BACKGROUND OF THE INVENTION

Casinos and licensed gambling centres around the world need to be creative to reinvent the games they offer in order to stay competitive, relevant, unique and attractive to the eyes of their customers. “The Russian Roulette” is a popular classical game with effective inbuilt features for gaming activities. The probability of random shot starts from 1/6 to 5/6. Hence, the inventor of this novel business method adopts the aforementioned classical game approach to create a new gaming system with: (1) unique creative theatrical elements to create an interesting entertainment show; (2) specific control mechanisms to regulate the gaming process; (3) talented cast & crew members to live up the show; (4) a proper gaming structure to enable a systematic approach to gaming; (5) a comprehensive safety and security system to ensure high quality standard and guaranteed full satisfaction; (6) an effective and efficient rewards system for mutual benefits; (7) and a module for online-real-time virtual gaming for every associated event venue across the world, to encourage global participation, so that organizers can leverage on the efficient electronic communication system to make the gaming event available to a larger scale of audience, for better profit yield across the associated authorized gaming networks.

Dramatic features build upon the creative elements will draw large crowds to the show. The organizer sells entertainment benefits to its clients, not gambling per se. All qualified interested customers are allowed entry to the show by signing up as the house registered and verified clients, and then they register as game players. This is a better way to generate incentives to motivate existing customers and new customers to join the show as active players, knowing for a fact that all players have equal

chance to win this game despite whichever SC they choose. This business method also serves as a new opportunity for the licensed gambling centres to widen the spectrum of their revenue-centres. A narrative illustration of a theatrical performance of the Russian Roulette game based on this business method invention is as follows:

"Ten (10) men with attractive features are selected by the house to be the "Sacrificial Players" (SC). The men are well-built, toned, defined muscles, attractive looking and have the necessary "X" factors to pull in the right crowd to the show. They exhibit the classical look of Russian gang members and also the look of gang members of other nationalities.

A Key Game Master (KGM) warms out the crowd with his opening speech, moving and intriguing. He introduces the SC to audience. Every SC is numbered on their shoulders and back, when they are called on stage. The KGM explains rules of the game to everyone in the gaming hall. The use of coordinated and orchestrated audio, lighting and stage effects helps to make the theatrical performance more compelling. It also builds up a sense of suspense and anticipation in the hall.

The KGM calls upon the top ten (10) bet placing players with the highest value of bet (SP) to make selection of their preferred SC as their representatives on stage. Every SP is later given a numbered wooden paddle with a unique number matching to the number on the shoulder and back of their selected SC, to identify established relationships.

All other active game players on the gaming floor who are not qualified to be SPs can only place their bets as Physical Bet Followers (PBF). Their bet values are limited to 'a system set betting value limit'. The set betting value limit is imposed by the

gaming system according to a pre-defined configuration for bet-limit calculations. Meanwhile, the organizer utilizes a real-time video system and online gaming system for online gaming experience. Audience from remote locations across the globe can place their online bets as Virtual Game Players (VGP). Both the PBF and VGP can place their bets on any number of SCs as they wish, provided that the betting processing system approves their bet placement requests.

The KGM calls upon two parties: (1) the SPs and (2) in-house security representatives to inspect every revolver unit and every bullet before the game begins. This security measure is a crucial step to ensuring that the right false bullet filled with blood-like ink is used for the game and the right number of the approved bullets is loaded into the SCs' revolvers. All safety requirements must be met before the KGM can instruct the SCs to: (1) spin the revolver cylinders; (2) stop spinning the cylinders; (3) aiming at the immediate next SC; (4) pull the hammer; (5) and when the light ball is lit, all SCs are to pull the trigger and shoot the immediate next SC at once.

Apprehension shows when all SCs form a circle at the centre of the stage. Right at the centre of the stage is a suspended light ball. This light ball is made of frosted glass or an expensive looking marble light ball. The large size of the spherical light ball is just perfect to capture everyone's attention; eagerly anticipating the moment to shoot when the light ball is lit. When all SPs and the in-house security representatives are fully satisfied with the safety and security check procedures, the KGM instructs the SCs to be in their respective positions.

The KGM calls the next step. The KGM shouts out loud with a commanding and confident voice, "EYES ON THE BALL!"

The SCs immediately responded to the KGM call by simultaneously locking their sights on the light ball. They hold the revolvers pointing upwards towards the ceiling. The KGM then yells out, “Spin the cylinders!”

Players on the betting floor show high degree of excitement when they see the SCs spinning the cylinders as instructed by the KGM. The SCs continue to spin the cylinders repeatedly until the KGM instructs them to stop spinning. All SCs are prohibited from looking at the revolver. They need to always focus on the light ball.

After a good 30 seconds of cylinder spinning, the KGM shouts out loud, “Ready!” At this moment, all SCs stop spinning the cylinder and carefully press the cylinder back into the gun’s frame until it locks in place. The cylinder is pressed back into the gun’s frame while the gun is still held upwards.

Next, the KGM says “Aim!”, clearly instructing the SCs to point their revolvers to the immediate next person to their right (in a clock-wise or anti-clockwise fashion depending on the preferred game rule). Members of audience are told to remain silent. Stage audio and lighting effects intensify the heat of the moment. The KGM shouts, “Retract hammer!” which is a clear instruction to the SCs to pull back the revolver hammer. Everyone in the event hall is captivated by the performance on stage. On the gaming floor, the bet placing players are worried for their SCs and the unknown outcome of the game. They realize that their monies are at stake. The pressure builds up with stage effects and strong acting put on by the cast members. As the pressure rising in the event hall, suddenly the light ball is lit and instantly all SCs pull the trigger at once.

Loud noises from the gunshots broke the complete silence in the event hall. The SPs and PBFs are all stunned by the actions on stage. A sense of relief on stage and on the gaming floor is noticeable; the sound of players sighing can be heard from every corner of the event hall. The shot-dead SCs are lying still on the ground but players on the gaming floor find it hard to identify the shot dead SCs from a distance. They murmur as they were trying to identify whether their chosen SCs have survived the game round.

The KGM walks to the survived SCs. He taps on every SC's shoulder to recognize that the SC has survived the game round. As he taps on the SC's shoulder, he shouts out the unique identification number that is clearly visible on the SC's shoulder and back. In-house representatives remove the dead SCs from stage and players who placed bets on those dead SCs automatically lost their bets to the house. Likewise the SPs for the dead SCs are instantly eliminated at that particular game level. The curtain draws down. The game round results are tabulated and announced.

The game continues until the number of SC is less than two. The KGM calls for subsequent rounds; a smaller circle is formed and the process iterates until there is only one surviving SC or no surviving SC at all.

The corresponding SP of the survived SC at the final round, and their followers such as PBF and VGP, are entitled to collect their prizes at the end of the game. In the event that there is no surviving SC at the final round, then the whole bet monies go to the house."

Casinos with a spacious event hall to place a stage and a betting floor are suitable for this novel business method invention and the gaming system. Multi-tier and multi-

case online gaming system can be integrated as a part of the live-event gaming. The use of a centralized computer system and a computer terminal at every player's end are needed for efficient and effective betting system. The game can also be offered to players in other geographical locations through an online real time network. Partners and associated licensed gambling centres across the world can make the gaming event a part of their in-house offer. For instance, a live game event in Singapore is viewed and participated by virtual gaming players in Las Vegas, Macau, Monaco, etc. The high speed electronic communications and a strong network of associated gaming centres make global betting system feasible. It also naturally improves the gaming centres' revenue position. A systematic gaming system such as this novel business method invention can be accredited by professional gaming bodies and relevant authorities for its transparency, integrity and reliability – which can be a strong asset to licensed gaming and gambling centres that adopt the said business method.

This is a novel bullet design for use in the Theatrical Russian Roulette Gaming System, whereby the bullet front is made of a soft-front-shell-type that is filled with blood-like-ink and embedded with a micro RFID chip that travels with the bullet front and stays with target upon impact. The bullet is designed to be safe for use on human beings and does not inflict injury, so that the Russian Roulette game can be performed in a theatrical manner. Additional micro RFID chip that is numbered RFID #1 is attached to the bullet cartridge for easy identification of bullet casing, and another micro RFID chip that is numbered Chip #2 is to assist the gaming system to identify if the bullet has been triggered and fired.

