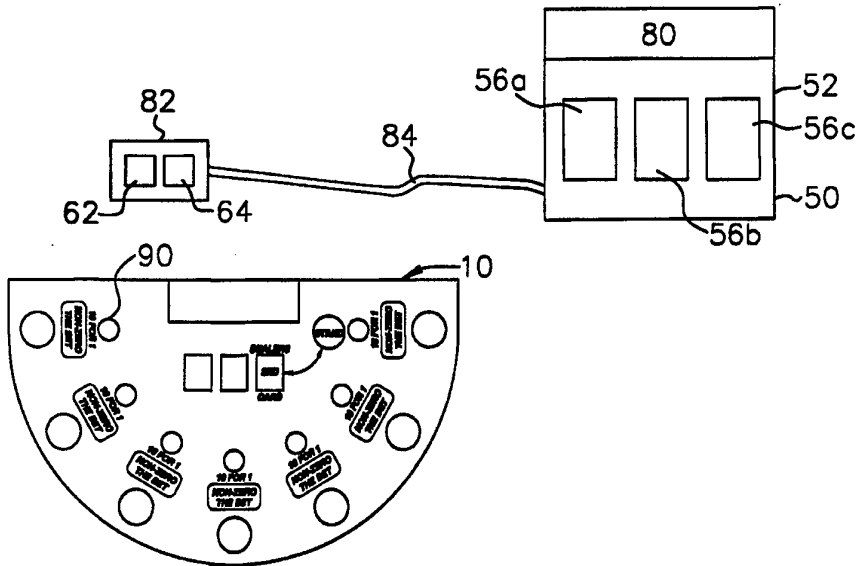




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(54) Title: CARD GAME



(57) Abstract

A method for playing a card game is set forth wherein a dealer deals an initial hand of two cards to himself and each of a plurality of players. Depending upon the count of his initial hand, the dealer draws a third card, stands or exposes his hand; the third card altering the dealer's count. Then each player, in succession, opts to stand or take a third card, however drawing a third card is precluded where the dealer's initial hand has a count of 8 or 9 or, if drawn, the dealer's third card is a 9. Upon completion of the dealer's and players' play, each players' hand is resolved against the dealer's to determine wins, losses and ties. The game also provides for player side bets for non-zero ties. A device (50) may be used to electronically simulate the dealing of hands. A jackpot feature can also be provided.

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CARD GAME

By Lawrence Bartlett

5

CROSS-REFERENCE TO RELATED APPLICATION

This application claims priority to U.S. Application, Serial Number 08/439,090, filed May 10, 1995.

FIELD OF THE INVENTION

10

The present invention relates to methods for playing card games and more particularly to card games played in casinos and gambling halls.

BACKGROUND OF THE INVENTION

15

Card games of chance are popular entertainment. In casinos throughout the world, multiple-player card games are played. For example, blackjack is popular based, in part, due to the house, or casino, paying the winning wagers, i.e., booking the bet and also because of the degree of chance and skill involved. Players, in all but automatic winning hands referred to as blackjacks, must exercise choices in selecting the various options such as standing on the hand, taking additional cards, splitting the hand, doubling down, or in some cases surrendering the hand. The exercise of choice is believed to be an important component contributing to the excitement and popularity of blackjack.

20

25

Another somewhat popular card game of chance is baccarat. In baccarat there are two surrogate players who

oppose each other, the Player and the Banker. The casino or house takes the opposite position of each wager. With up to 12 playing positions at a table, a bettor may place his or her wager in one of two manners: with the Banker or
5 with the Player. The Player's objective is to get a hand that is closer to 9 than the Banker's.

After the placing of wagers with the Banker or Player, two initial cards are dealt to each of the surrogates, Player and Banker. The game is played modulo
10 ten, that is, if the total value sum of a hand equals or exceeds 10, then 10 is subtracted from the total, i.e., only the last digit is used as the value of the hand. Hands will always have a value of between 0 and 9. Aces have a value of 1,
15 10's and face cards a value of 0, all other cards have their face value.

If the Player's (or Banker's) initial two card values have a sum or value of 8 or 9, he turns his cards over immediately. The other must do likewise and the
20 hands are resolved. A 9 wins over any lesser total. If neither the Player nor Banker has a 9, then 8 wins over any lesser total. Ties are stand-off's, i.e. pushes.

If neither the Banker nor Player initial cards have a count of 8 or 9 (requiring immediate exposure of
25 the hands), then the Player has the next play and must stand or draw a third card according to the following table:

PLAYER RULES

	<u>Initial Count</u>	<u>Action</u>
	(Sum of Values of Initial Cards)	
	0-5	Draws a card
5	6-7	Stands

The value of the third card, if drawn, is added to the values of the initial two cards, modulo ten, to arrive at the Player's final hand count. If no third card is drawn, the initial count becomes the Player's final count.

Then it is the Banker's turn. The Banker's action is determined by: (1) his initial 2-card hand value and (2) the value of the third card, if any, drawn by the Player. The Banker's action follows these rules.

	<u>Initial Count</u> (Sum of Values of initial cards)	<u>Draws if Value of Third Card Dealt to Is Player Is</u>	<u>Does Not Draw if Value of Third Card Dealt to Player is</u>
15			
20	3	0-7, 9, or no card	8
	4	2-7, or no card	0, 1, 8-9
	5	4-7, or no card	0-3, 8-9
	6	6-7	0-5, 8-9, or no card
25	7	stands	stands
	8-9	turns over	turns over
	0-2	draws a card	draws a card

The foregoing rules are based on the odds of bettering the Banker's initial hand count relative to the player's possible final hand count. They are fixed rules. If a third card is drawn, its value is added to the values

of the initial cards, modulo ten, to arrive at the Banker's final count. If no third card is drawn, the Banker's initial count becomes the Banker's final count.

5 Once play is completed by the Banker, the final hands are turned over and resolved with the hand with the final count closest to 9 deemed the winner. Wagers are then paid even money to all those who wagered with the victorious Banker or Player. Wagers with the loser are collected. Ties are a push and no one wins or loses.
10 Since the odds favor the Banker, a 5% commission is collected by the casino on winning bets placed with the Banker.

In baccarat, there are no choices. When cards are drawn or when the Player or Banker stands are
15 determined by the tables set forth above. Further, all those wagering with the Player (or Banker) are bound by the play and luck of their surrogate.

