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(54) **OMAHA POKER AND REAL DEAL TEXAS HOLD'EM**

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(57) **ABSTRACT**

A casino game comprising one or more decks of standard playing cards and a layout which designates a first area for placing player cards and a second area composed of a plurality of betting areas. The object of the game being to make a good poker hand of five cards being composed of players' individual cards in conjunction with a community card. The preferred game apparatus includes a single deck of standard playing cards and a layout that provides betting areas.

FIG. 1

110 — Players place bets in their initial ("blind") wagers

120 — Players are each dealt a number of cards and the dealer is dealt the same number

130 — Players make a decision regarding whether to make a second ("flop") wager
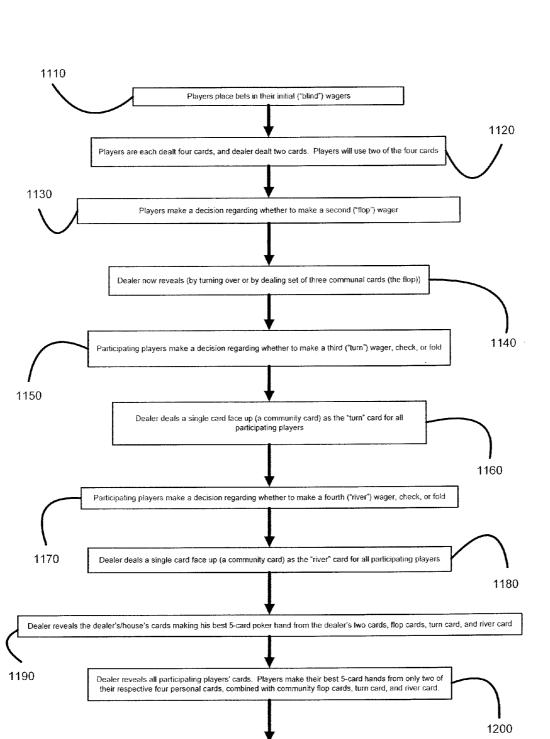
Dealer now reveals (by turning over or by dealing first set of communal cards (the flop))

140 — Participating players make a decision regarding whether to make a third ("turn") wager

150 — Dealer deals a single card face up (a community card) as the "turn" card for all participating players

160 — Participating players make a decision regarding whether to make a fourth ("river") wager

170 — Dealer deals a single card face up (a community card) as the "river" card for all participating players

180 — Dealer reveals the dealer's/house's cards making his best 5-card poker hand from the dealer's cards, flop cards, turn card, and river card

190 — Dealer reveals all participating players' cards. Players make their best 5-card hands from their respective personal cards, community flop cards, turn card, and river card.

200 — All bets are settled. Players try to beat dealer hand and meet house pay table odds

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FIG. 2

FIG. 3

1110

Players place bets in their initial ("blind") wagers

1120

Players are each dealt four cards, and dealer dealt two cards. Players will use two of the four cards

1130

Players make a decision regarding whether to make a second ("flop") wager

Dealer now reveals (by turning over or by dealing set of three communal cards (the flop))

1140

Participating players make a decision regarding whether to make a third ("turn") wager, check, or fold

1150

Dealer deals a single card face up (a community card) as the "turn" card for all participating players

1160

Participating players make a decision regarding whether to make a fourth ("river") wager, check, or fold

1170

Dealer deals a single card face up (a community card) as the "river" card for all participating players

1180

Dealer reveals the dealer's/house's cards making his best 5-card poker hand from the dealer's two cards, flop cards, turn card, and river card

1190

Dealer reveals all participating players' cards. Players make their best 5-card hands from only two of their respective four personal cards, combined with community flop cards, turn card, and river card.

1200

1210

All bets are settled. Players try to beat dealer hand and meet house pay table odds

FIG. 4

OMAHA POKER AND REAL DEAL TEXAS HOLD'EM

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] U.S. Provisional Patent Application Ser. No. 60/870,972, filed 20 Dec. 2006, is incorporated herein by reference.

[0002] Priority of U.S. Provisional Patent Application Ser. No. 60/870,972, filed 20 Dec. 20, 2006, is hereby claimed.

[0003] U.S. Provisional Patent Application Ser. No. 60/954,522, filed 7 Aug. 2007, is incorporated herein by reference.

[0004] Priority of U.S. Provisional Patent Application Ser. No. 60/954,522, filed 7 Aug. 2007, is hereby claimed.

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

[0005] Not applicable.

REFERENCE TO "MICROFICHE APPENDIX"

[0006] Not applicable.

BACKGROUND

[0007] The present invention relates to methods for playing a casino game in the nature of poker using one or more decks of conventional playing cards. More particularly, the present invention relates to a method for playing a casino wagering game, which is a variation of Texas Hold'em Poker.

[0008] Poker is a popular game throughout the world. It combines principles of card games known for centuries in Europe but in its present form it is distinctly of American origin. There are numerous forms of poker and the main divisions are: Draw Poker, in which all of a player's cards are unknown to his opponents and Stud Poker, in which some of the player's cards are face up and others are face down.

