

SIC BO MACHINE AND METHOD OF PLAYING SIC BO

The present invention relates to a gambling machine and method of playing a gambling game, and more particularly to a Sic Bo machine and method of playing Sic Bo.

Sic Bo is a game of chance with three dice originating from ancient China and popular in Asia. Three dice are rolled by a banker to determine a specific dice type of color or number combination. If a player bets on the winning specific dice type, a prize will be presented to the player according to the specific dice type. Nowadays, Sic Bo is increasingly implemented by a Sic Bo machine.

However, players are tired of the conventional Sic Bo due to limited entertainment and excitement. Consequently, the conventional Sic Bo can not entice players to bet more.

To overcome the shortcomings, the present invention tends to provide a Sic Bo machine and method of playing Sic Bo to obviate the aforementioned problems.

The main objective of the invention is to provide a Sic Bo machine and method of playing Sic Bo to offer entertainment and excitement and entice players to bet more.

A Sic Bo machine has a main body, a computer and a jackpot processor. The jackpot processor is mounted securely in the main body and electrically connected to the computer and is capable of saving a jackpot unit. A method of playing Sic Bo comprises steps of: starting to roll dice, accepting a bet dice type from a player, accepting a bet amount from the player, adding percentage of the

bet amount to the jackpot unit, producing an actual dice type, judging if the bet dice type matches the actual dice type, and presenting a Sic Bo prize. The method of playing Sic Bo adds the jackpot unit to Sic Bo. Because a monetary value of the jackpot unit is considerable and the jackpot unit can be hit no matter whether the actual dice type is produced, this greatly boosts entertainment and excitement.

Other objects, advantages and novel features of the invention will become more apparent from the following detailed description when taken in conjunction with the accompanying drawings.

IN THE DRAWINGS

Fig. 1 is a perspective view of a Sic Bo machine in accordance with the present invention;

Fig. 2 is a block diagram of the Sic Bo machine in Fig.1;

Fig. 3 is a flow chart of a first embodiment of a method of playing Sic Bo in accordance with the present invention;

Fig. 4 is a flow chart of a second embodiment of the method of playing Sic Bo in accordance with the present invention; and

Fig. 5 is a flow chart of a third embodiment of the method of playing Sic Bo in accordance with the present invention.

With reference to Figs. 1 to 2, a Sic Bo machine in accordance with the present invention comprises a main body 10, a computer 20, a dice rolling device 30, a jackpot processor 40, a jackpot screen 50 and multiple player terminals 60.

The main body 10 has a top surface. The computer 20 is mounted securely in the main body 10 and has a CPU 21. The dice rolling device 30 is

mounted securely on the top surface of the main body 10 and is electrically connected to the computer 20. The dice rolling device 30 may be conventional and detailed description of the dice rolling device 30 is omitted.

The jackpot processor 40 is mounted securely in the main body 10 and is electrically connected to the computer 20. The jackpot screen 50 is mounted securely on the top surface of the main body 10 beside the dice rolling device 30, is electrically connected to the jackpot processor 40 and is capable of showing a monetary value of a jackpot unit saved in the jackpot processor 40.

The player terminals 60 are mounted on the main body 10 and are respectively and electrically connected to the computer 20. Each player terminal 60 has a touch screen 61 capable of showing the monetary value of the jackpot unit saved in the jackpot processor 40. The player terminals 60 may be conventional and detailed description of the player terminals 60 is omitted.

With further reference to Fig. 3, a first embodiment of a method of playing Sic Bo in accordance with the present invention comprises following steps, wherein a single player is assumed:

(A) Setting a prize type of a jackpot unit

Multiple jackpots comprise the jackpot unit in the first embodiment of the method of playing Sic Bo. Preferably, three jackpots are implemented: a big jackpot, a medium jackpot and a small jackpot.

Each jackpot sets an antecedent prize type, a subsequent prize type and a minimal bet threshold. For example, the antecedent prize type of the big jackpot is set as “triple 6”, wherein each number of the dice is six. The subsequent prize type of the big jackpot is set as “all triple”, wherein any of the triples will appear.

The minimal bet threshold of the big jackpot is set as 400.