Chemin de Fer differs from baccarat in that players occupy both positions of Banker and Player with
20 the house taxing the winnings of the player acting as Banker. The Banker position rotates, or can be usurped with the "Banco" wager.

Continental baccarat (played in France), gives the Player an option of drawing or standing only on an
25 initial count of 5. The Banker's draw is entirely optional.

Baccarat and Chemin de Fer, due to their fixed rules of play, have not enjoyed any major success as a casino table card game in the U.S. There is generally

only one table experiencing action, and that is only because it is in a lavish setting, appealing to a very small percentage of potential players. Attempts at introducing "mini-baccarat" on a table the size of a
5 blackjack table have had only a token response. The deficiencies noted above of complex, strict rules regarding the drawing of a third card, limited player participation and choice and the taking back of a commission from some of the winnings, simply cannot
10 compete with the excitement derived from the degree of choice and skill in betting and selecting a card offered in games such as blackjack or poker. There is a need for a casino card game different from and competing with blackjack to provide players with variety and appeal to a
15 broad spectrum of customers.

SUMMARY OF THE INVENTION

Toward this end, I have invented a new method for playing a card game which overcomes the
20 deficiencies noted above and provides a game of great excitement. The game permits each of multiple players to play their own hands against the dealer and provides them with options in an effort to assemble a hand of final count sufficient to beat that of the dealer. Furthermore,
25 there is no commission assessed against any player in that the casino or house acts as the banker paying even money on winning bets and collecting losing bets. Still further, the method which I invented for playing the casino card game results in a house advantage which I have

calculated to be approximately 0.8% (where the player plays the best possible game) providing the casino or house with their advantage needed to make hosting the game profitable. As but yet a further novelty, the card game according to my invention has the dealer going first to assemble his/her hand providing the perception of an advantage to the players. Unlike blackjack the players do not "bust out" in advance and then have to wait until the next round. All hands must ultimately be resolved against the dealer's. As a further embodiment, my method of playing the card game includes a side bet to further enhance the players' choices and excitement in the game and, if those players opt to make this wager, provides an additional percentage advantage to the house.

Accordingly, there is set forth according to the present invention a card game to be played by one or more players and a dealer using at least one deck of playing cards. Multiple decks may be used as well. Each player makes a wager of his or her choosing and in their own behalf. The dealer deals two cards to each player and to the dealer, at least the dealer's cards being dealt face down. The dealer then assesses, out of the view of the players, the initial count of the dealer's hand. The initial count is determined by adding the value of the two cards, subject to the rules that an ace has a value of 1, 10 through King are valued as 0, and all other cards have their face value (e.g. a 7 has a value of 7). The card values, subject to the preceding rules, are summed modulo ten, that is for sums of 10 or greater only the

last digit is used, i.e., a value sum of 14 is counted as a 4. The dealer then draws a third card if his initial count (i.e. the sum modulo ten of the values of the initial cards) is 0 through 4, exposing only the drawn
5 third card to the players. The dealer stands on his initial hand if the count is 5 through 7, and the dealer exposes his hand to the players if the count is 8 or 9. If a third card is drawn, it is added to the first two cards, modulo ten, to determine the dealer's final count.
10 Otherwise, the dealer's final count is equal to his initial count.

Subsequent to the dealer's play, the players, in succession, each assess the count of their own initial hands, according to the same rules applied to the dealer,
15 and opt to be dealt a third card or stand on that initial count. Each player is only precluded from being dealt a third card when the dealer's initial count is 8 or 9 (where the dealer exposes his hand) or, if drawn, the dealer's third card is a 9. In those events play is
20 stopped, the hands are exposed and resolved as described below.

Like the dealer, if a third card is opted to be drawn by a player, its value is added to the value of the initial two cards, modulo ten, to arrive at the player's
25 final count. If no third card is drawn, the initial count becomes the player's final count.

After all the players have completed their play, the hands are resolved as between each player and the dealer. The dealer's final count is the sum of all

dealer's cards subject to the rules described above, i.e., if the value is 10 or greater, only the last digit is used. The players' final counts are each determined in a like manner. If the player's final count exceeds that of the dealer, i.e. is closer to 9 than the dealer's, the player wins and is paid even money on his or her wager. If the dealer's final count is greater than the player's final count, i.e. is closer to 9 than the player's, the dealer wins and the player's wager is collected. If the dealer's final count is the same as the player's final count, the player does not win nor lose, i.e., it is a push, and the wager is neither paid nor collected. Play then continues with new wagers and the dealing of subsequent hands.

As a further embodiment, each player can opt to place a side wager bet that the final count of the dealer's hand and player's hand will be a non-zero tie. For example, the final count of the dealer's hand and the player's hand tie at 4. Should such a non-zero tie result, this wager can be paid off at greater than even money and up to odds of 10 for 1, i.e.. 9:1. Should the hands not tie, the wager is collected. If the player's hand and dealer's hand are a zero tie, it is a push and the wager is neither paid nor collected.

As still a further embodiment, I have devised an electronic dealer which automatically selects and displays, according to the play of the game described above, the dealer's hand. According to this embodiment, players wager and are dealt cards in the usual fashion.

Thereafter, the dealer actuates the electronic dealing device which simulates electronically the selection of the dealers initial cards displaying them face down and totals their values, modulo ten. If the sum, modulo ten is 0-4, the device automatically selects and displays the third card face up. If the third drawn card is a 9, play is stopped, the device displays and sums the dealer's cards and the hands are resolved. If the count of the initial cards dealt to the dealer are 5-7, no third card is selected. The device in this instance may display "Stand" or "Dealer Stands". If the count of the initial cards selected are 8-9, the display would be, for example, "Natural" signifying that the dealer has a count of 8-9. The dealer's cards would be revealed and all hands resolved. After the dealer has completed his/her play, if the rules permit, the players, in succession, opt to stand or to be dealt a third card. Once play is completed, the device is activated to display the dealer's face down cards and the hands are resolved. According to this embodiment, the dealer cannot signal the players as to his hand, since it is determined by the device without advance notice to the dealer.