[0009] Within the above two broad categories numerous variations exist with "Seven Card Stud" being a popular example. In "Seven Card Stud" a predetermined player makes an Ante wager and each player is dealt two cards face down and one card face up.

[0010] Each player must decide to either call the initial ante wager or fold the cards they were dealt and sit out for that hand of play. A second card face up is dealt to each player and another betting round will start with a predetermined player. All players must call the best or fold the cards they were dealt. A third card face up is dealt to each player and another betting round starts. Each player must either fold or call the betting wager. A fourth card is dealt face up to each player and another betting round starts with each player either placing the bet or folding the cards. A fifth card is dealt to each player this time being dealt face down bringing the total number of player cards to seven and another betting round starts. Each player must fold or call the betting wager. At this point each player in the game will reveal all seven cards and the dealer determines the highest five-card hand on the table among the players and awards that player the money from the player's pot.

[0011] In modern casinos Poker takes on one of three forms: Live or card room Poker where players compete against one another but the games are controlled and supervised by a house dealer who removes a house levy either in the form of a participation fee or as a percentage of winning hands; electronic video machines offering various forms of Poker; and Poker played as "bankers game" either where the game involves players in contest with the dealer's cards or where the object is for the players to obtain a hand based on hierarchical poker ranking. In both versions of Banker games the house enjoys a favorable advantage based on a pay table that is structured in such a way the pay-offs are not based on the true mathematical odds, or rules of pay so structured that the house has a favorable edge.

[0012] The growth in casinos has prompted the introduction of new games, variations of established games, and numerous patents have been granted in this field. For example, in U.S. Pat. No. 6,070,873 (Perkins) a casino type poker game is disclosed in which the players are playing against a predetermined rank of winning hands (a banked game). Players are dealt two cards face down and a common card is placed in a designated area for all players to use if needed. The player then makes a one unit bet and is afforded an additional card face down. The player now has a five-card poker hand. In order for the player to receive a sixth card from the dealer (face down) the player would have made an insurance bet at the onset of the game before any cards were dealt out to any player. At this point if the player did not make the insurance bet and the player does not have a hand of predetermined qualifying rank the game is over and the player loses. If, and only if, the player makes the insurance bet at the onset of the game, then the player is afforded a sixth card to use to further build the chances of making a five-card winning hand. The player must make an additional bet (insurance bet) aside from the normal betting structure to use the sixth bonus card. If the player wins, he receives a bonus payment depending on the Poker rank of his hand. Player starts with a three-card hand, two cards dealt to the specific player and one communal card for all players. The player must then pay for two additional cards at different stages in the game for a total of a five-card hand. The player can receive a sixth card only if they had placed the insurance bet at the beginning of the game (as an additional wager). If the player did not place the insurance bet, the game is over and the player does not receive a sixth card.

[0013] Various other patents disclose further variations to traditional forms of Poker. For example, U.S. Pat. No. 5,486,005 (Neal) discloses a modification of seven-card stud Poker where players do not compete against one another in the traditional sense of Poker. Each player places an initial wager. The dealer then deals a plurality of cards all cards face up to a selected area in the center of the table. Each player has the option of which one of the hands the dealer has dealt to place a wager on. The dealer then completes the deal by dealing a total number of cards amounting to at least a total of a five-card hand in which a winning hand can be found. Players are not dealt a specific hand for the individual players, in fact all players can bet on the same poker hand if desired. All cards dealt for the players are communal cards and the players view a partial hand before making their wagers on which hand they feel has the best odds to win. The player may also place a bet if they think no hand will qualify for a pre-determined rank of winning hand.

[0014] U.S. Pat. No. 5,632,489 (Rozzi et al.) discloses a seven and a half poker game where the players compete against the dealer. Play starts by a dealer being chosen among the players by a draw of a playing card. Each player places an ante wager. Each player receives one card face down and the dealer receives one card face up. If anyone has a King of

Diamonds, they must reveal this card to state a winning hand. If no one has the King of Diamonds, then play continues with each player examining the card they were dealt and seeing the dealer's card face up. They must now decide to stand or take another card. The player can win by having a face card value greater than the dealer's hand or by the dealer drawing over the seven and a half total. This game is very similar to the game "blackjack" with a modified deck of playing cards.

[0015]   U.S. publication No. 2003/0050106A1 (Lyfoung) demonstrates a method of playing a three-card poker style game coupled with the game of baccarat where each player is dealt two cards face down. The player can choose to make a side wager before said communal card is dealt. The dealer then deals a communal card face up to complete the three-card hand. An additional wager can be made of different value but not to exceed said first wager. Both wages have different payment odds.

[0016]   U.S. Pat. Nos. 4,836,553 and 4,861,041 (both Jones et al) disclose variations in which all are collectively referred to as Caribbean Stud® Poker. In the preferred method of play described in the '553 patent the game commences with each player placing a preliminary bet ("ante") at a designated location on a table layout. The house dealer deals five cards to each player and to himself; all face down except for one card in the hand of the dealer. Having viewed his hand and assessing his chances, each player can elect to retire from the round at that point (to "fold") in which event the player forfeits his amount of the ante to the house. The alternative is for the player to make an additional bet—typically prescribed by house rules to be the same as the original ante bet—whereupon the dealer reveals his entire hand. Provided that the dealer's hand has a poker value of at least Ace-King, the game progresses with the dealer comparing his hand to that of each pair and paying or collecting bets as appropriate. Poker hands of two pair or better are rewarded by payment of better than even odds on such hand of a winning player.

