 points;

king face cards having a value equal to 13 points; and

ace face cards having a value equal to 1 point.

30. The method of claim 29, wherein the predetermined set of rules includes a scoring system in which a two card hand having two cards matching in numerical value ranks higher than a two card hand without matching numerical value cards.

31. The method of claim 30, wherein the predetermined set of rules includes a scoring system in which a two card hand having two king face cards ranks as a highest rank hand.

32. The method of claim 31, further comprising interpreting a value of one or more variable value tokens provided by the player to represent a wager that the player hand and the banker hand will be tied.

33. The method of claim 19, further comprising interpreting a value of one or more variable value tokens provided by the player to represent a Win Both wager, wherein the Win Both wager is

a wager that that player will win both a primary wager and a Bigger Win wager on the player hand or that the player will win both the primary wager and the Bigger Win wager on the banker hand.

34. The method of claim 19, further comprising interpreting a value of one or more variable value tokens provided by the player to represent an In-Between wager, wherein the In-Between wager is a wager that a third card drawn into the player hand or drawn into the banker hand will have a value in between two prior cards drawn into the player hand or drawn into the banker hand respectively.

35. The method of claim 19, further comprising causing the card dealing device to deal the player and the banker hand only after variable value tokens are purchased and wagered.

36. The method of claim 19, further comprising:

determining a first commission for a winning banker hand, wherein the first commission percentage is any suitable rate predetermined by the house; and

to determining a second commission for a winning player hand, wherein the second commission percentage is any suitable rate predetermined by the house.

37. A non-transitory computer readable storage device having computer program instructions stored thereon that, when executed by a processor circuit, cause the processor circuit to perform operations including:

receiving a signal from an antenna associated with a player position;

determining that the signal corresponds to a unique identifier associated with an RFID-enabled chip provided by a player for each of a first half of game and a second half of game that is read by the antenna, wherein the first half of game is configured to form a first game result with 2 cards substantially based on non-modulo-ten scoring or a first scoring system, while the second half of game is configured to form a second game result with 2 or 3 cards substantially based on modulo-ten scoring or a second scoring system;

interpreting the chip to represent a variable value token having an initial face value that is more than an initial cost that was paid by the player;

assigning a value to a player wager to equal the value of the variable value token for each of the first half of game and the second half of game;

causing a card dealing device to deal a player hand in the player position and a banker hand in a banker position;

determining whether the player hand or the banker hand is a winning hand based on a predetermined set of rules including a first set of rules and a second set of rules different from each other during the first half of game and the second half of game;

determining when the player wager is a winning wager based on the first set of rules and the second set of rules different from each other respectively during the first half of game and the second half of game;

determining a payout according to predetermined rules separately and respectively in the first half of game and the second half of game; and

dispensing the payout to the player separately and respectively in the first half of game and the second half of game.

38. A non-transitory computer readable storage device having computer program instructions stored thereon that, when executed by a processor circuit, cause the processor circuit to perform operations including:

receiving a signal from an antenna associated with a player position;

determining that the signal corresponds to a unique identifier associated with an RFID-enabled chip provided by a player for each of a first half of game and a second half of game that is read by the antenna, wherein the first half of game is configured to form a first game result with 2 cards substantially based on non-modulo-ten scoring or a first scoring system, while the second half of game is configured to form a second game result with 2 or 3 cards substantially based on modulo-ten scoring or a second scoring system;

interpreting the chip to represent a variable value token having an initial face value that is more than an initial cost that was paid by the player;

assigning a value to a player wager to equal the value of the variable value token for each of the first half of game and the second half of game;

causing a card dealing device to deal a player hand in the player position and a banker hand in a banker position;

determining whether the player hand or the banker hand is a winning hand based on a predetermined set of rules including a first set of rules and a second set of rules different from each other during the first half of game and the second half of game;

determining when the player wager is a winning wager based on the first set of rules and the second set of rules different from each other respectively during the first half of game and the second half of game;

determining a payout according to predetermined rules separately and respectively in the first half of game and the second half of game;

dispensing the payout to the player separately and respectively in the first half of game and the second half of game;

when the variable value token has a zero value, providing an option to the player to:

allow the player to purchase one or more additional variable value tokens and continue playing; or

allow the player to discontinue playing the game; and

providing an option to the player to redeem one or more variable value tokens for a value determined by one or more conditions, the conditions including:

determining the value to be equal to a current monetary value of the variable value token when the current monetary value is two times or more of the initial face value of the variable value token;

determining the value to be half of a current monetary value of the variable value token when the current monetary value is a multiple of the initial face value of the variable value token, wherein the multiple is a factor having a value in a range given by $0.5 < \text{factor} < 2.0$;

determining the value to be equal to a current monetary value of the variable value token when the current value is a multiple of the initial cost of the variable value token that was paid by the player, wherein the multiple is a factor having a value in a range given by $0 < \text{factor} \leq 0.5$; and

determining the value to be equal to a current monetary value of the one or more variable value tokens when a cumulative total amount won by the player is at least five times the initial face value of the one or more variable value tokens.