(B) Setting a minimal jackpot threshold

Each jackpot sets a minimal jackpot threshold and a monetary value. If the monetary value of each jackpot does not exceed the corresponding minimal jackpot threshold, the jackpot will not be hit. For example, the minimal jackpot threshold of the big jackpot is set as 100,000. If the monetary value of the big jackpot is 50,000, the big jackpot will not be hit. But if the monetary value of the big jackpot is 110,000, the big jackpot is primed.

The big, medium and small jackpots are set according to different probability of different actual dice types, such as “any triple” or “specific double”. For example, actual dice types of low probability, such as “any triple” or “triple 6”, are rolled for a player to have a chance to hit the big jackpot. Actual dice types of medium probability, such as “specific double”, are rolled for the player to have a chance to hit the medium jackpot and so forth.

Accordingly, probability of hitting the big jackpot is low and the monetary value of the big jackpot normally exceeds that of the medium jackpot. Similarly, the monetary value of the medium jackpot normally exceeds that of the small jackpot. Consequently, players will be enticed to bet on the actual dice type of low probability for expectation of hitting the big jackpot, such as “triple 6”. This greatly boosts entertainment and excitement.

(C) Starting to roll dice

Three dice are rolled by the dice rolling device 30 and a lid of the dice rolling device 30 covers the dice.

(D) Accepting a bet dice type from a player

A bet dice type is input by the player via one of the touch screens 61. The bet dice type is what the player expects an actual dice type will be.

(E) Accepting a bet amount from the player

Similarly, a bet amount is input by the player via the corresponding player terminal 60.

(F) Adding percentage of the bet amount to the jackpot unit

Specific percentage of the bet amount is added to the corresponding jackpot of the jackpot unit based on the bet dice type. For example, if the bet dice type is “triple 6” and the bet amount is 500, 5% of 500 is added to the big jackpot. For instance, if the bet dice type is “double 3” and the bet amount is 200, 3% of 200 is added to the medium jackpot.

In a method of playing Sic Bo in accordance with the present invention, a percentage of the bet amount is added to the corresponding jackpot is determined by a preset house edge. For example, a higher house edge has a lower probability of the bet dice type so a higher percentage of the bet amount can be added. Accordingly, the percentage (5%) of the bet amount of the big jackpot is more than that (3%) of the bet amount of the medium jackpot. The present invention does not limit the percentage.

(G) Judging if the jackpot is hit before an actual dice type is produced

This step comprises three sub-steps in turn: (G1) judging if the monetary value exceeds the minimal jackpot threshold, (G2) judging if the bet dice type matches the antecedent prize type and (G3) judging if the bet amount exceeds the minimal bet threshold.

(G1) Judging if the monetary value exceeds the minimal jackpot

threshold

This step is to judge if the added monetary value of the jackpot exceeds the minimal jackpot threshold. If yes, the (G2) step is proceeded to judge if the bet dice type matches the antecedent prize type. If not, an (H) step is proceeded to produce an actual dice type. For example, if the added monetary value of the big jackpot is 50,025 and the minimal jackpot threshold of the big jackpot is 100,000, the big jackpot is not active. If the added monetary value of the big jackpot is 100,025, the big jackpot is primed.

(G2) Judging if the bet dice type matches the antecedent prize type

This step is to judge if the bet dice type matches the antecedent prize type. If yes, the (G3) step is proceeded to judge if the bet amount exceeds the minimal bet threshold. If not, the step (H) is proceeded to produce an actual dice type. For example, if the bet dice type is “triple 6” and the antecedent prize type is also “triple 6”, the step (G3) judging if the bet amount exceeds the minimal bet threshold will be proceeded.

(G3) Judging if the bet amount exceeds the minimal bet threshold

This step is to judge if the bet amount exceeds the minimal bet threshold. If yes, an (I) step is proceeded to prepare to present the jackpot. If not, the (H) step is proceeded to produce an actual dice type. For example, if the bet amount is 500 and the minimal bet threshold is 400, the step (I) preparing to present the jackpot will be proceeded. The step (G3) is to encourage the player to bet more or to raise the bet amount. Therefore, it is likely for the player to hit the jackpot. In the present invention, the player can hit the big jackpot only when three conditions (G1,G2,G3) in the step (G) are met.

(I) Preparing to present the jackpot

This step is a preparation step and does not present the jackpot to the player until the step (H) producing an actual dice type is done. Presenting the jackpot will be proceeded in a step (L) presenting the jackpot.

(H) Producing an actual dice type

The lid of the dice rolling device 30 is removed. A specific combination of the dice is shown and an actual dice type is produced.