SUMMARY OF THE INVENTION

The Original Russian Roulette is treated as it is. It is obvious that inventor of this novel business method invention is not claiming invention rights for the classical Russian Roulette game. However, the inventor is claiming rights to the novel business method that includes specifications, structure, processes and exact procedures to establish a profitable gaming business based on the details mentioned herein. The business method is distinctively related to the Classic Russian Roulette Game, but the inventor engineered and presented the said game in a theatrical manner with a clear set of rules and structure for the operations of licensed gaming centres and gambling industry players such as casinos. A regular Russian Roulette game with live bullets may never be made available at casinos worldwide because existing laws prohibit violent acts and murder. The inventor solves the problem by establishing a bullet design that is safe for use in the Russian Roulette game without inflicting injury so that the Russian Roulette game can be performed in a theatrical performance for gaming purposes. The inventor makes full disclosure of every step of the business method as per specification. The business method and process invention are hereafter categorized as follows: (A) a betting system with a proper gaming structure, and algorithm unique to the performance of the Russian Roulette in a theatrical manner for gaming purposes; (B) safety and security process invention for the execution of the game; (C) user identification, authentication, bet placement, verification of bets & the rewards system; (D) theatrical performance of the Russian Roulette as a business method for the gaming industry; (E) online and computerized betting system with regards to the Theatrical Russian Roulette Game; (F) offline and manual betting system with regards to the Theatrical Russian Roulette Game; (G) sales & marketing

approaches for the intended business method; (H) revenue modelling for the intended business method; and (I) novel bullet design with a foolproof method for revolver trigger-bullet verification.

This business method invention creates a new competitive advantage for the licensed gaming and gambling centres. It has unique commercial values and advantages over conventional gaming and gambling options that are presently available at casinos worldwide.

Prior to this disclosure, the business method invention and the entertainment features of a theatrical show for the Classical Russian Roulette Game at licensed gaming and gambling centres, are deemed not obvious to the public or to the people familiar with the art. The inventor qualifies his statement appropriately because the said business method invention and the Theatrical Russian Roulette Gaming System have never been: (a) commercially put forward by any licensed gaming or gambling centres as a part of their game offers; (b) or adopted by any licensed gaming or gambling centres as a part of their game offers; (c) or disclosed and be made commercially available to the members of the public by any individuals or any licensed gaming and gambling centres across the world. The qualification of the statement is at the best knowledge of the inventor to date.

The inventor foresees that major gaming centres across the world will greatly benefit from this business method invention because the business method invention can be easily adopted and implemented by gaming centres, for its simple design, structure and processes to make the game effective and efficient.

DETAILED DESCRIPTION OF THE INVENTION

(A) A betting system with a proper gaming structure, and algorithm unique to the performance of the Russian Roulette in a theatrical manner, for gaming purposes is now explained.

A simple Russian Roulette game requires a minimum of two players with 1/6 equal probability of being shot by the opponent, at the first round. All players have equal chance despite the preferred number of players and despite the number of bullets loaded at any one time (maximum 5/6), because all players are required to have similar number of bullets loaded in their revolvers.

In a theatrical manner, the casino (organizer) selects a group of Sacrificial Players, whom are actors, as stage representative for the Sponsor-Players. The suggested number of Sacrificial Players for a theatrical show is ten (10); however the actual number of Sacrificial Players is arbitrary and can be of any quantity greater than one. The number of Sacrificial Players must always match to the number of Sponsor Players.

A simple algorithm of *"Do until Sacrificial Player is less than 2"* will demand repetition of the same game process until the number of Sacrificial Player is reduced to one or nil. The increment of bullet load is one at every game level, starting from 1/6 to 2/6, 3/6, 4/6 until maximum of 5/6.

In the event that there is more than one Sacrificial Players at the end of round 5/6, then the next round of game requires process repetition, starting from its

initial bullet load value of 1/6. The process iteration continues with the bullet number increment by one bullet per round until maximum of 5/6.

An exception to the game rules is as follows: in case if there are only two Sacrificial Players left on stage, and both the Sacrificial Players have survived at least 10 rounds of games, (whereby Round 1 is 1/6; Round 2 is 2/6; Round 3 is 3/6; Round 4 is 4/6; Round 5 is 5/6; Round 6 is 1/6; Round 7 is 2/6; Round 8 is 3/6; Round 9 is 4/6; Round 10 is 5/6), then the KGM must call for one final-last-round with maximum bullet load of 5/6 to determine the end of the game. There are only three possible outcomes at this final-last-round: (1) both Sacrificial Players are shot dead, whereby there is no prevailing winner; (2) only one Sacrificial Player is shot dead, then the surviving Sacrificial Player is naturally the prevailing winner; (3) both Sacrificial Players survive, hence both Sacrificial Players shall win the “Lucky Strike Prize”. The Lucky Strike Prize is a special type of reward given to the final two lucky Sacrificial Players who outlived other opponents, and outperformed the Russian Roulette chance at the final-last-round. They are considered the luckiest persons in the game because they were spared from the consequences of the Russian Roulette.

As a general rule, all Sacrificial Players must pull the trigger at the same time, when the light ball is lit or when they are instructed to do so by the KGM. The Sacrificial Players are well trained to obey the KGM instructions. The game has zero tolerance for error. This is one of the reasons why the Sacrificial Players must be trained professionals.

However, if a Sacrificial Player fails to pull the trigger after all other Sacrificial Players have pulled their triggers, then it is considered as an irregular issue. The irregular issue must be examined properly to identify the cause of the problem. The KGM must call the respective Sponsor-Player or its representative, and the in-house security representatives to perform the following procedures:

(a) Inspect the revolver and the bullet load with the use of video and or photographic equipment to capture the actual state of the revolver and the cylinder-bullet position, prior to handling the revolver;

(b) If there is nothing wrong with the revolver and the bullet, upon security and safety check satisfaction (without any modification made to the revolver setting) the KGM must instruct the Sacrificial Player to pull the trigger immediately;

(c) In reference to point (b) above, if the said Sacrificial Player had already been shot by his opponent, but the said Sacrificial Player did not pull the trigger when he was required to do so, then the Sacrificial Player must be removed from stage and be replaced with a replacement Sacrificial Player. The game round must be nullified and replayed to avoid unwanted dissatisfaction and dispute arising from the irregularities in the game.

(d) If the security and safety inspection carried out by the in-house security representative and the SP shows that there is a fault present, either at the revolver or the bullet, and the fault is confirmed by the in-house security representative and concurred by

the respective Sponsor-Player, then revolver is to be replaced with a new revolver set. Hence, for fair treatment to all players, the last round must be nullified and the whole round shall be reset and replayed accordingly.

(e) If the Radio Frequency Identification technology is adopted for the revolver and bullet tagging, then the organizer must instruct the gaming system to verify the bullets and revolvers.

Non-trigger scenario such as above can be disturbing to the gaming procedure and it can also be detrimental to the organizer's credibility. It must be prevented from happening at all costs. Strict safety and procedural control for every equipment, revolver, bullet and manpower is imperative. Trained professionals, actors and crewmembers must be scrutinized to ensure that they follow every standard operating procedure and conform to the standard set by the organizer for zero-human-fault policy and zero-equipment-fault policy in any game event.

It is now established that every Sacrificial Player has a unique master sponsor known as the Sponsor-Player. Since that all Sacrificial Players have equal chance of events, it does not matter who the Sponsor-Players pick as their representative on the game stage. The organizer presents Sacrificial Players to the Sponsor-Players to select. The Sponsor-Players make their selections according to available Sacrificial Players and their personal preferences. Unique relationships assignment and identification is established for every Sponsor-Player to their preferred Sacrificial Player. The identification can be

in any readable form such as numeric, alphabetic, alphanumeric, a name or any kind of unique tag to identify the Sacrificial Player.

The Sponsor-Player is the master gambler who places a significant amount of bet on a selected Sacrificial Player. Sponsor-Players also enjoy the privilege of being the highest-ranking active players. They have direct interaction with the Sacrificial Players during the game. Their social status as leaders and the strongest players in the gaming hall are further amplified in the show. To appreciate Sponsor Players for the significant amount of bet they placed in the game, the Sponsor Players shall be included in the theatrical show performance for their spontaneous actions and reactions. The Sponsor Players have a higher social status in the game and they are separated from other common active players (such as the PBFs) who are not qualified to be in the Sponsor-Players-Ring. In terms of bet placement, the Sponsor Players are only entitled to a single-tier gaming. The reason for this is logical; the Sponsor Players are only interested to win big, hence they assume higher risk by placing a bigger bet value, as compared to Physical Bet Followers and Virtual Game Players.