The game provides for a high degree of excitement, is simple, and fast moving. The Dealer is not burdened with making change for commissions. Each of the multiple players are not bound to succeed or fail with the selected surrogate Player, as in baccarat, in that each places a wager of an optional amount and plays their own hand. Each player can make, subject to the rules of the game,

his or her own choices as to taking an additional card to try to improve his final count. Further, by the dealer going first under the rules of this game, players perceive an advantage in that the dealer's actions show part of the dealer's hand or produce strong clues as to what the dealer's final count could be. This perceived advantage enhances the excitement of the game. Also, regardless of the player's action, he does not "bust out" of the hand early. In blackjack, the player (going first) can draw cards to result in a hand value of 22 or greater resulting in a bust. In this case the player loses immediately, the player's wager is collected, and the player then has to wait for the next hand. According to my game, each player is in the game until the hands are finally resolved. Still further, the side, non-zero tie bet, further increases the excitement of the game by enabling the players, who like enhanced odds, to strive for a high payoff.

To enhance the excitement of the game, a side jackpot or multiple jackpot feature is an additional option.

BRIEF DESCRIPTION OF THE DRAWINGS

These and other features and advantages will become appreciated as the same becomes better understood with reference to the specification claims and drawings wherein:

Fig. 1 illustrates a layout for the basic card game according to the present invention;

Fig. 2 illustrates a portable electronic dealer which can be used with the basic game; and

Fig. 3 illustrates a further embodiment of the electronic dealer and a jackpot feature.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

5 With reference to Fig. 1, a basic layout 10 for playing the game, according to my present invention, is illustrated. Of course, it is to be understood that many other layouts could be used to accomplish the same ends.

10 The layout 10 may be fashioned on a felt table, and is configured to have a plurality of player positions shown as player positions 12 around the layout 10. A dealer's position 14 is also provided in view of the players. A tray 16 is provided proximate to the dealer's position 14 to accommodate the wagering tokens, i.e.
15 chips, paid and received during the play of the game. Also, in front of the dealer may be indicated areas or spots 18, 20, 22 for the dealer to position his or her cards as dealt during the play of the game. Spots 18 and 20 may be combined as a single spot or area if desired.
20 Furthermore, if desired, spot 22 may have indicia informing the players that this is the position for the dealer's third card. For example, the layout 10, at spot 22, may have written therein "Dealer's 3rd Card" or similar indicia.

25 Associated with each player 12, is a wagering area 24 which may be marked by a circle, logo, or other graphic sufficient to enable the player and dealer to associate a wager made by the player in that area with the specific

player. For purposes of illustration, layout 10 has these wagering areas 24 indicated by circles.

Proximate the wagering area 24, for each player, is a supplemental or side betting area 26. Side betting area 26 may be suitably identified to associate a wager in this area with the specific player. Again a circle, logo or square may be used or the area may be inscribed with the phrase "Non-Zero Tie Bet". Of course other suitable indicia may be used. With the layout 10 now described, the method for playing the card game of chance according to my invention will now be set forth.

The game is played with one or more traditional 52 card decks of playing cards. The dealer deals from the deck or decks for each succession of hands until re-shuffling is required. The casino or house chooses when to reshuffle.

Prior to dealing, each player makes a base wager in an amount determined by the player, placing that wager in the approximate wager area 24. Assuming the game is played using chips, the player would simply put a number of chips in the wagering area 24 to constitute the player's wager. Table minimums or maximums may dictate to some extent the minimum or maximum base wager to be placed by the player. After each player has made the requisite base wager, the dealer deals two cards to each player and to him or herself. The dealing may take place sequentially, i.e., one card to each player and the dealer followed by a second card dealt to each player and dealer, or the cards may be dealt two cards to each player in

succession. The dealer's cards are dealt face down and are placed each in spots 18 and 20. The player's cards are dealt to each player either face up or face down, for example, in the wagering areas.

5 Subsequent to the initial deal, the dealer has the initial play. To determine the dealer's play, the dealer must make an assessment out of the view of the players of the initial count of his or her hand. The count is determined by the dealer, as well as the player, according
10 to the following rules:

- (1) Aces have a value of 1;
- (2) 10s through Kings have a value of 0;
- (3) All other cards have a value equal to their face value.

15 A count is determined, modulo ten, by simply adding the values of the cards of the dealer's initial hand. The initial hand count assessment is done outside of the view of the players. If the value sum is 0 through 9, the initial count equals the sum, however for sums of 10
20 through 18, the count is determined by ignoring the first digit, i.e. an initial hand of an 8 and a 9 has a value sum of 17 and a corresponding count of 7.

As can be appreciated, the count will never exceed a nine nor be less than zero. As can further be
25 appreciated, determining the count is quite easy.

After determining the initial count, the dealer must complete his or her play. The game, according to my invention, has the dealer going first which, as described below, provides the player, to at least his perceived

advantage, with some information as to the dealer's initial count and possible final count.

Returning the initial cards to the spots 18 and 20, if the hand has an initial count of 0 through 4, the dealer draws a third card from the deck and places it face up in spot 22 for the players to see. The third card value, as described below, will eventually be added to the initial hand value, modulo ten, to obtain a final value and corresponding final count of the dealer's hand. For example, if the first two cards were a 7 and a 5 (initial value of 12 and a corresponding initial count of 2, since the first digit is ignored) and the third card is a 7, the final value is 19 having a count of 9 (first digit is ignored). This final value becomes the dealer's final count.

If the initial count of the dealer's hand is 5 through 7, the dealer stands and does not draw a third card. An indicator such as a blank card, joker, or puck 28 may in this situation be moved by the dealer to spot 22 to signify that the dealer is standing.

If the dealer's initial count is 8 or 9, the dealer does not draw a third card and turns over his cards to expose them to the players. Where the dealer stands or exposes his cards, the initial count is the dealer's final count.

Where the dealer's initial count is 8 or 9 and he exposes his hand, the players, as described below, are precluded from taking a third card, and all hands are immediately revealed and resolved. Further, if the dealer

draws a third card and that third card is a 9, the players are precluded from taking further action by drawing a third card, and all hands are immediately revealed and resolved without further play.

5 After completion of the dealer's play, the players now each, in succession, have the opportunity, subject to the rules described below, to attempt to beat the dealer's hand. Like the dealer, each player will determine the initial count of his or her hand, according to the rules
10 described above, i.e. an ace is 1, 10 through King are 0 and for sums of 10 or more the count is the last digit (a value of 17 has a count of 7). Depending on the actions of the dealer, each player may decide to stand on their initial count or take a third card. In instances where
15 the player can and opts to take a third card, the value of the third card is added to the value of the two initial cards, modulo ten, to determine a final count for the player's hand. By taking a third card, each player is attempting to alter his initial count to have a final
20 count exceeding that of the dealer, i.e. closer to 9 than the dealer, to defeat the dealer or to obtain a non-zero tie and win his wager. Each player, however, is precluded from taking a third card if the dealer's initial count is 8 or 9 (when the dealer exposes his cards), or if the
25 dealer's third card drawn and exposed is a 9, e.g. a 9 of spades. In these circumstances, the players must stand on their initial counts which then become their final counts, and the hands are immediately revealed and resolved without further play.