(J) Judging if the jackpot is hit after the actual dice type is produced

This step comprises three sub-steps of: (J1) judging if the monetary value exceeds the minimal jackpot threshold, (J2) judging if the bet dice type matches the subsequent prize type and (J3) judging if the bet dice type matches the actual dice type.

(J1) Judging if the monetary value exceeds the minimal jackpot threshold

This step is to judge if the added monetary value of the jackpot exceeds the minimal jackpot threshold. If yes, the (J2) step is proceeded to judge if the bet dice type matches the subsequent prize type. If not, a (K) step is proceeded to judge if the bet dice type matches the actual dice type. For example, if the added monetary value of the big jackpot is 50,025 and the minimal jackpot threshold of the big jackpot is 100,000, the big jackpot is not active. If the added monetary value of the big jackpot is 100,025, the big jackpot is primed.

With further explanation of an example of multiple players, if the bet dice type and the bet amount of a first player meet the conditions in the step (G) before the step (H), the monetary value of the big jackpot becomes zero. So a

second player will not have a chance to hit the big jackpot after the step (H). The second player will have a chance to hit the big jackpot only when the big jackpot is not hit by any player before the step (H).

(J2) Judging if the bet dice type matches the subsequent prize type

This step is to judge if the bet dice type matches the subsequent prize type. If yes, the (J3) step is proceeded to judge if the bet dice type matches the actual dice type. If not, the (K) step is proceeded to judge if the bet dice type matches the actual dice type. For example, if the bet dice type is “any triple” and the subsequent prize type is also “any triple”, the step (K) judging if the bet dice type matches the actual dice type will be proceeded.

(J3) Judging if the bet dice type matches the actual dice type

This step is to judge if the bet dice type matches the actual dice type. If yes, an (M) step is proceeded to present a Sic Bo prize. If not, an (O) step is proceeded to judge if the jackpot is presented to the player. For example, if the bet dice type, the subsequent prize type and the actual dice type are “any triple”, the big jackpot is hit by the player but is not presented to the player until the step (M) is done. In the present invention, the player can hit the big jackpot only when three conditions (J1,J2,J3) are met in the step (J). Accordingly, it is likely for the player to hit the jackpot no matter whether it is before or after the actual dice type is produced. This greatly boosts entertainment and excitement.

(K) Judging if the bet dice type matches the actual dice type

This step is to judge if the bet dice type matches the actual dice type. If yes, the (M) step is proceeded to present a Sic Bo prize. If not, the (O) step is proceeded to judge if the jackpot is presented to the player. For example, if the

big jackpot is hit by the first player but is not presented to the first player, the step (O) has to be done.

The step (K) judging if the bet dice type matches the actual dice type may be conventional and detail description of the step (K) is omitted. Although the step (K) is the same as the step (J3), to separate the step (K) from the step (J) is necessary. This prevents steps of presenting the Sic Bo prize and the jackpot from being complicated and makes the whole process more clear and logical.

(M) Presenting a Sic Bo prize

The Sic Bo prize is presented to the player according to the corresponding odds of the actual dice type. The step (M) may be conventional and detailed description is omitted.

(O) Judging if the jackpot is presented to the player

Three situations occur in the steps (I) and (K). A first situation is that the jackpot is not hit. A second situation is that the jackpot is hit when the conditions (G1,G2,G3) are met in the step (G). A third situation is that the jackpot is hit when the conditions (J1,J2,J3) are met in the step (J). The step (O) is to judge if the jackpot is presented to the player. If yes, the second or third situation applies, the step (L) is proceeded to present the jackpot. If not, the first situation applies, a step (N) ending is proceeded.

(L) Presenting the jackpot

This step is to present the jackpot. The jackpot is presented when the conditions of the step (G) or (J) are met. Accordingly, it is impossible that the second and the third situations happen simultaneously.

In the example of multiple players, if the big jackpot is hit by the first

player when the conditions in the step (G) are met, the first player does not know he or she hits the big jackpot until the step (L) is done.

(N) Ending

A first and initial round of the method of playing Sic Bo in accordance with the present invention ends. The step (B) will be proceeded again and a second and new round will start. Because the step (A) is an initial set-up and is proceeded only once, the step (A) is not proceeded again. This means that the antecedent prize type, the subsequent prize type and the minimal bet threshold of each jackpot of each round will not change. It is the minimal jackpot threshold that will change in each round.