[0017]   In another variation of five-card stud Poker for casino play commonly referred to as "let it ride" is described in U.S. Pat. No. 5,288,081 (Breeding). Each player must place down three equal bets, whereupon the dealer deals three cards to each player and to the dealer, but then discards out of play (burns) one of the dealer's three cards, sight unseen, leaving the dealer with only two cards. Alternatively, the dealer may simply deal three cards down to each player and refrain from dealing himself a third card. At that point, each player must then decide whether to take back the first of the three wagers or else to "let it ride." The dealer then turns up one of the two communal cards so that each player, now in effect in possession of four cards of the ultimate five-card hand, is put to a decision whether to withdraw the second bet from the table or to "let it ride". The third bet is not retrievable when the dealer turns the second of the communal cards, play comes to an end, the players show their cards, and all bets still on the table are resolved and distributed according to the poker ranking of each bettor's hand.

[0018]   In variations of these games the participants are provided the option of discarding some or all of the cards which they were originally dealt. Such option can slow down a game causing it to lose momentum.

[0019]   It is an object of the present invention to provide a casino variation of seven-card stud poker, which allows a player to bet against the house for a predetermined jackpot pay table.

[0020]   While certain novel features of this invention shown and described below are pointed out in the annexed claims, the invention is not intended to be limited to the details specified, since a person of ordinary skill in the relevant are will understand that various omissions, modifications, substitutions and changes in the forms and details of the device illustrated an in its operation may be made without departing in any way from the spirit of the present invention. No feature of the invention is critical or essential unless it is expressly stated as being "critical" or "essential."

BRIEF SUMMARY

[0021]   In one embodiment the method and apparatus of the present invention solves the problems confronted in the art in a simple and straightforward manner. In one embodiment is provided is a new card game of "Real Deal Texas Hold'Em" where players compete against the dealer/house for a winning hand: (a) against the dealer and/or (b) against a structured house pay table, and wherein the players are provided at least one opportunity to increase their total wager during play. In one embodiment a winning hand for one or more of the bets can be achieved by merely beating the dealer's hand.

[0022]   In one embodiment is provided a house payout schedule listing a series of poker rankings (or hands of predetermined qualifying ranks) with corresponding pay-offs. In one embodiment a hand of pre-determined qualifying rank can paid off in accordance with the house payout schedule for a set of the qualifying player's bets.

[0023]   In one embodiment, one or more players can make a first wager to enter game play. At certain intervals during play, the players are called upon (or provided the option) to make further wagers during play. In one embodiment, if a player decides not to make a further wager when called upon, he is out of play and all of his previously placed wager(s) are lost. In one embodiment, if a player decides not to make a further wager when called upon, he continues play with only the wagers previously made.

[0024]   In one embodiment using a live table game format, at least one player places an initial "blind" wager. A "blind" wager can be thought of a bet made when the player has not seen a single card (as opposed to other bets which may be made when the player has seen one or more of the cards which will make up his hand). After at least one "blind" wager is made, the dealer can deal a plurality of cards (face down/face up/some combination of face down/up) to each player participating in the game. In one embodiment the number cards initially dealt to each player can be between one to four cards. In one embodiment, at the start of each game, all players can place bets of equal value in their respective "blind" positions.

[0025]   In one embodiment each player is afforded their own individual hand to place bets on and no player is allowed to use any other player's cards.

First Example of Play: Two Cards Initially Dealt to Each Player and Dealer Participating

[0026]   In one embodiment, after making their first wagers (or "blind" bets), each participating player can be dealt two cards the dealer deals himself two cards. At this stage each player is called on to make a second wager (or "flop" bet). The second wager (or "flop" bet) is preferably equal to or greater than the "blind" bet. If a player chooses not to make this second wager (or "flop" bet) and thereby fold, the player's "blind" bet is surrendered and the player is out for the remain-