On the gaming floor, Physical Bet Followers (PBF) are allowed to place bets on any number of Sacrificial Players as they like, provided that the betting system accepts their bet placement requests. Likewise, valid registered casino members who are following the live-event online (Virtual Game Players (VGP)) are allowed to participate in the game accordingly. The organizer offers multi-tier and multi-case bet options to both the PBF and the VGP. This

is to allow the PBF and the VGP to participate in an interactive gaming system. Multi-tier and multi-case gaming structure creates a wider range of betting options and variety of bet conditions to meet variety of PBF and VGP types and bet limit categories.

It is safe to conclude that the game requires the following group of people:

1. Key Game Master – Actor, non-betting player, fair to all as a game moderator, stage role and receives contract salary for his performance.
2. Sacrificial Player – Actor, non-betting player, stage role and receives contract salary for his performance.
3. Sponsor Player – Master, largest bet player, sponsors a Sacrificial Player, risks all bet monies for a single-tier game, expects a multi-fold win prize if his Sacrificial Player prevails as the sole winner of the game.
4. Physical Bet Follower – Gambler, can place bet in single-tier game and multi-tier multi-case game configuration, risks limited amount of bet monies for every game case configuration, diversified risk, higher chances to make small winnings.
5. Virtual Game Player – Gambler at a remote location, can place bet in single-tier game and multi-tier multi-case game configuration, risks limited amount of bet monies for every game case configuration, diversified risk, higher chances to make small winnings.

(B) Safety and security invention for the execution of the game is now explained.

Two aspects of security are covered in this business method invention. They are: (1) Physical Security and Safety of the people; and (2) Software Security for identity authentication and a secured computerized gaming system for proper control and processing of the game, the betting placement and the rewards.

Safety concerns for the Sacrificial Players are paramount. The choice of revolver type, bullet design, bullet type, and the damage on the Sacrificial Player upon impact of the blood-like-ink bullets to the head or to any part of the body is critical to the game's security and safety requirement. Unique bullet design with sufficient gunpowder or other firing mechanism to fire the ink bullet for at least 1-foot distance without damaging the head or any body part of the Sacrificial Players is necessary. The natural explosion sound of a firing revolver must always be maintained for the stage dramatic effect. Minimum use of gunpowder in every bullet casing may reduce the explosion sound but sufficient to create the dramatic effects without damage to the people in the game event hall.

Security inspection by both in-house security representatives and the Sponsor-Player representatives must be done every time prior to the bullet loading process. This is to guarantee: (a) accident free; (b) precise bullet choice; (c) precise bullet loading; (d) correct revolver type; (e) perfectly working revolver; (f) perfectly working bullet; and (g) zero-error toleration.

General safety and security requirement for everyone entering the event hall must be observed. It is vital to ensure no metal objects, sharp objects, mobile phones, cameras, wallets, purse, handbags, personal belongings and other personal artefacts are allowed entry to the gaming hall.

These physical security measures are not novel to the invention, but the sequence of physical security measures must be read as a part of the novel approach to doing the business according to the novel business method.

Software Security begins at the player registration level. This is done through manual checks of official identification record (such as national identity card or passport) for data entry. This may include a proper process to capture the said identity document, personal record, photo, thumbprint or iris biometric validation and other security measures that are deemed fit by the organizer for system authentication of player's identity. This is the first step to account creation with the authorized gaming and licensed gambling centres such as casinos. The identity validation and authentication process is mandatory for every player and for every bet placement, rewards redemption, deposit making and drawing of funds from client accounts. Other identity validation and authentication process may also be adopted for online registration and online betting, but the value of the bet for online betting may be limited to a reasonable amount, in order to avoid losses due to potential online transaction fraud. Data encryption standard is adopted for software and data security.

(C) User identification, authentication, bets placement, verification of bets, and the rewards system are now explained.

The structure of bet placement starts with registration of player into the house's database. Player's identity verification is done during registration. Official document such as national identity card or passport must be presented to the organizer for opening of gaming accounts. All pertinent details such as personal information, passport details, bio-recognition, biometrics and recent photo are to be captured during the registration process. Information is to be updated whenever there is change of client information or when an update is required by the system. Registered customer is given a unique smartcard for future authentication, accounts access and for gaming purposes. This process is the first step to bet placement, or also known as "Player Registration & Verification" process. A centralized database system shall be shared across the house's group of networks such as sharing of client data for different gaming locations of a similar group or affiliate.

The second step to bet placement is "Funding of Account". In order to participate in the game, there must be enough credit in the player's account. The house is to define a deposit minimum amount for every tier and bet category. Funding of accounts can be made in cash, credit card, charge card, and other mode of cash equivalent payment that is recognized and accepted by the house and the governing authority in the country of the gaming venue. In countries or states where deposit taking is not permitted, the organizer is to offer players an approve medium of exchange for gaming purposes. The game

betting system may use conventional chips and electronic chips that work just like money because they carry monetary value. For instance, a player makes cash deposit of USD$10,000 into the player's account, but the deposited money is converted into 10,000 chips points. This is to ensure that the house adheres to the law for no deposit taking.

The third step to bet placement is to use the given smartcard to collect a gaming device from the organizer. This device is a foolproof handheld gaming electronic device with foolproof software and algorithm for gaming and bet placement. The aforementioned electronic device has the following specifications and features: (1) full fledged micro-computer; (2) simplicity of use – interactive touch screen and rich graphical user interface (GUI); (3) biometric authentication – ISO 19794 & ANSI 378 complaint or a better standard available in the future; (4) secure and flexible connectivity – wireless, wireline, Ethernet, with OpenSSL; (5) local language support – unicode support for input, display and print; (6) smartcard enabled – ISO 7816 contact & ISO 14443 contactless; (7) comprehensive software development kit (SDK) – Alchemy SDK with GUI widget set; (8) efficient power management – long battery life; and (9) In-built printer – capable of printing bet confirmation notes for every approved bet placement.

The forth step to bet placement is to follow the aforementioned handheld gaming electronic device "Sequenced Auto-Prompt Instructions and Questions". Upon signing in as a player through the handheld gaming electronic device and after the system authenticated the player's identity with

the use biometric and smartcard access, the handheld gaming electronic device will begin to issue instructions and questions to the player in an auto-prompt fashion. The player needs to observe the handheld device on screen display for prompt. The organizer programs a sequence of auto-prompt instructions and questions in the central computer system in order to obtain necessary feedback from the player at every level of the game. It is now obvious that the computerized system will guide the players to play the game through the use of the handheld gaming electronic device. All players will be given on screen instructions and be prompted questions from the start of the game until the game ends.

Players must to respond to the prompt requests in a timely manner. When a bet is placed and the bet request is accepted by the system, the handheld gaming electronic device will update the player's bet details in the system database and instantly issue a confirmation receipt at the individual handheld gaming electronic device unit. The said device printer prints the bet confirmation receipt upon system approval; this serves as prima-facie evidence for the player to claim his rewards at the end of the game, if he wins.

The game results and rewards confirmation is as described as follows. Two authorized in-house representatives are appointed by the organizer to respond to the system generated prompt, for result capture and tabulation. The game is performed on a manual basis whereby the Sacrificial Players manually pull the trigger while on stage, hence logically the result must be manually observed and data entry for the result must be done manually by the two authorized in-house representatives for result capture and tabulation process.

There are three possible options for result identification and confirmation. The first option is through manual identification and recognition of the game outcome; the second option is an automated outcome identification and recognition through the use of embedded unique Radio Frequency Identification (RFID) on every bullet use in the game; and the third option is through the concurrent running of the first option and the second option mentioned above as a foolproof method for result identification, recognition and result capture for the gaming system to process.

For the first option, the organizer appoints a minimum of two in-house representatives as game outcome observers. Their function is to reply computer system generated auto-prompt for results at every level of the game. This is to ensure that the system captures the game result at every round until the game ends. For instance, at Round 1, Sacrificial Player #3, #5, #8, #9 and #10 are shot dead. The two observers will input the result of dead player as they see on stage: #3, #5, #8, #9 and #10 into the computerized gaming system. The system will then perform result comparison to validate the entered results by the two observers are true. The results entered by the two observers must tally. If the entered results are not tally, the system will notify an error message and the system will immediately alert the two observers and the KGM for a proper result count before the game can progress to the next round.

