DEVICE AND METHOD FOR PLAYING A GAME WITH A RANDOM OUTCOME

ABSTRACT

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

FIG. 1