Subsequent to the completion of play by each player in succession, the dealer's hand is now revealed and resolved as against each of the player's hands. If the dealer's final count exceeds that of the player, the dealer wins and the player's wager is collected. If the player's final count exceeds that of the dealer, the player wins and his wager is paid at even money. If the dealer's final count and the player's final count are the same, that is a tie and the player neither wins nor loses his or her wager, i.e., it is a "push".

After the hands have been resolved, the cards in play are collected, wagers are made for the next round, and new hands are dealt.

With reference to Fig. 1, a side wager may be made by each player prior to the deal. Each player may place a side wager in the side wager area 26 denoted as "Non-Zero Tie Bet". Should the dealer's final count and the player's final count be the same and not 0, the player's side wager is paid. The non-zero tie bet may be paid at enhanced odds to entice such wagers. These wagers, in the event of a non-zero tie, may be paid at for example 10 for 1, i.e., 9:1, or less. For hands where the player's final count and the dealer's final count tie at 0, the wager is deemed a push and is neither paid nor collected. Where final counts do not tie, the wager is collected.

As a modification to my game, players may be precluded from taking the additional third card if the dealer's drawn and exposed third card is not only a 9 but an 8 as well.

I have determined that under the rules of the basic game described above, i.e., not precluding a player from drawing a third card when the dealer's third card drawn is an 8, provides an advantage to the dealer or house of approximately 0.729%. This assumes that each player is playing perfectly and accordingly, in practice, the house would realize a greater percentage of return. If the drawing by the dealer of a third card 8 additionally precludes the players from drawing, the house advantage is increased to about 1.29%.

I have also determined that paying off the non-zero tie bets, at the odds of 10 for 1 (9:1), results in a house advantage of approximately 3.98% on this side bet.

As can be appreciated, the rules of my game are simple, easy to follow, providing for rapid playing of the game. Furthermore, the players are given the choice as to the amount of the base wager, whether to make the side, non-zero tie, wager and furthermore, in all instances except where precluded by the dealer having an initial count of 8 or 9 or drawing a third card 9 (or 8 pursuant to an additional embodiment), can opt to take a third card and alter the final count of his or her hand. Additionally, having the dealer go first in completing his or her hand, introduces a novelty which is not present in the usual casino table games like blackjack. The dealer's play enables the players to determine a range for the dealer's count by the dealer's actions. That is, if the dealer stands, that means the dealer's final count is 5 through 7, and if the dealer draws, that means the

dealer's initial count is 0 through 4. Given that the dealer's drawn third card is exposed, a range of final dealer hand counts can be determined. This will give the players some information before making their choices to
5 take a third card or stand. This in turn, it is believed, will entice players to the game and enhance the excitement. Further, the fact that the player does not "bust out" will give the players a sense of fairness. The house or casino will appreciate the fast-moving action of
10 the game with a minimum of shuffle time and no lost time making commission calculations as in chemin de fer. Also, the enhanced odds side bet contributes to the excitement and gives the player a motive to alter his playing strategy to attempt to tie rather than win.

15 With reference to Figs. 2 and 3, further embodiments of the game are shown. Because the dealer completes his/her hand first, there may be some concern by the casino that the dealer may signal one or more player confederates as to his/her final count; thus, altering the
20 game to the player's advantage. To avoid this potentiality, the game, according to this embodiment of the present invention, may include an electronic dealing device 50 to be used by the dealer. The device 50 may be built into the layout 10 or may, as shown in Fig. 2, be a
25 stand alone unit adapted to sit on the layout 10 in front of the dealer. A housing 52 is provided to contain a programmed processor, hardware, and support the various other components. A power cord 54 supplies power to the device 50 and its components.

With continued reference to Fig. 2, the device 50 has three displays 56a,b,c. To present the displays 56a,b,c for viewing by the dealer and players, the housing 52 may have an angled front face 58 to present the displays 56,a,b,c at an angle for easy view by both the dealer and the players. To reduce glare and further contribute to the presentation, each display 56,a,b,c may have a curved glass 60. The curvature of the glass 60 may also magnify the presentation of the displays 56,a,b,c.

Also provided on the housing 52 is a deal button 62. A game end button 64 is also provided. The buttons 62, 64 interface with the processor.

The game played, according to this embodiment, has the dealer dealing two cards to each of the players in the manner described above. After the deal, the dealer actuates the deal button 62 which causes the processor to randomly select from a memory consisting of signals representative of each of a full 52 card deck, two cards and display them, face down, at displays 56a,b. The processor automatically sums the values of these two cards, modulo ten. If the sum is 0-4, the processor from the remaining field of now 50 cards stored in memory, randomly selects the third card for the dealer and displays it face up at display 56c. If the sum of the first two cards is 5-7, the processor generates suitable signals to generate the words "Dealer Stand" at display 56c indicating that the dealer is standing. If the first two selected cards have a sum of 8 or 9, the processor automatically reveals the cards at displays 56a,b and

displays the word "natural" at display 56c. Where the cards are revealed when the dealer's first two cards have a sum of 8 or 9 or when the displayed third card is a nine (or an 8 according to another embodiment), the players cannot draw a third card, the players hands are revealed, and resolved to determine wins, losses, and ties. Where the players are free to opt to be drawn a third card, they may do so. As above, the value of any third card drawn is added to the first two cards, modulo ten, to determine the player's final count. After play is complete, the dealer presses the game end button 64, which initiates the processor to generate signals to cause the displays 56a,b to reveal the dealer's face down cards for the players to see. The players hands are then revealed and resolved, in order, as with the game described above. After all hands have been resolved, new wagers are placed, new hands are dealt, and the dealer presses the deal button 62 causing the processor, from a refreshed memory of a new field of a 52 card deck, to deal, sum, select, and display as described above.

According to the above described embodiment, the dealer is precluded from signalling to a confederate since the dealer does not know the values of the cards dealt ahead of the players.