For the second option, the organizer uses a Radio Frequency Identification (RFID) system to identify every bullet that is used in the game. The organizer registers every revolver and every bullet that is to be used for every round in the game into the computer system. An array table of data regarding bullets assigned to revolvers is created; this is the RFID reference table of bullets to revolvers relationships for every round of game. Likewise, a second array table of data is established to capture the RFID relationship between every Sacrificial Player and every revolver that is to be used at every round of game. A third array table of data is established to capture the positions of Sacrificial Players as per a sequential pattern in the circle that the Sacrificial Players form on stage; the sequence of players is also picked up by the two observes and the RFID system. Essentially, when all Sacrificial Players are physically numbered or given an additional RFID tag each, their identities are always unique to the system. Hence, when the Sacrificial Players stand in a circle, the two observes and the RFID system reader must be able to recognize the Sacrificial Player arrangement, in order to determine who shots whom, for the game result to be accurately interpreted. Those array tables of data are then stored at the system database with regards to a specific game-event database.

When a bullet is triggered and shot, the RFID attached to or embedded in the bullet will immediately signal to the system that a bullet has been shot from a specific revolver which is directly assigned to a specific Sacrificial Player. The system can identify whom has been shot by the Sacrificial Player through the aforementioned RFID Sacrificial Player positions and arrangement. Automatic result capture is done through this real-time RFID verification and

the processing of the aforementioned array of tables containing the RFID relationships.

For instance, at Round 1, there are ten revolvers and ten bullets identified for the game. Every revolver carries a unique RFID tag and every bullet is also tagged with RFID. The Sacrificial Players are standing in a circle. The two observers and the RFID scanner-reader capture the Sacrificial Players' positions; this is to establish a correct pattern of the Sacrificial Players in order to determine who shoots whom. When all ten Sacrificial Players simultaneously pull the triggers, the computer system automatically picks up information that is captured by RFID scanner-reader and the two observers. The RFID reader gets feedback from all ten revolvers and all ten bullets RFID, and later informs the system that the bullets for Sacrificial Players #3, #5, #8, #9 and #10 have been shot. The RFID will also signal to the system that revolvers for Sacrificial Players: #1, #2, #4, #6 and #7 did not trigger any bullet. However the system needs process and tabulate the RFID feedback information and analyze the feedback data against the RFID array of data for correct players physical positional arrangement at that particular round of game.

The RFID system and the two observers recognize that the players form a circle with the following sequential physical positional arrangement, Round 1:

3	1	5	2	8	9	4	10	6	7

The RFID system and the two observers recognize that the shots have been fired from Sacrificial Players' revolver #3, #5, #8, #9, #10 as follows:

3	1	5	2	8	9	4	10	6	7

Hence, to determine who have been shot, the RFID system and the two observes apply the logic consequences of the gunshot outcome based on the arrangement of the Sacrificial Players positions; and the result of shot dead Sacrificial Players is shown as follows:

3	1	5	2	8	9	4	10	6	7

The RFID system and the two observers confirm the outcome from round 1 as:

(a) Shot Dead & Eliminated Sacrificial Players are #1, #2, #9, #4 and #6;

(b) Surviving & Alive Sacrificial Players are #3, #5, #8, #10, #7.

The third option for result recognition is to use both Option 1 and Option 2 above, in parallel. This is to ensure that the organizer eliminates human and machine errors for accurate result identification, precise result recognition and exact result capture.

The computerized system will automatically eliminate failed bets. Respective players will be informed of the results through their individual handheld gaming electronic device on screen display and printer. Their accounts are instantly updated to reflect the game results. The winners receive notices of their winning on an immediate basis, according to the computerized process and rewarding system.

The same captured results that are stored in the centralized computer system database are used to process the multi-tier and multi-case gaming outcome. This includes all game categories for the PBF and the VGP.

The game's specific setup and rewards configuration are to be determined and formulated by the organizer's appointed actuaries.

The following is an illustration of the rewards configuration and game results simulation for the Sponsor-Player Category on a single-tier basis:

Simulated Game 1 – SP Single Tier

SIMULATION: Game Result X = Dead

Round	SC1	SC2	SC3	SC4	SC5	SC6	SC7	SC8	SC9	SC10
1			X		X			X	X	X
2	X		X		X	X		X	X	X
3	X	X	X		X	X		X	X	X
4	X	X	X		X	X		X	X	X
5	X	X	X	X	X	X		X	X	X

Simulation for Sponsor-Player Category and Placed Bet

Master Bet	SP1 for SC1	SP2 for SC2	SP3 for SP3	SP4 for SC4	SP5 for SC5	SP6 for SC6	SP7 for SC7	SP8 for SC8	SP9 for SC9	SP10 for SC10
Value $	120	118	117	116	114	112	111	110	108	105

$

Mean 113.1

Organizer's Profit Percentage Cut =

		i.e. 50% of Total
Max	120	
Min	105	Net prize money disbursement is 50% of Total
		$566 = ($1131 * 0.5)
Total	1131	Maximum Reward Multiplier = $566 / Max 120 = 4.72 times

Game Results & Outcome in Fund Collection

Round	$ Collected Funds from Lost Bets	$ Accumulated Fund
1	554	554
2	232	786
3	118	904
4	0	904
5	116	**1020**

The winner at the end of Round 5 is SP7 with bet value $111

An Example Reward System Configuration for SP Category

Bet Value	Reward Percentage	Maximum Prize Money
$111	Formula:	= $111 x 4.72
	=$566 / 120	**= $524 payable to SP7**
	=4.72 times	

Proceeds from the winning are reflected in the player's account and redemption can be made according to the house redemption rules.

For instance, in the simulated game, Sponsor-Player #7 (SP7) won the game at the final round. Hence SP7 collects $524 from the house, at the end of the

game. Meanwhile, the organizer (the house) gets to collect the remaining balance of the bet monies for the SP Bet Category, i.e. $1131 - $524 = $607.

Since that the computerized betting system captures the bet values placed by the SPs at the initial stage of the game, the computer system can run the figures and compute the maximum payout percentage to the winner through a defined configuration before the start of the first round of the show. This is well illustrated in the "Simulated Game 1 – SP Single Tier".

Conventionally for the SP Single Tier game category, at the start of the game (prior to the first round of shooting), the system will prompt the players to place their maximum bet values into their handheld gaming electronic devices. This is to identify the top ten positions in the SP category. The top ten highest bet positions are identified by a unique identification, i.e. SP1 for the highest bet and SP10 for the lowest bet in the SP category. The computerized system will automatically update the players' records for the specific game and mark them accordingly in the game database as SPs or Sponsor-Player.

Next, the KGM calls upon the Sacrificial Players on stage and number them on their shoulders and back. The SPs are given a chance to select their preferred Sacrificial Players within a given timeframe. They are to enter their choices into the handheld gaming electronic device when prompted by the system. The choices of Sacrificial Players are given to the Sponsor-Players on a first-come-first-serve basis. Upon completion of the Sacrificial Player selection process, the KGM hands over a uniquely numbered paddle to every

Sponsor-Player, according to the Sponsor-Player's original selection as recorded by the computer system. At this point of time, the computerized gaming system has already computed the maximum cash payout prize for every Sponsor-Player should the Sponsor-Player wins. The potential prize money amount and win-percentage number are electronically sent to respective Sponsor-Players' handheld gaming electronic devices. Information is always updated on a real-time basis.

At the end of every round, the game result is updated and players who failed at that round are instantly eliminated. The result appears on the onscreen display of the handheld gaming electronic device and the said device instantly prints a hardcopy of the result summary. The process continues until the end of the game.

The betting system and rewarding system are best to be verified and audited by a proper system auditor to ensure that all legal requirements are met. The aforementioned description of the system processing is novel to the business method invention.

The following is an illustration of the rewards configuration and game results simulation for the PBF & VGP Category on a single-tier basis:

Simulated Game 2 – PBF & VGP Single Tier Results

SIMULATION: Simulated Game 2 - PBF & VGP Single Tier Results

Round	SC1	SC2	SC3	SC4	SC5	SC6	SC7	SC8	SC9	SC10

1			X		X			X	X	X
2	X		X		X	X		X	X	X
3	X	X	X		X	X		X	X	X
4	X	X	X		X	X		X	X	X
5	X	X	X	X	X	X		X	X	X

Simulation for PFB & VGP Category and Bet Placed

Single Tier	**SC1**	**SC2**	**SC3**	**SC4**	**SC5**	**SC6**	**SC7**	**SC8**	**SC9**	**SC10**
PBFn	20	13	3	27	19	6	14	16	12	33
PBF $	1788	1287	249	2484	1672	474	1386	1600	1068	2442
Avg PBFn$	89.4	99	83	92	88	79	99	100	89	74
VGPn	234	241	189	144	352	122	376	332	134	145
VGP$	4680	2410	5670	5760	7040	3660	3760	9960	5360	4350
AVG VGPn$	20	10	30	40	20	30	10	30	40	30

PBF		VGP		House Collection	
Mean	1445	**Mean**	5265	**Total**	67100
Max	2484	**Max**	9960	**-PBF**	-3742
Min	249	**Min**	2410	**-VGP**	-9926
Total	14450	**Total**	52650	**NET**	53432

50% Organizer's Profit Cut

Total available fund to distribute to winners

PBF	7225		**VGP**	26325	
Max	2.9	times	**Max**	2.6	times

Outcome from Game Result

Group	**$ Collected Funds from Lost Bets**
PBF	13064
VGP	48890

The winner at the end of Round 5 is PBF and VGP of SC7

Prize Money According to Group

PBF (SC7)

Total bet value 1386 times 2.91

Total Prize Money for the group PBF(SC7) is **3742.26**

VGP (SC7)

Total bet value 3760 times 2.64

Total Prize Money for the group PBF(SC7) is **9926.4**

The illustrated game in Simulated Game 2 is a single-tier game for the PBF and VGP categories. Active players who are not qualified to play as Sponsor-Players may participate in game but the bet value for each SC category must be within the range that is computed by the computerized gaming system.