For example, in the big jackpot of the first round, the antecedent prize type is “triple 6”, the subsequent prize type is “any triple”, the minimal bet threshold is 400 and the minimal jackpot threshold is 100,000.

In the second round, the antecedent prize type, the subsequent prize type, and the minimal bet threshold of the big jackpot of the second round are the same as these of the big jackpot in the first round. But the minimal jackpot threshold of the big jackpot of the second round is set as 120,000.

In other words, although the player knows the antecedent prize type, the subsequent prize type, the minimal bet threshold of the big jackpot of each round, the player does not know the minimal jackpot threshold of the big jackpot of each round. Consequently, this will encourage the player to keep betting on “triple 6” or “any triple” and the bet amount will always exceed 400. This also prevents the player from expecting and guessing the minimal jackpot threshold of the big jackpot of each round.

All of the above explanation and description in the first embodiment of the method of playing Sic Bo in accordance with the present invention mainly focus on the big jackpot. The big jackpot, the medium jackpot and the small jackpot can be implemented simultaneously or respectively based on the above steps.

With reference to Fig. 4, differences between the first embodiment and the second embodiment of a method of playing Sic Bo in accordance with the present invention are: the steps (G) and (I) are not implemented in the second embodiment. This means that the big jackpot, the medium jackpot or the small jackpot can only be hit and presented after the step (H) producing an actual dice type.

The second embodiment of the method of playing Sic Bo in accordance with the present invention comprises following steps substantially same as these of the first embodiment: (A) setting a prize type of a jackpot unit, (B) setting a minimal jackpot threshold, (C) starting to roll dice, (D) accepting a bet dice type from a player, (E) accepting a bet amount from the player, (F) adding percentage of the bet amount to the jackpot unit, (H) producing an actual dice type, (J) judging if the jackpot is hit after the actual dice type is produced, (K) judging if the bet dice type matches the actual dice type, (O) judging if the jackpot is presented to the player, (L) presenting the jackpot, (M) presenting a Sic Bo prize and (N) ending.

However, an antecedent prize type and a minimal bet threshold are not implemented in the step (A).

The step (H) producing an actual dice type follows the step (F) adding

percentage of the bet amount to the jackpot unit.

The jackpot is presented only when the conditions of the step (J) are met in the step (L).

With reference to Fig. 5, differences between the first embodiment and the third embodiment of a method of playing Sic Bo in accordance with the present invention are: the step (J) is not implemented in the third embodiment. This means that the big jackpot, the medium jackpot or the small jackpot can only be hit and presented before the step (H) producing an actual dice type.

The third embodiment of the method of playing Sic Bo in accordance with the present invention comprises following steps substantially same as the first embodiment: (A) setting a prize type of a jackpot unit, (B) setting a minimal jackpot threshold, (C) starting to roll dice, (D) accepting a bet dice type from a player, (E) accepting a bet amount from the player, (F) adding percentage of the bet amount to the jackpot unit, (G) judging if the jackpot is hit before an actual dice type is produced, (I) preparing to present the jackpot, (H) producing an actual dice type, (K) judging if the bet dice type matches the actual dice type, (O) judging if the jackpot is presented to the player, (L) presenting the jackpot, (M) presenting a Sic Bo prize and (N) ending.

However, a subsequent prize type is not implemented in the step (A) setting a prize type of a jackpot unit.

The step (K) judging if the bet dice type matches the actual dice type follows the step (H) producing an actual dice type.

The jackpot is presented only when the conditions of the step (G) are met in the step (L).

From the above description, it is noted that the present invention has the following advantages:

1.Enhanced entertainment and excitement:

The method of playing Sic Bo in accordance with the present invention adds the jackpot unit to Sic Bo. Because the monetary value of the jackpot unit is considerable and the jackpot unit can be hit no matter whether the actual dice type is produced, this greatly boosts entertainment and excitement.

2.Entice players to bet on dice types of low probability:

Because multiple jackpots are set based on different actual dice types of different probability and the monetary value of the big jackpot is considerable, players are enticed to bet on the actual dice types of low probability and expect to have a chance to hit the big jackpot.

3.Encourage players to bet more:

Because the bet amount has to exceed the minimal bet threshold and players will have chances to hit the jackpot, players will bet more to exceed the minimal bet threshold.