With reference to Fig. 3, an additional embodiment of the card game, according to the present invention, is shown. Like components have like reference numbers.

The game according to this embodiment, has a layout 10 as described above. A device 50' is provided which

includes at a suitable position to the side or behind the dealer a housing 52, which includes displays 56a,b,c, as described above, as well as at least one additional jackpot display 80. As also described above, the housing
5 52 includes a programmed processor and hardware to operate the game. A wand 82 interfaces with the processor within the housing 52 through a line 84, the wand 82 having the deal button 62 and game end button 64.

Like the embodiment described above, the game starts
10 by the players making base wager, and if desired or permitted, non-zero tie bet wagers. After wagers are made, the dealer deals two cards to each player. Next, the dealer depresses the deal button 62 which initiates the processor to, from a memory of 52 cards, randomly
15 select signals representative of two cards, displaying them face down at displays 56a,b. The processor sums the cards selected, modulo ten, and, if the sum is 0-4, selects and displays a third card face up at display 56c. If the sum of the first cards selected is 5-7, a suitable
20 indicator such as "Dealer Stands" is displayed at display 56c. If the sum of the first two cards is 8-9, the processor actuates the display to simulate turning over and displaying the cards at displays 56a,b. "Natural" is displayed at display 56c.

25 After the dealer, via the device 50', has completed his play and if the players are not precluded by the rules of the game set forth above, each player can opt to be dealt a third card, the value of which will be added, modulo ten, to the initial two cards dealt to arrive at

the players final count. If so opted, the dealer deals a third card to the player. After all players have completed their play, the dealer presses the game end button 64 which initiates the processor to reveal the dealer's hand for all to see. The player's hands are then resolved to determine winners, losers, ties and non-zero ties. After resolution, the cards are collected, new wagers are made, and new hands are dealt in the manner described above.

To enhance the excitement, this embodiment may include at least one jackpot feature. For example, should the player have the same cards as the dealer, which is possible since the dealer's hands are dealt from a different field of 52 cards, stored in the processor memory than are dealt to the players, a jackpot would be awarded. Additional jackpots could be awarded for three 3's, a hand of a 2, 3 and 4 of the same suit (a flush 9) or the like. These latter jackpots could also be provided in the embodiment of the game which does not include the device 50. These various jackpot features and their amounts could be displayed at the jackpot display 80.

If further desired, and in conjunction with the jackpot feature, an additional wagering area 90 (Fig.3) could be provided for each player. To qualify for the jackpot, the player would have to, prior to the deal, make a standard wager, i.e. one dollar, at the jackpot wagering area 90. Should the player have a qualifying hand, the appropriate jackpot would be paid. If no jackpot wager is

made or if the player does not receive a qualifying hand, the jackpot wager would be collected.

It is to be understood that, while I have shown the play of the game using playing cards, that the game could
5 be played entirely with electronically generated representations of cards as on a computer monitor. The computer could be programmed to display a video representation to deal to the player(s) as well as the dealer, sum the hands, select the dealer's third card,
10 provide for the option by the player(s) of selecting a third card, resolve all completed hands and pay all bets.

While I have shown and described certain embodiments of the present invention, it is to be
15 understood that, it is subject to many modifications and changes without departing from the spirit and scope of the claims set forth below.

I CLAIM:

1. A method for playing a card game played by at least one player against a dealer with playing cards comprising:

- 5 (i) the player making a base wager;
- (ii) dealing an initial player's hand of two cards to each player and an initial dealer hand of two cards to the dealer;
- 10 (iii) assessing by the dealer the count of the dealer's initial hand by adding the values of the cards dealt, modulo ten, with the 10 through King assigned a 0 value and aces assigned a value of one;
- 15 (iv) completing the dealer's hand first by the dealer drawing and exposing a third card if the dealer's initial hand has an initial count of 0 to 4, standing if the count is 5 to 7 and exposing the initial hand if the count is 8 or 9;
- 20 (v) determining the dealer's final count by adding the values of all cards dealt to the dealer modulo ten, the 10 through King assigned a 0 value and aces assigned a value of one;
- 25 (vi) each player ascertaining the count of the initial player's hand by adding the value of the cards dealt modulo ten, the 10 through King assigned a 0 value and aces assigned a value of one, and opting subsequent to the completion of the dealer's hand to stand, so the initial count becomes the final count, or to be dealt a third player card the value

of which is added to the values of the initial hand, modulo ten, to determine the final count of the player's hand, each player precluded from being dealt a third card if the dealer's initial hand has a count of 8 or 9 or if the dealer's drawn and exposed third card has a value of 9; and

(vii) resolving the player's hand final count in comparison to the dealer's final count, a player's hand having a final count greater than the dealer's final count resulting in a win for the player, player's final count equal to the dealer's constituting a tie and player's hands having a final count less than the dealer's final count constituting a loss, the dealer paying the player even money for a win and collecting the base wager for a loss.

2. The method of claim 1 further including to placing a side wager prior to the deal, the side wager paid in the event the player's and dealer's final hand counts are equal and non-zero, the side wager lost for hands that are not tied and the side wager neither paid or collected for zero ties.

3. The method of claim 2 further including paying the players' side wagers in the event of a non-zero tie at odds of 10 for 1 or less.

4. The method of claim 1 further including precluding the players from taking a third card in the event that the dealer's third card has a value of 8.

5. The method of claim 1 further including the player, prior to the deal, making a jackpot wager payable

if the player has a predetermined qualifying final hand and if, when the hands are resolved, the player making a jackpot wager has a qualifying final hand, paying the player the jackpot.