Conventionally, after the Sponsor-Players category completed their bet placements, the computerized betting system will prompt players in the PBF and VGP categories to place their bet values for their preferred SCs. They can place bets on any number of SCs. Multiple choices options of available bet values for respective SC categories are instantly prompted to the PBF's at

handheld gaming electronic devices onscreen display or at the VGP's individual terminal.

Players are given a time limit to place their bets on their preferred SCs according to a given bet limit for the respective player's category. Upon approval of bet placement, the computerized gaming system issues an instant hardcopy printout of the bet placement at the PBF's handheld gaming electronic device and an electronic confirmation is sent to the VGP's terminal. At the end of the time limit to place the bets, all PBFs and VGPs shall receive updated information on their possible win-prizes, based on computation made by the computerized gaming system. The process continues until the end of the game where winners are notified through electronic means as described above.

The formulation for maximum multiplier for winner prize payout is unique to the organizer's preference and configuration. For illustration purposes, Simulated Game 2 shows a total of $67,100 of accumulated bet monies from the PBFs and the VGPs. Maximum payout formulation for the two groups is as simple as taking 50% cut for the house's initial profit, and divide the remaining 50% of total collection by the maximum accumulated bet value of all SC categories. In the Simulated Game 2, the Total Collection from all SC categories is $14,450 for PBF group, and $52,650 for the VGP group. Meanwhile the aggregate maximum bet value of all the SC categories is $2,484 for the PBF group and $9,960 for the VGP group. Based on the total collection, it is obvious that the house can reward any winning SC category

because the computerized gaming system has been designed to meet the requirement to possible maximum winning-prize payout. Hence, applying the formula, the house is capable of paying the winning PBF category with 2.91 times the player's original bet, and the house is capable of paying the winning VGP category with 2.64 times the player's original bet. The single-tier concept is easy to manage because only one final SC will prevail as the winner at the end of the game, i.e. SC7. In the SP category, only one SP will prevail as the winner at the end of the game, with exceptions for no-survivor event and the "Lucky Strike Event". Likewise, in the PBF and VGP single-tier categories, only one final SC will prevail as the winner at the end of the game, and the PBF and the VGP of that SC will be able to collect their prize money. The remaining balances of bet monies placed by all other players in the game will go directly to the house's collection at the end of the game.

The following is an illustration of the multi-tier and multi-case configurations and possible game outcomes for the PBF & VGP Category:

Multi-tier and Multi-case Configurations – PBF & VGP Possible Outcomes

The organizer, following the appointed actuaries advice, has options to design the game for multi-tier and multi-case configuration. The following illustration shows the many types of game configuration that can be designed based on the combination of possible guesses at every round of game.

Illustration: Simulated Game - PBF & VGP Multi-Tier, Multi-Case Results

D = Guess: Shot Dead , A = Guess: Survive & Alive , X = Shot Dead & Not Available

Round	SC1	SC2	SC3	SC4	SC5	SC6	SC7	SC8	SC9	SC10
0	D/A	D/A	D/A	D/A	D/A	D/A	D/A	D/A	D/A	D/A
1	D/A	D/A	X	D/A	X	D/A	D/A	X	X	X
2	X	D/A	X	D/A	X	X	D/A	X	X	X
3	X	X	X	D/A	X	X	D/A	X	X	X
4	X	X	X	D/A	X	X	D/A	X	X	X
5	X	X	X	X	X	X	D/A	X	X	X

The computerized gaming system is configured for the multi-tier and multi-case conditions. The conditions can always start with the maximum outcome possibilities for the first round, and then the number of possible outcomes diminishes as the game progresses to the subsequent rounds. The Boolean combination can be exhaustive. Hence the computerized gaming system must be programmed to cater to all possible and logical Boolean combination outcomes at every round. The illustration above is self explanatory to the conditions and possible outcomes.

For instance, at Round 0, a multi-tier and multi-case game configuration can be designed to prompt the PBF to make the following guesses and ask for bet values for a defined reward for right guesses:

The computerized gaming system prompts the PBF:

"Guess, is SC 1 dead or alive at the end of Round 1?"

The computerized gaming system prompts the possible options:

"Option 1: SC1 – DEAD"

“Option 2: SC1 – ALIVE”

“Option 3: SKIP, I’m not guessing for SC1”

The PBF enters his or her answers based on the given options. If Option 1 or Option 2 is chosen then the PBF will need to choose a bet value to place for the selected condition option. The bet value options are given according to PBF’s Social Status Discrimination (member type). Hence, the Computerized Gaming System automatically gives the following options:

“Please select your bet value:”

Member Type: Copper Category PBF

Option A: $50 bet, win $100

Option B: $100 bet, win $200

Member Type: Silver Category PBF

Option A: $100 bet, win $200

Option B: $200 bet, win $400

Member Type: Gold Category PBF

Option A: $200 bet, win $400

Option B: $400 bet, win $800

Member Type: Platinum Category PBF

Option A: $400 bet, win $800

Option B: $500 bet, win $1000

Else, if Option 3 is chosen, then the Computerized Gaming System will skip and proceed to the next procedure on the system processing sequence.

The Computerized Gaming System sends questions prompt as above for every SC, from SC1 to SC10 before the next procedure on the system sequence is executed and before Round 1 can start.

The same process is repeated until end of the game with differences in SC selection offer at every round (because some SCs may have been eliminated in the previous round), and the bet value and rewards to reflect the risk-reward at every round.

As mentioned prior to this, the combination of dead and alive can be exhaustive, hence the organizer needs to select the best possible gaming options based on all possible combinations of the dead and alive SCs for every game.

To create variety in the gaming offer for the PBF, the organizer program the gaming system to allow players to predict various possible conditions in the game, such as: (1) who will survive and who will die; (2) who will fire a bullet and who will fire blanks; (3) how many rounds of game will a specific SC survive; (4) who are the top three SCs survived the game; etc. The game configuration can be in variety.

For instance, at Round 0, there are 10 Sacrificial Players. Since it is a multi-tier and multi-case game, a new game to guess who will survive and who will die will have a set of game configuration that is designed to prompt the PBF to make random guesses and ask for bet values before the start of every round of game.

This is illustrated as follows:

The computerized gaming system prompts the PBF:

"Please mark the box(es) for SCs you predict to survive at the end of Round 1"

SC1	SC2	SC3	SC4	SC5	SC6	SC7	SC8	SC9	SC10

There can be many kinds of answers that the system will receive from all players. Every player is entitled to make own choice. For illustration purposes, we assume that one of the many PBFs marks SC2, SC4, SC7, SC9 and SC10:

SC1	SC2	SC3	SC4	SC5	SC6	SC7	SC8	SC9	SC10
	X		X			X		X	X

The Computerized Gaming System captures the PBF's response and then prompts the following bet options based on the PBF's Social Status Discrimination (membership type):

Membership Type: Copper Category PBF

Option A: $50 bet, win $100

Option B: $100 bet, win $200

Membership Type: Silver Category PBF

Option A: $100 bet, win $200

Option B: $200 bet, win $400

Membership Type: Gold Category PBF

Option A: $200 bet, win $400

Option B: $400 bet, win $800

Membership Type: Platinum Category PBF

Option A: $400 bet, win $800

Option B: $500 bet, win $1000

Unlike the single-tier gaming configuration that recognizes the prevailing winner at the end of the game, this multi-tier and multi-case gaming configuration recognizes the winners at the end of every round. Hence, there

are more possible combinations and better dynamics in terms of game process, rewards formulation and revenue-generating system for the organizer.