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der of the game. If the player chooses to continue play by making a second wager (or "flop" bet), the player then participates in a three card community flop. In alternative embodiments the three card community flop could have been previously dealt 3 face down; 1 face up and 2 face down; 2 face up and 1 face down; or 3 face up. Alternatively, the three card community flop can be dealt after the flop bets were made. Using the community flop cards, each participating player now has a five-card poker hand to view. At this stage each participating player is given the chance to make a third wager (or "turn" bet). If the player chooses to make this third wager (or "turn" bet)—which third wager preferably can be equal to or greater than the "blind" and/or "flop" bets—the player has a third wager and participates in a turn card. The players making the third wager (or "turn" bet) are allowed to participate in an additional community card dealt by the dealer (or previously dealt face down by the dealer and then turned face up after the "turn" bets are made). In one embodiment, if a player chooses not to make this third wager (or "turn" bet) and thereby fold, the player's "blind" and "flop" bets are surrendered and the player is out for the remainder of the game. In one embodiment, if the player chooses not to make this third wager (or "turn" bet) and thereby check this bet, the player continues play with only his blind and flop bets. Each participating player now has six cards to choose from to make his best five-card poker hand. At this stage each participating player is given the chance to make a fourth wager (or "river" bet). If the player chooses to make this fourth wager (or "river" bet)—which fourth wager preferably can be equal to or greater than the "blind", "flop", and/or "turn" bets—the player has a fourth wager and participates in a river card. The players making the fourth wager (or "river" bet) are allowed to participate in an additional community card dealt by the dealer (or previously dealt face down by the dealer and then turned face up after the "river" bets are made). In one embodiment, if a player chooses not to make this fourth wager (or "river" bet) and thereby fold, the player's "blind", "flop", and "turn" bets are surrendered and the player is out for the remainder of the game. In one embodiment, if the player chooses not to make this fourth wager (or "river" bet) and thereby check this bet, the player continues play with only his blind, flop, and turn bets. Each participating player now has seven cards to choose from to make his best five-card poker hand. At this point all cards have been dealt the final outcomes are determined. The dealer can now reveal his two house/dealer cards and attempt to make the dealer's best 5-card poker hand that all players will play to beat. The dealer will then reveal each of the player's individual 2-card hands grouped with the five communal cards and make the best 5-card hand for each player.

Second Example of Play: Four Cards Initially Dealt to Each Player of which Each Player can Use Two and Only Two Cards, and the Dealer Participating

[0027] In one embodiment, after making their first wagers (or "blind" bets), each participating player can be dealt four cards the dealer deals himself four cards. In this game each player along with the dealer uses two (no more, no less) of their four cards they were dealt. At this stage each player is called on to make a second wager (or "flop" bet). The second wager (or "flop" bet) is preferably equal to or greater than the "blind" bet. If a player chooses not to make this second wager (or "flop" bet) and thereby fold, the player's "blind" bet is surrendered and the player is out for the remainder of the game. If the player chooses to continue play by making a

second wager (or "flop" bet), the player then participates in a three card community flop. In alternative embodiments the three card community flop could have been previously dealt 3 face down; 1 face up and 2 face down; 2 face up and 1 face down; or 3 face up. Alternatively, the three card community flop can be dealt after the flop bets were made. Using the community flop cards, each participating player now has a seven-card hand to view where each player along with the dealer can make the best five-card poker hand using two (no more, no less) of the four cards dealt to himself, along with the three card community flop. At this stage each participating player is given the chance to make a third wager (or "turn" bet). If the player chooses to make this third wager (or "turn" bet)—which third wager preferably can be equal to or greater than the "blind" and/or "flop" bets—the player has a third wager and participates in a turn card. The players making the third wager (or "turn" bet) are allowed to participate in an additional community card dealt by the dealer (or previously dealt face down by the dealer and then turned face up after the "turn" bets are made). In one embodiment, if a player chooses not to make this third wager (or "turn" bet) and thereby fold, the player's "blind" and "flop" bets are surrendered and the player is out for the remainder of the game. In one embodiment, if the player chooses not to make this third wager (or "turn" bet) and thereby check this bet, the player continues play with only his blind and flop bets. Each participating player now has eight cards to choose from to make his best five-card poker hand (where two cards [no more, no less] of the four card original deal are used). At this stage each participating player is given the chance to make a fourth wager (or "river" bet). If the player chooses to make this fourth wager (or "river" bet)—which fourth wager preferably can be equal to or greater than the "blind", "flop", and/or "turn" bets—the player has a fourth wager and participates in a river card. The players making the fourth wager (or "river" bet) are allowed to participate in an additional community card dealt by the dealer (or previously dealt face down by the dealer and then turned face up after the "river" bets are made). In one embodiment, if a player chooses not to make this fourth wager (or "river" bet) and thereby fold, the player's "blind", "flop", and "turn" bets are surrendered and the player is out for the remainder of the game. In one embodiment, if the player chooses not to make this fourth wager (or "river" bet) and thereby check this bet, the player continues play with only his blind, flop, and turn bets. Each participating player now has nine cards to choose from to make his best five-card poker hand (where two cards [no more, no less] of the four card original deal are used). At this point all cards have been dealt the final outcomes are determined. The dealer can now reveal his two house/dealer cards and attempt to make the dealer's best 5-card poker hand that all players will play to beat. The dealer will then reveal each of the player's individual 4-card hands grouped with the five communal cards and make the best 5-card hand for each player.

Requirements For Winning Hand

[0028] In one embodiment, the players play only against a pre-determined house pay table, and not the dealer. In one embodiment the dealer has the option of joining the game. In one embodiment, the dealer joins even and/or odd numbers of games. In one embodiment the dealer joins the game based on the number of players—between 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10. In one embodiment the dealer joins based on a range (or

minimum number of players) such as between any of the above referenced player numbers.