5 6. A method for playing a card game played by one or more players against a dealer with playing cards comprising:

- (i) each player making a base wager;
- (ii) each player placing if desired an optional side
10 wager;
- (iii) the dealer dealing an initial player's hand of two cards to each player and an initial dealer hand of two cards to the dealer, at least the dealer's cards dealt face down;
- 15 (iv) assessing by the dealer, out of the player's view, the count of the dealer's initial hand by adding the value of the cards dealt, the 10 through King assigned a 0 value and sums of two digits having a count equal to the last digit;
- 20 (v) completing the dealer's hand by the dealer drawing and exposing a third card, if the dealer's initial hand has a count of 0 to 4, standing if the count is 5 to 7 and exposing the initial hand if the count is 8 or 9; (vi) determining the dealer's final
25 count by adding the values of all cards dealt to the dealer, the 10 through King assigned a 0 value and sums of two digits having a final count equal to the last digit of the sum;

(vii) each player in ascertaining the count of the initial player's hand by adding the value of the cards dealt, the ten through King assigned a zero value, sums of two digits having a count equal to the last digit and opting, in succession and subsequent to completion of the dealer's hand, to be dealt a third player card, the value of which is added to the values of the initial hand to determine the count of the player's hand, each player precluded from taking a third card if the dealer's initial hand has a count of 8 or 9 or if the dealer's drawn and exposed third card has a value of 9; and

(viii) resolving the player's hand count in comparison to the dealer's hand count, a player's hand having a count greater than the dealer's count, resulting in a win for the player, player's count equal to the dealer's constituting a tie and player's hands having a count less than the dealer's count constituting a loss, the dealer paying the player even money for a win and taking the base wager for a loss, the side wager paid in the event of a non-zero tie and collected for a non-tie.

7. The method of claim 5 further including paying the player's side wager at odds greater than even money.

8. The method of claim 5 further including paying the player's side wager at odds of 10 for 1 or less.

9. A method for playing a game with cards by at least one player against the house comprising:

- (i) the player making a base wager;
- (ii) dealing an initial player's hand of two cards to each player and an initial hand of two cards to the house;
- 5 (iii) assessing the initial count of the house's hand, modulo ten;
- (iv) completing the house's hand first by drawing and exposing a third card if the house hand has an initial count of 0 to 4, standing if
10 the initial count is 5 to 7, and exposing the initial hand if the initial count is 8 or 9;
- (v) the player ascertaining the count of his initial hand, modulo ten and opting, subsequent to completion of the house's hand, to stand or
15 to be dealt a third player card, the values of all cards dealt to the player summed, modulo ten, to determine the player's final count, the player precluded from taking the third card if the house's initial hand has a count of 8 or 9
20 or if the house's drawn and exposed third card has a value of 9; and
- (vi) resolving the player's final count in comparison to the house's final count, the house's final count determined by adding the
25 values of all cards dealt to the house, modulo ten, a player's final count greater than the house's constituting a win for the player, the player's final count equal to the house's constituting a tie and the player's final count

less than the house's final count constituting a loss, the house paying the player for a win and collecting for the base wager for a loss.

10. The method of claim 1, further including placing
5 a side wager bet by the player prior to the deal, the side wager paid in the event the player's and house's final hand counts are tied and non-zero, the side wager collected for final hand counts that are not tied and the side wager neither paid or collected for zero ties.

10 11. The method of claim 9, further including paying the player's side wager in the event of a non-zero tie at odds of 10 for 1 or less.

12. The method of claim 8, further precluding the
15 players from taking a third card in the event that the house has drawn and exposed a third card having a value of 8.

13. A card game for at least one player and a dealer and device therefor comprising:

- (i) the player making a base wager;
- 20 (ii) dealing an initial player's hand of two cards to the player;
- (iii) the dealer initiating a device which includes, a display, a processor including in memory representative of each card of a deck of 52 cards,
25 initiation of the processor selecting at random from memory a dealer's initial hand of two cards and displaying a representation of said selected initial cards face down, the processor summing the values of the dealer's initial hand modulo ten with the 10

through King assigned a 0 value and aces assigned a value of one and completing the dealer's hand first by selecting randomly from memory and displaying a third card if the dealer's initial hand has a sum of 0 to 4 and generating signals to display the initial hand if the sum is 8 or 9, said processor summing all cards selected modulo ten to derive a dealer's final count;

(iv) each player ascertaining the count of the initial player's hand by adding the value of the cards dealt modulo ten, the 10 through King assigned a 0 value and aces assigned a value of one, and opting subsequent to the completion of the dealer's hand to stand so the initial count which becomes the player final count or to be dealt a third player card, the value of which is added to the values of the initial hand, modulo ten, to determine the final count of the player's hand, each player precluded from being dealt a third card if the dealer's initial hand has a sum of 8 or 9 or if the dealer's selected and displayed third card has a value of 9; and

(v) displaying the entirety of the dealer's hand and resolving the player's hand final count in comparison to the dealer's final count, a player's hand having a final count greater than the dealer's final count resulting in a win for the player, a player's final count equal to the dealer's, constituting a tie and player's hands having a final count less than the dealer's final count, constituting a loss, the dealer

paying the player even money for a win and collecting the base wager for a loss.

14. The card game of claim 12 further including the processor generating at the display a visual representation that the dealer is standing on the initial cards where the sum of the dealer's initial hand is 5 through 7.

15. The card game of claim 13 further including to placing a side wager prior to the deal, the side wager paid in the event the player's and dealer's final hand counts are equal and non-zero and the side wager lost for hands that are not tied and the side wager neither paid nor collected for zero ties.

16. The method of claim 15 further including paying the player's side wagers in the event of a non-zero tie at odds of 10 for 1 or less.

17. The method of claim 13 further including precluding the players from taking a third card in the event that the dealer's third card has a value of 8.

18. The method of claim 12 further including the player, prior to the deal, making a jackpot wager payable if the player has a predetermined qualifying final hand and if when the hands are resolved the player making a jackpot wager has a qualifying final hand, paying the player the jackpot and if the player does not have a jackpot qualifying hand, collecting the jackpot wager.