The multi-tier and multi-case gaming configuration should be designed to give high hopes to the players; give them an illusion of control and occasionally reward the players (both the PBF and VGP) throughout the game in order to keep the players until the end of game. Players need to be motivated to play and the addiction kicks in when the players begin to receive rewards for the risk they take; which appreciates the sense for self-fulfilment. The psychology of gambling is mandatory in the game design. “Gambling games promote an ‘illusion of control’: the belief that the gambler can exert skill over an outcome that is actually defined by chance,”, Dr. Luke Clark – University of Cambridge.

The Game Rewards Mechanisms

The organizer, at the advice of the appointed actuaries, may choose to reward the players based on the following mechanisms:

1. A percentage of returns (either constant or variable percentage number) for a bet condition and a bet value;
2. A fixed value of prize-money for a bet condition and bet value;
3. A compounded profit mechanism where the player’s winning monies can be compounded to the next round or to the next game, for certain conditions, rules and regulations imposed by the organizer to the player.

The organizer, at the advice of the appointed actuaries, may choose to pay the rewards from available funds as below:

1. Establishing an in-house start-up gaming fund, and payment is made from the said fund. Proceeds from the gaming events can be accumulated into the said fund for growth of the fund size. Cash Prize payout limit is limited to an amount that is referred to calculated risk of the said fund total against the total bet monies placed for the game.

2. Specific Game Bet Collection fund, as illustrated in the Simulated Game 1 and Simulated Game 2. Payment is made form the total bet collection fund of the game or total accumulated bet collection funds from a series of games.

The organizer, at the advice of the appointed actuaries, may also choose to create unique rewards system for the game events to better match to specific gaming event model, the game features, the game themes and specific ways to suit to local tastes and local cultures.

(D) Theatrical performance of the Russian Roulette game as a business method for the gaming industry is now explained.

This system demands a great show of talents and presentation of very strong creative elements. It boils down to making the Russian Roulette game exciting and dramatic by incorporating theatrical features for performances in the gaming industry. Majority of casinos worldwide have existing event halls that are most often underutilized. This business method suggests the use of existing event halls or a spacious area that can hold theatrical performances.

A regular Russian Roulette game with live bullets may never be made available at casinos worldwide because existing laws prohibit violent acts and murder. However, through theatrical performance, the Russian Roulette game can be put into practise without violating the laws, so that the classical pure chance game can be beautifully manifested into a compelling and captivating performance, as a part of the licensed gambling centres' distinguished offers. The Theatrical Russian Roulette Game performance has the highest stature; hence the theatre production has to be a perfect ensemble that symbolizes the best of such a theatre-game performance in the industry.

The performance is staged but the probability of events is always natural and random, as how the original Russian Roulette game is intended to generate random shots. What makes the theatrical performance a hit is the ability of the house to connect to audience through simple but compelling theatrical presentation that transcends beyond normal perception of gaming and

gambling events. The universal language of artistic performances is used to capture the attention of people of various races, ethnics, languages and individual traits. It is a true asset to the organizer because it creates a strong pull factor to create client awareness, draws in more interests in such performances and events, and increases traffic flow to the organized events.

The gaming factor adds value to the show and audience will be motivated to participate in the game for available rewards. By adding the gaming system and entertaining gaming experience to the theatrical show, the inventor has created a novel interactive entertainment business method for the gaming industry. The theatrical experience and the gaming experience shall increase the audience level of excitement, anticipation, emotion and desire, which lead to natural rapid growth of the audience size and active players.

The first line of theatrical performance is creative development. Creative process of creating a high impact and impressive show is vital to framework formation and the show's success. The creative element is not limited to the Classical Russian Roulette game presentation. The creative elements are global in nature. The creative team of the production promotes variety of creative interpretation of the Russian Roulette game for theatrical performance.

The basic elements of a theatrical performance must be met. They are: (a) Script, Text, Scenario, Plan – this is the domain of the show. Playwright script is the text by which theatre is created. The script, scenario or plan is the

blueprint for the director to build a production; (b) The Process – this is the coordination of the creative efforts usually headed up in theatre by the director. It is the pure process by which the playwright's work is brought to realization by the director, actors, designers, technicians, dancers, musicians, and any other collaborators that come together on the script, scenario or plan; (c) The Product – this is the end result of the process of work involved; (d) The Audience – the show's function is to attract the right type and the right number of audience to participate in the game as active players.

The organizer is to either establish an in-house production team or outsource the production tasks to industry professionals. The theatrical performance is organic in nature. Flexible storylines and flexible talents are required to meet the dynamics of the show according to the gaming system.

There is no game-fixing problem anticipated as far as the organizer is concerned because the gaming system security and safety module shall take reasonable pre-emptive measures to address the actors issues, props issues and game fixing possibilities.

(E) Online and computerized betting systems with regards to the Russian Roulette Game are now explained.

The online and computerized system is divided into two main sections: (a) the first section is client database and accounts for gaming activities; and (b) the second section is the Russian Roulette game process sequence and database.

The First Section: Client Database and Accounts for Gaming Activities

A relational database system is adopted to ensure easy referencing of data records across the gaming system and its affiliated systems. Essentially, there will be seven major database sections to enable proper management of this system.

They are: (a) Client Personal Records Database – for storing clients personal particulars and related data; (b) Client Accounts Database in relation to the Client Personal Records Database – containing funding of accounts and transactional records such as deposit, withdrawal, game profit and loss, and other transactional related activities; (c) Game Event Configuration Database – contains details of every game structure, the game setup, the game rules and conditions, and the game rewards system; (d) Game Event Records Database in relation to Game Event Configuration Database – contains event records with specific configuration, event details such as time, venue, and other event related records and particulars; (f) Game Results Records Database in relation to the Game Event Records Database – which records the outcome of every

game event transaction, and other details such as result at every round and other related records specific to the event; (g) Players-Event Game Records in relation to the Client Personal Record Database and the Game Event Record Database; and (h) House Accounts Records – in relation to the Client Database and Game Database.

The Second Section: The Russian Roulette Game Process Sequence and Database

The process begins with the establishment of client records. All players must be registered as active clients of the house. It is obvious that a new registration is needed for new clients and for existing clients, it is imperative that the house updates the existing clients' records periodically. Their records are stored in the Client Personal Record Database. As a proof of registration, the house will issue a smartcard to the newly registered clients as valid identification for authentication, gaming transactions and to access their accounts at the organizer's premises or at the organizer's affiliates and partner's premises. Existing client without a smartcard, needs to undergo a similar process to obtain the smartcard. The issued smartcard designs can be made unique to identify clients and their status recognition, such as name, photo, and card-colour for client social status grading (such platinum, gold, silver, copper, etc). The classification of client status grading is made when the client places the initial deposit payment into their gaming accounts; to maintain the given status, the client has to maintain the minimum deposit

requirement in the account; to upgrade from existing given status, the client must meet the minimum deposit requirement corresponding to respective status level. Meanwhile, all accounts transaction related records are recorded in the Client Accounts Database.

The house (organizer) needs to define every possible game event configuration as recommended by the appointed actuaries at the Game Event Configuration Database. This database contains details of every game configuration, the game structure, rules and regulations. The appointed actuaries will issue gaming designs and setups for a proper set of game frameworks. The game frameworks are necessary to ensure that every game is played in a structured manner, without any error or detrimental cost to the house. The organizer can select any Game Event Configuration from the database and make necessary input to define a new event creation. This allows the organizer to create new game events in the future based on available choices in the Game Event Configuration database. The new game event is later stored in the Game Event Records Database together with pertinent information and details of the specific game event.

The Game Event Records Database holds all pertinent information about every specific game event, such as the chosen game framework, the venue, the time, the crew members, the actors, the personnel involved and other details with regards to the event management system. At every game event, the gaming system shall record the game event results in the Game Results Record Database. The Players-Event Game Records and the House Accounts

Records are concurrently updated to reflect game results; the player's account and the house's account will always show the updated net book value.

The two sections are required to strictly follow the game rules, rewards distribution and total system control through logic processes for every event according to predefined logic conditions.

(F) Offline and manual betting systems with regards to the Russian Roulette Game are now explained.

Offline and manual betting system utilizes paper & pen bet confirmation and the use of chips as a medium of exchange for bet placement. Traditional betting method through manual betting system may be effective for a small group of players, but not for a multi-tier game or for a large group of players.