[0029] In one or more of the described embodiments, a player must beat the dealer's hand before the player can have a winning result. In one or more of the described embodiments, each player can be playing against or not against the dealer. Where there is play against the dealer, all rules apply to the dealer also. In one embodiment, one or more players are given a choice of playing against the house or playing against both the house and the dealer. Playing against the house (without play against the dealer) can have one odds table and playing against the house and the dealer can have a second odds table, which dealer plus house payouts can be greater than the payouts for merely playing against the house.

[0030] In one embodiment, if the player's hand does not beat the dealer's hand in traditional poker value, then the player loses all bets. In one embodiment, if the player's hand beats the dealer's hand, the player at least receives a payoff based on one or more of his wagers. In one embodiment, in order to be considered a completely winning hand, beyond beating the dealer's hand, the player's hand must also meet a hand of predetermined qualifying rank. Otherwise, if the player's hand is not considered a winning hand, then it is considered a losing hand, and all of the player's wager(s) are lost.

[0031] In one embodiment, there is no requirement that a player beat the dealer before he can achieve a winning result.

[0032] In one embodiment, if one player beats the dealer's best hand, then each player having a winning result as specified in the odds table can achieve a winning result.

Mandatory Bets to Continue Play

[0033] In one embodiment, players wishing to stay in the game are required to make the flop, turn, and river bets. Otherwise, the player will forfeit whatever bets the player made before deciding not to make the next required bet.

[0034] In one embodiment, players wishing to stay in the game are required to make the flop and turn bets. Otherwise, the non-participating player will forfeit whatever bet or bets the non-participating player made before deciding not to further participate (or make the next required bet). However, once the required minimum number of bets are made to continue to participate, the participating player is afforded the opportunity to check any of the subsequent possible bets (or not make any subsequent bets). However, the only bets a checking player will be paid on are the bets the checking player made during the course of the game.

[0035] In one embodiment, each player wishing to stay in the game is required to make the flop bet in addition to the blind bet. Otherwise, the non-participating player will forfeit the blind bet and be out of play for the remainder of play. Once the blind and flop bets are made, the participating player is afforded the opportunity to check any of the subsequent possible bets (or not make any subsequent bets). However, the only bets a checking player will be paid on are the bets the checking player made during the course of the game.

[0036] In alternative embodiments, players are not forced to make second ("flop"), third ("turn"), and/or fourth ("river") wagers to continue to participate, but can check after making the second ("flop") wager. However, the payout is based only on the bets actually made. In an alternative embodiment, if a player checks after making the second ("flop") wager, then the checking player may not participate in the turn or river cards when making the player's best 5-card hand. In an alter-

native embodiment, if a player checks after making the third ("turn") wager, then the checking player may not participate in the river card when making the player's best 5-card hand.

Types of Payouts

[0037] In one embodiment house odds are paid for winning players' first ("blind"), second ("flop"), third ("turn"), and/or fourth ("river") wagers.

[0038] In one embodiment even money is paid for winning players' first ("blind"), second ("flop"), third ("turn"), and/or fourth ("river") wagers

[0039] In one embodiment house odds are paid for a winning first ("blind") wager, and even money can be paid on each winning player's second ("flop"), third ("turn"), and/or fourth ("river") wagers. In one embodiment house odds are paid for winning first ("blind") and/or second ("flop") wagers, and even money can be paid on each winning player's third ("turn") and/or fourth ("river") wagers. In one embodiment house odds are paid for winning first ("blind"), second ("flop"), and/or third ("turn") wagers, and even money can be paid on each winning player's fourth ("river") wager.

[0040] In one embodiment even money is paid for a winning first ("blind") wager, and house odds can be paid on each winning player's second ("flop"), third ("turn"), and/or fourth ("river") wagers. In one embodiment even money is paid for winning first ("blind") and/or second ("flop") wagers, and house odds can be paid on each winning player's third ("turn") and/or fourth ("river") wagers. In one embodiment even money is paid for winning first ("blind"), second ("flop"), and/or third ("turn") wagers, and house odds can be paid on each winning player's fourth ("river") wager.

Beating Dealer's Hand and Meeting Hand of Predetermined Qualifying Rank

[0041] In one embodiment, where the player's hand both beats the dealer's hand and meets a hand of predetermined qualifying rank, house pay table odds can be paid for a first set of the player's bets, and even money paid for a second set of the player's bets.

[0042] In one embodiment, pay table odds are paid for the blind (or first) bet, the flop (or second) bet, the turn (or third) bet, and the river (or fourth) bet—assuming that the flop, turn, and river bets were made (in this embodiment the second set of bets is the null set).

[0043] In one embodiment, pay table odds are paid for the blind (or first) bet, the flop (or second) bet, and the turn (or third) bet, and even money is paid for the river (or fourth) bet—assuming that the flop, turn, and river bets were made. In one embodiment, pay table odds are paid for the blind (or first) bet and the flop (or second) bet, and even money is paid for the turn (or third) bet and the river (or fourth) bet—assuming that the flop, turn, and river bets were made. In one embodiment, pay table odds are paid for the blind (or first) bet, and even money is paid for the flop (or second) bet, the turn (or third) bet, and the river (or fourth) bet—assuming that the flop, turn, and river bets were made. The above embodiments can apply where the player makes all of the flop, turn, and river bets. However, if the player checks on the flop, turn, or river bets no payout will be made on such checked bets because such checked bets were not made.