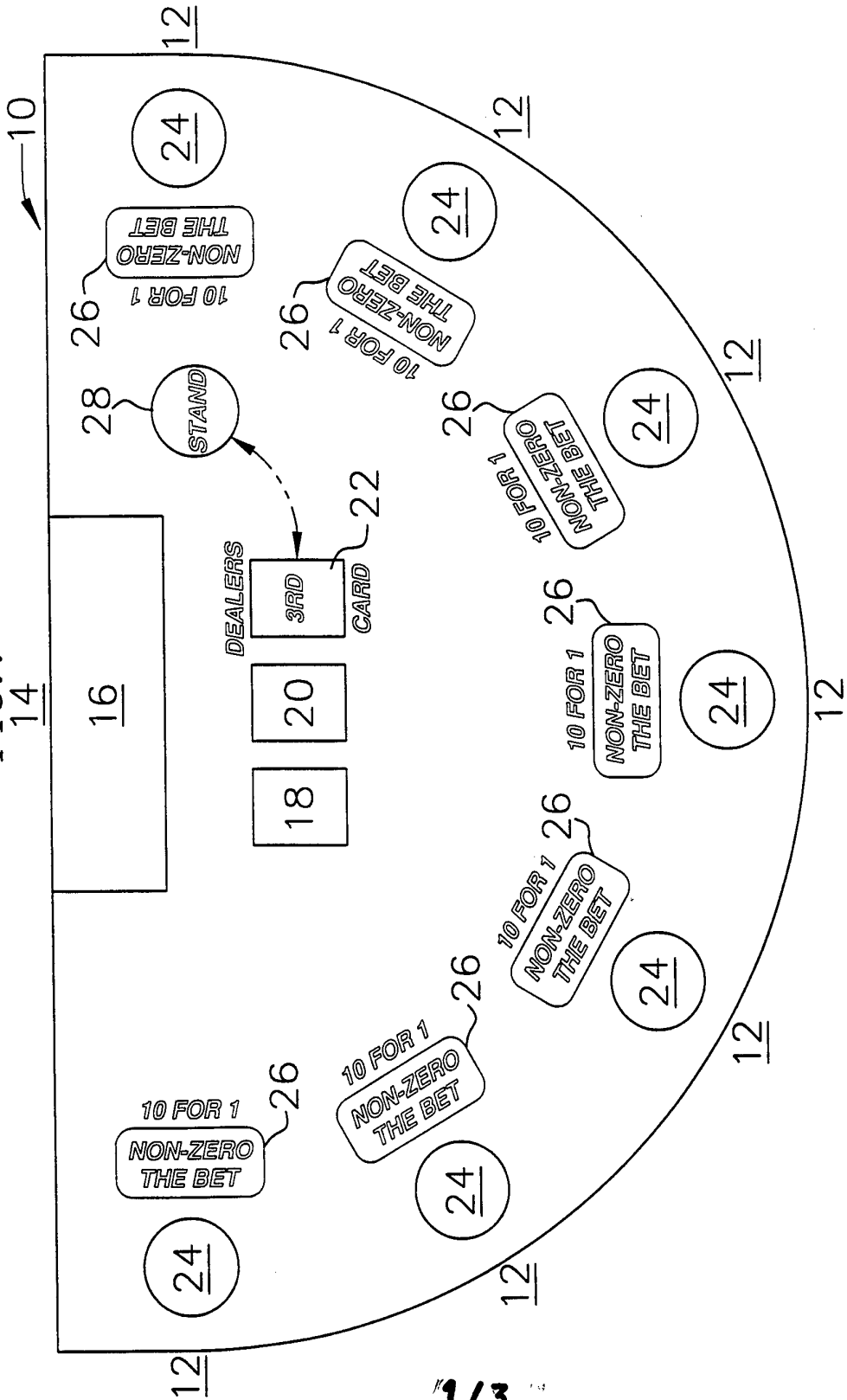
19. The method of claim 18 wherein the jackpot qualifying final hand is for a final player hand of three 3's.

20. The method of claim 18 wherein the jackpot qualifying final hand is for a final player hand of a 2, 3 and 4 of the same suit.

21. The method of claim 18 wherein the jackpot
5 qualifying final hand is for a final player hand which matches each card of the dealer's final hand in value and suit.

22. The method of claim 14 further including, when
10 the dealer's initial hand is 8 or 9, displaying the word "natural" when said initial hand is displayed.