The preferred control mechanism is a carbon-copy notepad, whereby every player writes down his or her bet conditions and bet values on the given notepad. A copy is kept for personal reference and another copy is forwarded to the game controller representatives who keep tabs of the bets placed by players. The game controller representatives are also responsible for result tabulation according to the gaming system.

Bet placement is confirmed when the player encloses payment (in any medium of exchange that is accepted by the house), together with a written copy of notepad issued by the player to the game controller representatives. Formal acceptance of the offer is made when the game controller representatives issue a carbon-copy confirmation voucher to the player for the placed bet conditions, bet values and consideration in chosen medium of exchange.

When each round is completed, the result is tabulated and both the winning and the losing players will receive result notices from the game controller

representatives. Rewards redemption is done manually at the end of the game as per the house game rules and regulations.

(G) Sales & Marketing Business Methods is now explained.

This system does not sell gambling per se, but it sells the theatrical show and the benefits of being a part of the show such as self-satisfaction, ego-enhancement, entertainment, prestige, social recognition, social status acknowledgement, and self-accomplishment in an exciting game that is filled with element of surprise.

When players become more interested in and passionate about the show, they naturally attract more people to participate in the show as players. The enthusiastic players will naturally sell their experience and success stories to others. This is especially true when the players relate their experiences with other players, non-players, friends, family members and relatives about the show and the game. The multiplier effect of the word-of-mouth marketing can be significant. Thus, the organizer's function is to create strong impression and impressive performance that can induce addiction and heighten the effects of the natural word-of-mouth marketing and viral marketing.

Human beings are usually driven by sentiments, emotions and expectations; they tend to either influence others to follow them or they will be influenced by other to follow a particular interesting subject matter, which is, in this case the Theatrical Russian Roulette Game.

The gaming system creates multi-tier and multi-case scenarios for variety of gaming experiences. In every social society, there is usually a hierarchical

system that creates authority and accountability relationship. However, in the players gaming society, the gaming hierarchical system only dictates who belongs to which tier, based on their bet values and bet conditions; which are then reciprocated by the house through a clear hierarchical rewarding system to reflect the players' bet values, bet condition and the risk they take, as per conventional risk-reward relationship.

This makes marketing and selling of the show interesting.

For instance, to qualify as a Sponsor-Player, the player must be someone who likes to lead, proud of his or her social status, has the means to place a large amount of bet monies at any one event as a Sponsor-Player, without any regrets for losing the bet monies. It is the player's pride, status and ego that are to be addressed accordingly by the organizer in order to market and sell the show. The house is to create perks and incentives for players who qualify as Sponsor-Player. The perks and incentives may look magnanimous, but the cost for providing the perks and incentives may not be high at all. For example, as a part of complementary marketing to promote the show and the hotel rooms, casinos with exclusive high-end suites can make offers to every qualified top-tier player of every event (Sponsor-Player), a free night stay in a high-end suite at the casino hotel. The occupancy cost of the high-end hotel suite can be treated as a part of the game-event's variable cost.

Sponsor-Players enjoy the high prestige privilege. They also are likely to boast about their direct relationship with their Sacrificial Player in every game

event. Affluent individuals and personalities across the globe such as billionaires, corporate figures, socialites, soccer stars, film and tv stars, pop stars, rock stars, etc are likely to be enticed to explore the uniqueness of this Theatrical Russian Roulette Game. Hence, the organizer's focused market for the top-tier category can be defined as described above.

Like all games of sports, the unity of followers for every team tends to be overwhelming. The sense of ownership, likeability, association to the best personality and their expectation to win, will create a selling point for the house to market games that followers may like. This is a huge market segment because it covers all market segments except the Sponsor-Player market segment.

First of all the Physical Bet Followers are active physical players in the event hall. The number of Physical Bet Followers is limited to the number of available seats in the event hall and also limited to the number of available handheld gaming electronic devices. Secondly, the number of Virtual Game Players is unlimited and the span of network is global. A point to note, this gaming system is interactive and dynamic.

Followers such as Physical Bet Followers and Virtual Game Players tend to follow the Sponsor Player's choice for a better Sacrificial Player selection. Unlike Sponsor-Players, these followers may not be able to assume high-risk bet or to make large bet placement for every game event. Discrimination marketing strategy is suitable for this market segment. Within a large pool of Physical Bet Followers, the players are also segregated into several categories,

based on their maximum bet range. This can be organized hierarchically through seating arrangements, whereby PBFs who declare and ready to place higher bet values will get the front seat than PBFs who declare lesser bet values. This makes the seating place and the bet value range management possible. PBFs are assigned to specific seat rows to reflect their "level" according to declared risk assumption. Seat rows that are closer to the stage represents higher risk assumption and higher bet values. This also makes the marketing and selling efforts more manageable.

For the Physical Bet Followers in a single-tier game, they are allowed to place bets on any number of Sacrificial Players as they wish but according to a system defined bet value range for the Physical Bet Follower's hierarchy and seat row. The prize for a single-tier game is only awarded to the player when only one of the SCs they choose survives the final round of the game.

Meanwhile the house can also design a gaming mechanism that awards successful Physical Bet Followers at every round of game through a dynamic and interactive gaming configuration for multi-tier and multi-case gaming experience. Players who are used to random number choice game such as the 4D, 5D etc, will be attracted to the dynamics and interactive features of this gaming system, because they are given control to make guesses and bet placement as the game progresses from one round to another. As specified in the gaming process prior to this, the players will be prompted to enter their selection of SC who they think will survive or die at that round. Marketing approaches should attract potential players to the show by allowing them to

understand that they have the ability to make choices and guesses as the game is being played. The marketing approach must sell the benefit that they may succeed at every round of the game.

On the other hand, the crowd size of the Virtual Game Players can be beyond the size of the Physical Bet Followers because the span of network of Virtual Game Players across the globe is unlimited. They too enjoy live and real-time gaming experience with unique gaming configuration. There must be clear distinctions in bet values, bet range, bet limit and game configuration between the setup for the Physical Bet Followers and the setup for the Virtual Game Players. For instance, Physical Bet Followers may win certain prizes that the Virtual Game Players are not entitled to.

When it comes to Virtual Game Players, the organizer must take advantage of the established online marketing tools that are permitted to use, according to the state, the national and the international laws regarding gaming and gambling advertising and promotion. Other marketing approaches that can cross-sell or up-sell the organizer's products and services such as hotel suites, entertainment, etc, should also be included as a part of the supplementary rewards system. Audio Visual and TV Commercials presentation, illustrating the game functions and the benefits of the game, are also considered as a useful tool for effective marketing.

Cross marketing within the tourism and airlines industry is necessary to boost the marketing and sales efforts. The marketing objective is to ensure full house

at every game event. It is established that the airlines industry, the tourism industry, the hospitality industry and the entertainment industry are interconnected.

The Theatrical Russian Roulette Gaming System is created to be a top star theatrical performance that is always in demand. The strong positioning in the market allows cross marketing to be made effective. Airlines need to have passengers for their business. Likewise, hotels need to have guests to occupy the available rooms. The gaming centre needs to have players to keep the ball rolling. The tourism industry needs to attract tourists to travel. Connecting the dots, this business method invention is created to establish a strong pull factor to grow the aforementioned industries together.

For instance, from the marketing perspective, the organizer's marketing arm must link up with the tourism industry to bring tourists to participate in the game event. If the coordination with the tourism industry is properly managed and executed, the organizer can expect a flock of tourists from all over the world will fill up the seats for every game event. The tourism industry needs to be well informed of the organizer's new attraction that makes global headlines. The organizer creates a few irresistible travel packages that include accommodation at the organizer's hotel, entertainment, travel, food and beverages and of course the highlight of the package, that is the Theatrical Russian Roulette Game.

Tourists who signed up for the offered package are entitled to enter the game event as players and they are also given minimum credits to place bets with very high chances to win. The idea is to keep the good words going on around the world, and to keep the show going on in the future. The tourists buy the benefits of the package, not gambling per se. They purchase the travel package benefits which are for the travel experience, food and beverages, culture, entertainment, posh living at the organizer's hotel and the priceless experience of participating in the Theatrical Russian Roulette Game.

The experience participating in the game event becomes priceless because the organizer position itself to be always in demand. Setting the market condition as "Scarce Supply, Abundant Demand", does this effectively. The seats for the Theatrical Russian Roulette are always limited, the performance is superb, the prizes are great, the experience is priceless and the demand is always overwhelming. That is the key to a successful marketing strategy for this business method invention.

(H) Revenue Modelling is now explained.