Beating Dealer's Hand but not Meeting Hand of Predetermined Qualifying Rank

[0044] In one embodiment, where the player's hand beats the dealer's hand but does not meet a hand of predetermined

qualifying rank, even money can be paid for a set of the player's bets. In one embodiment even money is paid only for the blind (or first bet). In one embodiment even money is paid only for the blind (or first) bet and the flop (or second) bet—assuming that the flop bet was made. In one embodiment even money is paid only for the blind (or first) bet, the flop (or second) bet, and the turn (or third) bet—assuming that the flop and turn bets were made. In one embodiment even money is paid for the blind (or first) bet, the flop (or second) bet, the turn (or third) bet, and the river (or fourth) bet—assuming that the flop, turn, and river bets were made. The above embodiments can apply where the player makes all of the flop, turn, and river bets (so that there will be no payout on a bet made but not expressly stated as having payout when the player's hand beats the dealer's hand but does not meet a hand of predetermined qualifying rank). However, if the player checks on the flop, turn, or river bets no payout will be made on such checked bets because such checked bets were not made.

Not Beating Dealer's Hand, but Meeting Hand of Predetermined Qualifying Rank

[0045] In one embodiment, where the player's hand meets a hand of predetermined qualifying rank, but does not beat the dealer's hand, pay table odds can be paid for a set of the player's bets. In one embodiment pay table odds are paid only for the blind (or first bet). In one embodiment pay table odds are paid only for the blind (or first) bet and the flop (or second) bet—assuming that at least the flop bet was made. In one embodiment pay table odds are paid only for the blind (or first) bet, the flop (or second) bet, and the turn (or third) bet—assuming that at least the flop and turn bets were made. In one embodiment pay table odds are paid for the blind (or first) bet, the flop (or second) bet, the turn (or third) bet, and the river (or fourth) bet—assuming that the flop, turn, and river bets were made. The above embodiments can apply where the player makes all of the flop, turn, and river bets (so that there will be no payout on a bet made but not expressly stated as having payout when the player's hand meets a hand of predetermined ranks, but does not beat the dealer's hand). However, if the player checks on the flop, turn, or river bets no payout will be made on such checked bets because such checked bets were not made.

Tying Dealer's Hand and Meeting Hand of Predetermined Qualifying Rank

[0046] In one embodiment, the tie can be considered a win over the dealer and payouts made as stated above for a win over the dealer's hand and meeting a hand of predetermined qualifying rank. In one embodiment, the tie can be considered a loss over the dealer and payouts made as stated above for a loss over the dealer's hand and meeting a hand of predetermined qualifying rank. In one embodiment the tie can be considered a draw for one or more of the bets—blind, flop, turn, and river.

Number of Cards Initially Dealt

[0047] In one embodiment, four cards are initially dealt to each player. Each player's initial cards may be dealt in accordance with any of the following formats listed in Table 1.

TABLE 1

Four Cards	
Format	Player's Cards
1	0 face down, 4 face up
2	1 face down, 3 face up
3	2 face down, 2 face up
4	3 face down, 1 face up
5	4 face down, 0 face up

To continue play, each player is now afforded the option to make a second wager (which in one embodiment can be equal to or of greater value than the player's initial "blind" wager).
[0048] In one embodiment, three cards are initially dealt to each player. Each player's initial cards may be dealt in accordance with any of the following formats listed in Table 2.

TABLE 2

Three Cards	
Format	Player's Cards
1	0 face down, 3 face up
2	1 face down, 2 face up
3	2 face down, 1 face up
4	3 face down, 0 face up

To continue play, each player is now afforded the option to make a second wager (which in one embodiment can be equal to or of greater value than the player's initial "blind" wager). In this embodiment, winning outcomes are determined on each player's best 5-card poker hand, however, each player now has three initial cards to choose from.
[0049] In one embodiment, two cards are initially dealt to each player. Each player's initial cards may be dealt in accordance with any of the following formats listed in Table 3.

TABLE 3

Two Cards	
Format	Player's Cards
1	0 face down, 2 face up
2	1 face down, 1 face up
3	2 face down, 0 face up

To continue play, each player is now afforded the option to make a second wager (which in one embodiment can be equal to or of greater value than the player's initial "blind" wager).
[0050] In one embodiment, one card is initially dealt to each player. Each player's initial card may be dealt in accordance with either of the following formats listed in Table 4.

TABLE 4

One Card	
Format	Player's Cards
1	0 face down, 1 face up
2	1 face down, 0 face up

To continue play, each player is now afforded the option to make a second wager (which in one embodiment can be equal

to or of greater value than the player's initial "blind" wager). In this embodiment, winning outcomes are determined on each player's best 5-card poker hand, however, each player now has one initial card to choose from.

[0051] In one or more of the described embodiments, the starting cards can be dealt all face down, all face up, or some combination of face up and face down. The preferred method is dealing all cards face down.