CLAIMS:

1. A Sic Bo machine comprising:
 - a main body (10);
 - a computer (20) mounted securely in the main body (10) and having a CPU (21);
 - a dice rolling device (30) mounted on the main body (10) and electrically connected to the computer (20);
 - a jackpot processor (40) mounted securely in the main body (10) and electrically connected to the computer (20); and
 - multiple player terminals (60) mounted on the main body (10) and respectively and electrically connected to the computer (20), each player terminal (60) having a touch screen (61) capable of showing a monetary value of a jackpot unit saved in the jackpot processor (40).
2. The Sic Bo machine as claimed in claim 1, wherein
 - the main body (10) has a top surface; and
 - the Sic Bo machine further has a jackpot processor (50) which is mounted securely on the top surface of the main body (10) beside the dice rolling device (30), is electrically connected to the jackpot processor (40) and is capable of showing the monetary value of the jackpot unit saved in the jackpot processor (40).
3. A method of playing Sic Bo comprising steps of:
 - (C) starting to roll dice, wherein three dice are rolled;
 - (D) accepting a bet dice type from a player, wherein a bet dice type is input by a player;

(E) accepting a bet amount from the player, wherein a bet amount is input by the player;

(F) adding percentage of the bet amount to a jackpot unit, wherein specific percentage of the bet amount is added to the jackpot unit based on the bet dice type;

(H) producing an actual dice type, wherein a specific combination of the dice is shown and an actual type is produced;

(K) judging if the bet dice type matches the actual dice type, wherein to judge if the bet dice type matches the actual dice type is proceeded; and

(M) presenting a Sic Bo prize, wherein the Sic Bo prize is presented to the player according to odds of the actual dice type.

4. The method of playing Sic Bo as claimed in claim 3 further comprising two steps anteceding the step (C) and including steps of

(A) setting a prize type of a jackpot unit, wherein a big jackpot, a medium jackpot and a small jackpot comprise the jackpot unit and each jackpot sets an antecedent prize type, a subsequent prize type and a minimal bet threshold; and

(B) setting a minimal jackpot threshold, wherein each jackpot sets a minimal jackpot threshold and a monetary value.

5. The method of playing Sic Bo as claimed in claim 4 further comprising a step of (G) judging if the jackpot is hit before an actual dice type is produced following the step (F) and anteceding the step (H).

6. The method of playing Sic Bo as claimed in claim 5, wherein the step (G) comprises three sub-steps of

(G1) judging if the monetary value exceeds the minimal jackpot threshold, wherein the step is to judge if the added monetary value of the jackpot exceeds the minimal jackpot threshold; if not, the step (H) is proceeded to produce an actual dice type;

(G2) judging if the bet dice type matches the antecedent prize type, wherein the step is to judge if the bet dice type matches the antecedent prize type; if not, the step (H) is proceeded to produce an actual dice type; and

(G3) judging if the bet amount exceeds the minimal bet threshold, wherein the step is to judge if the bet amount exceeds the minimal bet threshold; if not, the step (H) is proceeded to produce an actual dice type.

7. The method of playing Sic Bo as claimed in claim 6 further comprising a step (I) preparing to present the jackpot following the step of (G3) judge if the bet amount exceeds the minimal bet threshold and anteceding the step (H).

8. The method of playing Sic Bo as claimed in claim 7 further comprising a step (J) judging if the jackpot is hit after the actual dice type is produced following the step (H) and anteceding the step (K).

9. The method of playing Sic Bo as claimed in claim 8, wherein the step (J) comprises three sub-steps of:

(J1) judging if the monetary value exceeds the minimal jackpot threshold, wherein the step is to judge if the added monetary value of the jackpot exceeds the minimal jackpot threshold; if not, the step (K) is proceeded to judge if the bet dice type matches the actual dice type;

(J2) judging if the bet dice type matches the subsequent prize type,

wherein the step is to judge if the bet dice type matches the subsequent prize type; if not, the step (K) is proceeded to judge if the bet dice type matches the actual dice type; and

(J3) judging if the bet dice type matches the actual dice type, wherein the step is to judge if the bet dice type matches the actual dice type; if yes, the step (M) is proceeded to present a Sic Bo prize.

10. The method of playing Sic Bo as claimed in claim 9 further comprising two steps following the step (M) and including steps of

(O) judging if the jackpot is presented to the player; and

(L) presenting the jackpot.