The house will always be at advantage above the players because the cost of organizing the event must first be transferred from the organizer to the player (in the form of total game-event cost deduction from the total bet collection fund). This is to ensure that the house's fixed costs, variable costs and other operating costs related to the event are transferred to audience and players. The remaining balance of the bet monies is to be managed according to the

preferred reward systems. A computerized algorithm will ensure that the rewarding mechanism is properly controlled to meet the house's custom-made game and rewards rules.

The house's revenue model is as follows:

(a) Revenue derived from organizing the Theatrical Russian Roulette Game show event through a fixed amount that is defined in the system, and the said defined fixed amount is to be deducted from the pool of funds from players' bet placement.

(b) Revenue derived from players' bets that are lost to the house. This is obvious because players who lost in the game will lose their bet monies to the house.

(c) Revenue derived from third party sources, such as product placement at the event hall, brand association, cross-marketing revenue, online advertisement and other advertising and promotion revenue centres.

(d) Revenue derived from the Theatrical Russian Roulette Game show event in a private setting for exclusive private events.

(I) The Novel Bullet Design as per Figure 1 with a Foolproof Method for Revolver Trigger-Bullet Verification is now explained.

Brief description of Figure 1 as follows:

No “1” is Micro RFID Chip #3, travels with bullet and stays with target upon impact

No “2” is Blood-Like-Ink-Bullet with Soft-Front-Shell-Type

No “3” is Micro RFID Chip #2, this chip is terminated when the bullet is triggered

No “4” is Sufficient minimum amount of gunpowder in the bullet casing for 1-foot travel distance

No “5” is a Flash hole

No “6” is Primer

No “7” is Micro RFID Chip #1, this chip is for bullet-cartridge identification

The game operations on stage must be kept transparent to the audience and to all players. This is to guarantee full satisfaction at all levels and to make sure that there is no one able to challenge the game outcomes. It also helps to ensure that players have strong confidence in the gaming system, have faith in the house’s integrity as a reliable game organizer, and have full trust in the gaming system for fair game process, rewards and distribution. Hence, the bullet and trigger system is designed to promote transparency. Despite the transparency, neither the organizer nor the players will know the outcome of the Russian Roulette until the trigger is pulled.

The revolver can be of any type that is preferred by the organizer, so long as the relevant authorities approve the preferred revolver type for use in the game.

With reference to Fig. 1, the bullet design is described as follows:

(a) A specially designed bullet that has a minimum amount of gunpowder in the bullet cartridge sufficient to cause ballistic effect and to ensure that the bullet travels down the barrel, path through the air for approximately 1-foot distance (or for any distance that is required by the organizer), and then the bullet with blood-like-ink-fill will burst upon impact on target, but without causing any detrimental damage to the targeted person or the person's body.

(b) Cartridge Radio Frequency Identification tag (RFID) is required to identify the bullet. The function of this RFID #1 is for bullet-casing recognition. Micro RFID Chip #2 is required to act as a trigger validation point. This RFID Chip #2 will be terminated when the trigger hammer falls and strikes the base of the bullet, to indicate that the bullet has been fired. Micro RFID Chip #3 is embedded in the bullet ink-fill, so that the organizer can detect the exact point of the bullet impact area. The gaming system, with the aid of an RFID reader, will scan for the RFID chip tags existence and then gets the RFID chip tags to respond to the RFID reader-scanner. The RFID reader scanner will pickup feedback from the RFID chip tags and subsequently sends the information to the gaming system for processing and storage. The use of RFID chip tag is efficient because it

enables the organizer and all players to instantly identify the number of revolvers that have been triggered, and subsequently able identify Sacrificial Players that are dead as a consequent of the Russian Roulette game. The combination of Micro RFID chip feedback to the RFID scanner-reader can be interpreted as below:

Case 1: RFID #1, RFID #2 and RFID #3 Boolean feedbacks are "ON":

then the system will recognize that the bullet has not been fired.

Case 2: RFID #1 Boolean feedback is "ON", RFID #2 Boolean feedback

is "OFF" and RFID #3 Boolean Feedback is "OFF":

then the gaming system will understand that the bullet has been fired because RFID #2 is not returning a value to the RFID scanner-reader due to its terminated state, and RFID #3 is missing from the casing associated to RFID #1, because it has travelled with the ink-filled-bullet to the target point.

When there is doubt to clear and fact to confirm, the organizer's authorized representative can use the RFID scanner-reader to pickup RFID signal at the target point, to identify the location of the bullet impact point through the RFID #3 (the target point). With relational database connecting the RFID at the every revolver, and the RFID at every bullet through RFID #1, RFID #2 and RFID #3, the inventor

created a novel and foolproof bullet-trigger system for this business method invention.

In an automated computerized game-result recognition module for the gaming system, the RFID reader will first get feedback from all established RFID chips for bullets that are used in every round of the game. The information is transmited to the Computerized Gaming System for processing. The information is analyzed and the results are automatically processed based on the established relationship between every Sacrificial Player, every revolver and every bullet used in the game.

(c) The RFID chips used for the gaming system can also be used to identify the revolvers and the players as well. The conventional method to RFID tagging system shall be adopted by the organizer to enhance the game security system.

(d) Prior to every game event, bullet-revolver preparation must be done for security and safety inspection. The organizer presents the revolvers and bullets for use in the game, to the in-house security representatives and the Sponsor-Players to confirm that the presented bullets and revolvers are accurate. They are to validate the process for proper RFID tagging, bullet-revolver relationships establishment and database record entry, as well as visual and physical security inspection. At the end of the bullet-revolver validation process, the Computerized Gaming System will recognize every

bullet for every revolver, and every revolver for every Sacrificial Player. When the in-house security representatives and the Sponsor-Players are satisfied with the bullet-revolver security check and identification, the game shall proceed.

This is a novel business method process that creates competitive advantages for the organizer; the business method process keeps a high quality process standard for security and identification of the two core components of the Russian Roulette game – which are the revolvers and the bullets. The RFID system complements the automated gaming system for results processing and declaration. It also serves as evidence, in case there is dispute of results in any game event.

(e) In the event that RFID system is not available to the organizer, then the use of high-speed cameras at multi-angles for every Sacrificial Player would be sufficient to capture the firing of bullets from revolvers and the movement of bullets from one Sacrificial Player to another Sacrificial Player. The security videos captured by the high-speed cameras are essential to the game security.

(f) In the event that RFID system is not available for the bullet system, then the organizer has an option to use other bullet and firing mechanism that can best suit the organizer's circumstances, conditions, available resources and game setting itself. For instance, when the bullet design cannot be met,

the use of paintball-like-gun with a cylinder of six chambers that can be spun, and paintball-like-ink-bullet can be considered sufficient for the game, and also as an option for the gaming system.

CLAIMS

The invention claimed is:

A business method for licensed gaming centres to perform the Russian Roulette game in a theatrical manner by establishing a betting system with a proper gaming structure, establishing a safety and security process for the execution of the game, establishing a process to authenticate user for gaming and fulfilling rewards payment, establishing a theatrical performance of the Russian Roulette for gaming event, establishing online and computerized betting system for efficient gaming processing, establishing sales and marketing approach procedures for the intended business method, establishing offline and manual betting procedures for the intended business method, establishing revenue models for the intended business method, establishing a novel bullet design with a foolproof method for game verification and result processing procedures, wherein the improvement comprises the steps of:

(1) making the bullet function for use in the Theatrical Russian Roulette Game safe for the players without causing actual death so that the Russian Roulette game can be offered to the licensed gaming centres' clients without violating existing laws, the said bullet cartridge is filled with a minimum amount of gunpowder sufficient to cause ballistic effect to the bullet front that is made of a soft-front-shell-type filled with blood-like-ink embedded with a unit of Micro Radio Frequency Identification Chip, and the said bullet also has another unit of Micro Radio Frequency Identification Chip attached to the bullet casing for unique bullet identification by means of electronic identification, and also another unit of Micro Radio Frequency Identification Chip attached

to the centre base of the bullet which is consequently be terminated by the trigger of the bullet when the bullet base is hammered by the revolver function as the player pulls the trigger, and the said bullet front-soft-shell-type travels down the barrel, path through the air for approximately 1-foot distance, upon impact on the target, the said bullet soft-front-shell-type bursts blood-like-ink-fill concurrently attaches the said Micro Radio Frequency Identification Chip embedded in the said bullet soft-front-shell-type on the target's surface without causing detrimental damage to the targeted person or to the person's body, and the RFID scanner-reader picks up electronic responses from the said three separate units of Micro Radio Frequency Identification Chips for game-shot verification and result processing procedures by electronic means.