[0052] In various embodiments, the following card play can be used:

[0053] (a) the players are dealt 0 cards to start the game and play is from all communal cards, the number of communal cards being between 1-10, 2-10, 3-10, 4-10, 5-10, 6-10, 7-10, 8-10, 9-10, 1-9, 2-9, 3-9, 4-9, 5-9, 6-9, 7-9, 8-9, 1-8, 2-8, 3-8, 4-8, 5-8, 6-8, 7-8, 1-7, 2-7, 3-7, 4-7, 5-7, 6-7, 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0054] (b) the players are dealt 1 starting card and play from the following possible ranges of communal cards: 1-9, 2-9, 3-9, 4-9, 5-9, 6-9, 7-9, 8-9, 1-8, 2-8, 3-8, 4-8, 5-8, 6-8, 7-8, 1-7, 2-7, 3-7, 4-7, 5-7, 6-7, 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0055] (c) the players are dealt 2 starting cards and play from the following possible ranges of communal cards: 1-8, 2-8, 3-8, 4-8, 5-8, 6-8, 7-8, 1-7, 2-7, 3-7, 4-7, 5-7, 6-7, 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0056] (d) the players are dealt 3 starting cards and play from the following possible ranges of communal cards: 1-7, 2-7, 3-7, 4-7, 5-7, 6-7, 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0057] (e) the players are dealt 4 starting cards and play from the following possible ranges of communal cards: 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0058] (f) the players are dealt 5 starting cards and play from the following possible ranges of communal cards: 1-5, 2-5, 3-5, and 4-5.

[0059] In one embodiment, each player gets 2 starting cards and plays from 5 communal cards using any combination of the 7 cards to make the best 5 card hand.

[0060] In one embodiment, each player gets 2 starting cards with 5 communal cards but must use 1 starting card and 4 communal cards to make the 5 card hand.

[0061] In one embodiment, each player gets 2 starting cards with 5 communal cards and must use 2 starting cards with 3 communal cards to make the best 5 card hand.

[0062] In one embodiment, each player gets 4 starting cards with 5 communal cards and can use any combination to make the best 5 card hand.

[0063] In one embodiment, each player gets 4 starting cards and 5 communal cards but must use 2 starting cards with 3 communal cards to make the best 5 card hand.

[0064] In one embodiment, each player can use any combination of cards to make the best 5 card hand.

[0065] In one embodiment, each player must use at least 1 card dealt to them and at most 4 communal cards to make the best 5 card hand.

[0066] In one embodiment, each player must use at least 2 cards dealt to them, and at most 3 communal cards to make the best 5 card hand.

[0067] In one embodiment, each player must use at least 3 cards dealt to them, and at most 2 communal cards to make the best 5 card hand.

[0068] In one embodiment, each player must use at least 4 cards dealt to them, and at most 1 communal card to make the best 5 card hand.

[0069] In one embodiment, the dealer is not restricted on making his best 5 card hand. In one embodiment, the dealer must follow the same restrictions as the players when making his best 5 card hand.

Game Table

[0070] In one embodiment, the game can be played on a blackjack style table with a single dealer. One or more decks of standard cards can be used, the preferred embodiment being one. The player opening the betting can be rotated for each game. The game is played with chips/counters of various denominations.

[0071] In one embodiment is provided an apparatus to play the game, the apparatus including a playing surface/layout (cloth, table top, or game board) and a result selector in the form of at least one deck of playing cards, such as those commonly used in casinos. In one embodiment, the layout can include a first set of areas, each set having two or more partitions, in the form of rectangles, circles, squares, or other geometric shapes, with each set situated in different parts of the table—each set being demarcated for the placing of a particular player's cards.

[0072] In one embodiment, the layout can include a second set of areas, each set having two or more partitions, in the form of rectangles, circles, squares, or other geometric shapes, with each set situated in different parts of the table— each set being demarcated for the placing of a particular player's bets.

[0073] In one embodiment, the layout can include a third area, the third area having two or more partitions, in the form of rectangles, circles, squares, or other geometric shapes— the set being demarcated for the placing of cards controlled by the dealer, such as community flop card(s), turn card(s), and river card(s).

[0074] In one embodiment, each player is required to make the blind bet before any cards are dealt. In one embodiment, only 1 player is required to make the blind bet before the cards are dealt.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

[0075] For a further understanding of the nature, objects, and advantages of the present invention, reference should be hand to the following detailed description, read in conjunction with the following drawings, wherein like reference numerals denote like elements and wherein:

[0076] FIG. 1 is a top plan view of a preferred gaming table and layout.

[0077] FIG. 2 is a schematic of a preferred method.

[0078] FIG. 3 is a top plan view of an alternative gaming table and layout.

[0079] FIG. 4 is a schematic of an alternative method.

DETAILED DESCRIPTION

[0080] Detailed descriptions of one or more preferred embodiments are provided herein. It is to be understood, however, that the present invention may be embodied in various forms. Therefore, specific details disclosed herein are not to be interpreted as limiting, but rather as a basis for the claims and as a representative basis for one skilled in the art to employ the present invention in any appropriate system, structure or manner.