FIG. 1
14



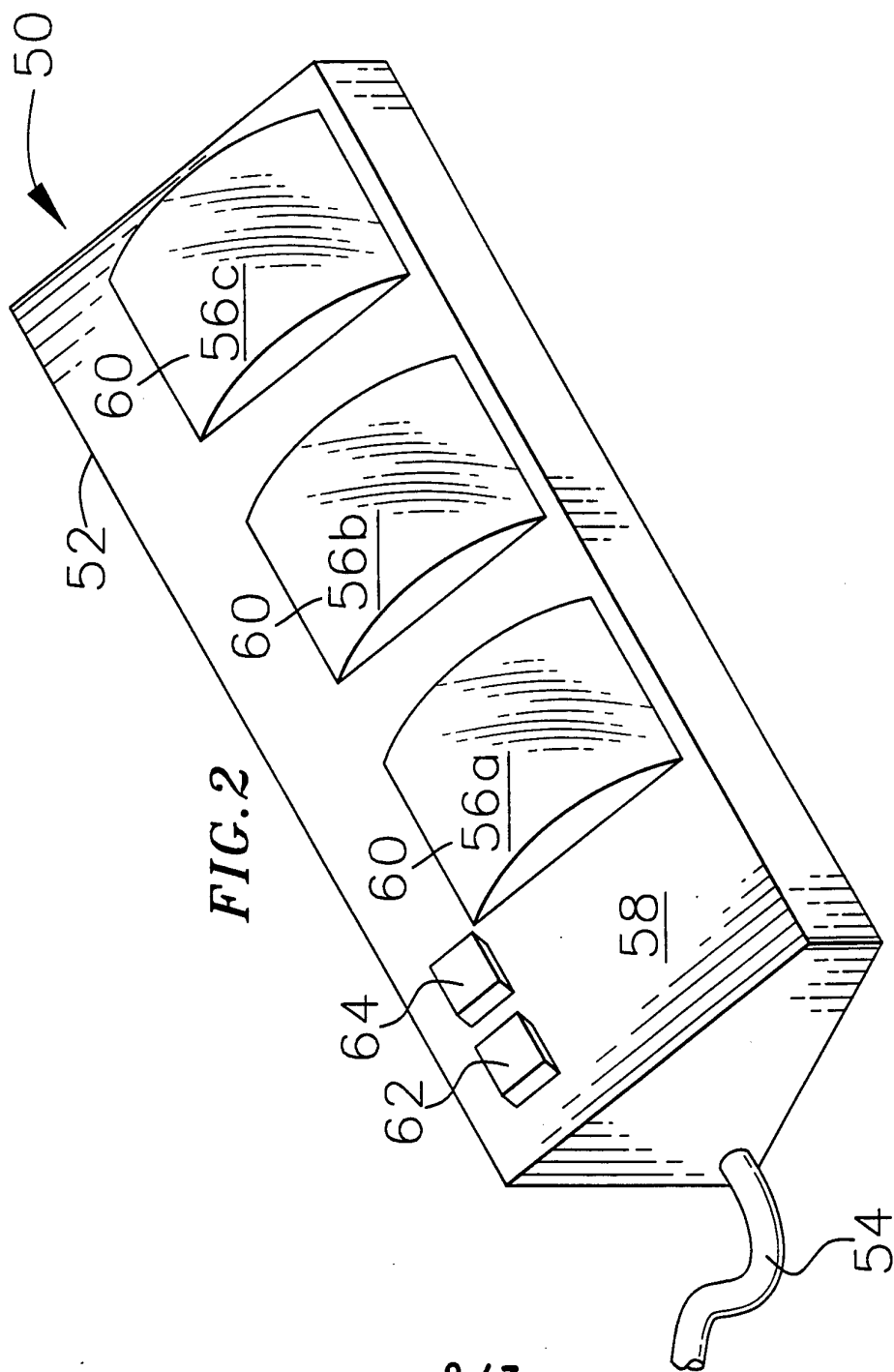
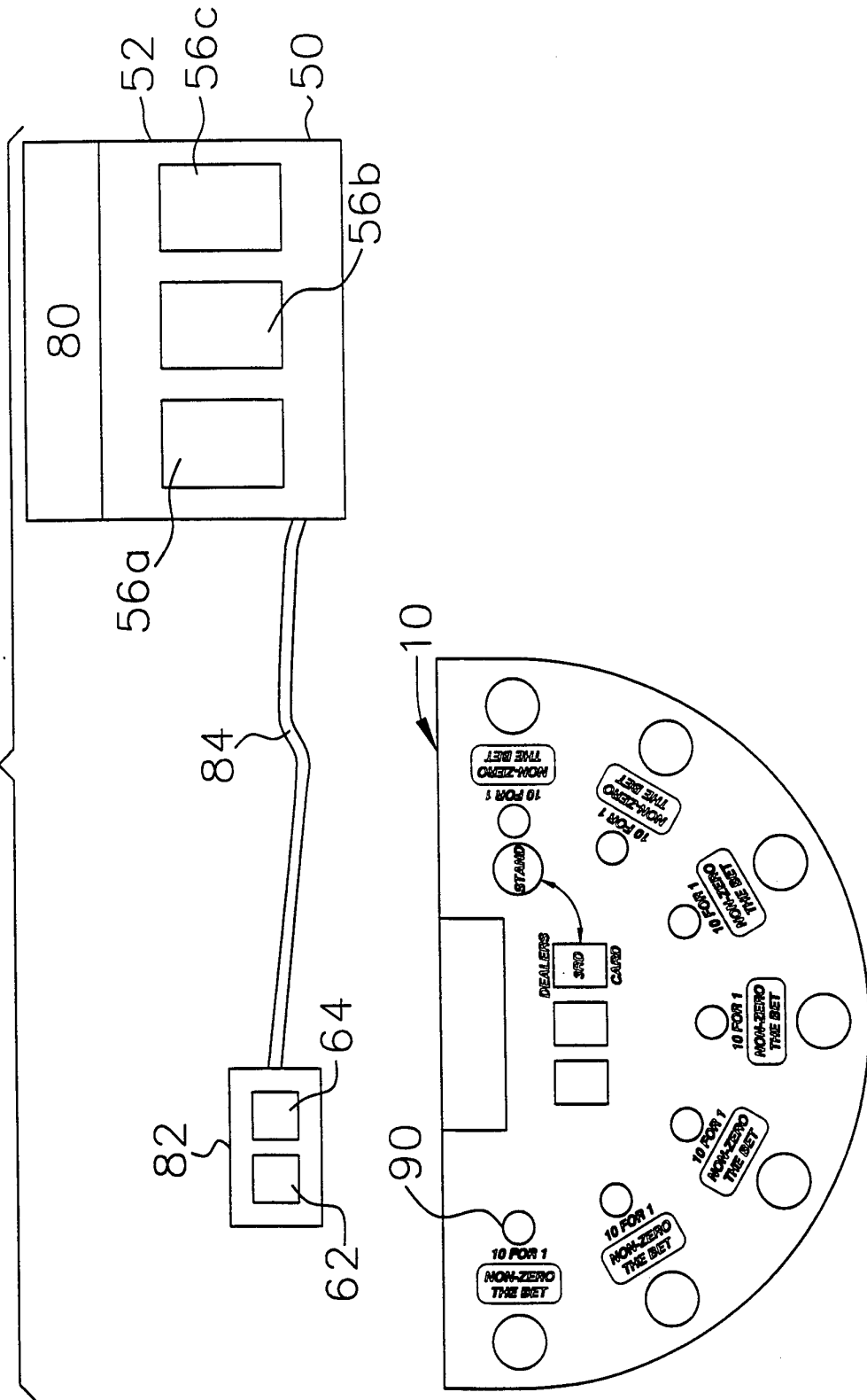


FIG. 3



INTERNATIONAL SEARCH REPORT

International application No.
PCT/US96/06040

A. CLASSIFICATION OF SUBJECT MATTER

IPC(6) :A63F 1/00
US CL :273/85CP, 292, 309; 463/22
According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
U.S. : 273/85CP, 274, 292, 309; 463/22

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US, A, 5,257,810 (SCHORR ET AL.) 02 November 1993, see entire patent.	1-22
A	US, A, 5,366,228 (KANGSANARAKS) 22 November 1994, see entire patent.	1-22
A	US, A, 5,395,119 (JACOB ET AL.) 07 March 1995, see entire patent.	1-22
A	US, A, 5,397,128 (HESSE ET AL.) 14 March 1995, see entire patent.	1-22
A	Scarne's ENCYCLOPEDIA OF GAMES, 1973 (JOHN SCARNE) Chemin De Fer, Scarney Baccarat, and Faro or Farolbank, pp. 290-302.	1-22

Further documents are listed in the continuation of Box C. See patent family annex.

* Special categories of cited documents:	"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"A" document defining the general state of the art which is not considered to be part of particular relevance	"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
"E" earlier document published on or after the international filing date	"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)	"&" document member of the same patent family
"O" document referring to an oral disclosure, use, exhibition or other means	
"P" document published prior to the international filing date but later than the priority date claimed	

Date of the actual completion of the international search

03 JULY 1996

Date of mailing of the international search report

25 JUL 1996

Name and mailing address of the ISA/US
Commissioner of Patents and Trademarks
Box PCT
Washington, D.C. 20231

Facsimile No. (703) 305-3590

Authorized officer

BENJAMIN LAYNO

Telephone No. (703) 308-1815