[0081] The cards used in the game can be conventional playing cards divided into four sets of thirteen cards per set and each set constitutes a suit identified by separate indicia in the form of Hearts, Spades, Diamonds, and Clubs. Each set in turn has nine cards bearing the numerals 2 through 10 and four court cards represented by either the letters A, K, Q & J of the titles Ace, King, Queen and Jack or pictorial representations or symbols thereof.

[0082] Designs of modern court cards may differ but all are generally stylizations of stylizations and have their roots in the tarot pack of medieval times. Referring to FIG. 1, table 5 can have a half-moon shape and have a flat playing surface 20. The actual form of such a table (whether semi-circular, square etc.) can vary; table 5 mainly serving to support the layout at a height which is suitable for the players. Area 10 is an area for housing the chips/counters prior to being used by the players. Surface 20 provides a playing surface marked with indicia 30, 35 and 40 to define the areas wherein the dealer positions various community cards.

[0083] Sets of areas 50A through 50G are for placement of player cards dealt by the dealer. Area 55 is for placement of dealer cards dealt by the dealer.

[0084] A second set of areas 60 through 90 on the surface 20 include betting areas for the reception of players' chips such betting areas bearing indicia in the form of octagonal symbols. Areas 60A through 60G are for "blind" bets made by each player. Areas 70A to 70G are for "flop" bets made by the players. Areas 80A through 80G are for "turn" bets made by the players. Areas 90A through 90G are for "river" bets made by the players. Areas 60A through 60G; 70A through 70G; 80A through 80G; and 90A through 90G need not be stylized on the form of octagons, and can be in various forms such as other geometric shapes.

[0085] In one embodiment the method and apparatus of the present invention solves the problems confronted in the art in a simple and straightforward manner. In one embodiment is provided is a new card game of "Real Deal Texas Hold'Em" where players compete against the dealer/house for a winning hand: (a) against the dealer and/or (b) against a structured house pay table, and wherein the players are provided at least one opportunity to increase their total wager during play. In one embodiment a winning hand for one or more of the bets can be achieved by merely beating the dealer's hand.

[0086] In one embodiment is provided a house payout schedule listing a series of poker rankings (or hands of pre-determined qualifying ranks) with corresponding pay-offs. In one embodiment a hand of pre-determined qualifying rank can paid off in accordance with the house payout schedule for a set of the qualifying player's bets.

[0087] In one embodiment, one or more players can make a first wager to enter game play. At certain intervals during play, the players are called upon (or provided the option) to make further wagers during play. In one embodiment, if a player decides not to make a further wager when called upon, he is out of play and all of his previously placed wager(s) are lost. In one embodiment, if a player decides not to make a further wager when called upon, he continues play with only the wagers previously made.

[0088] In one embodiment using a live table game format, at least one player places an initial "blind" wager. A "blind" wager can be thought of a bet made when the player has not seen a single card (as opposed to other bets which may be made when the player has seen one or more of the cards which will make up his hand). After at least one "blind" wager is made, the dealer can deal a plurality of cards (face down/face up/some combination of face down/up) to each player participating in the game. In one embodiment the number cards initially dealt to each player can be between one to four cards. In one embodiment, at the start of each game, all players can place bets of equal value in their respective "blind" positions.

[0089] In one embodiment each player is afforded their own individual hand to place bets on and no player is allowed to use any other player's cards.

The Play

[0090] FIG. 2 shows a flow-chart of game play for one embodiment. No matter how many cards are used as community cards or how many cards are dealt to the players, only a five card ultimate poker hand can be used. All winning bets can be paid and the casino will collect all losing bets.

[0091] In step 110, at the start of the game and prior to receiving cards the participating player(s) place a first (or "blind") wager preferably in the form of chips, in the blind bet area (areas 60A through 60G). In steps 100 and 120, the dealer respectively shuffles the cards and begins dealing a single card to each player. Preferably, these cards are dealt face down and until all players and the dealer have each been dealt two cards in areas 50A through 50G and 55. In step 130, the dealer will then wait for all players in the game to make a decision regarding whether to make a second (or "flop") wager. The "flop" bets can be placed in areas 70A through 70G. Once the players have been afforded the option to make their second wagers (or "flop" bets), which preferably are equal to or greater than their "blind" bets allowing the participating players to continue play, in step 140, the dealer will deliver a three card community flop at the center of the table (area 30) for all participating players and the dealer to use. All cards can be dealt to a respective card position (areas 50A through 50G, 55, and 30). At this point each player can now attempt to make their best five-card poker by combining a set of the cards dealt to the players individually along with the community cards.

[0092] Next, each player makes a new decision as indicated in step 150 on whether to make a "turn" bet in the player's respective "turn" bet area (areas 80A through 80G) which "turn" bets area preferably equal to or greater than the "blind" and/or "flop" bets. In step 160, participating players will receive an additional communal card in the respective card position on the table (symbol 35) as the "turn" card. Step 160 indicates that the dealer deals a "turn" card which can be dealt face up or face down.

[0093] At this point each player makes a final decision on whether to place a fourth wager (or "river" bet) in the respected "river" bet area (areas 90A through 90G). Preferably, the "river" bet can be equal to or greater than the original "blind", "flop" and/or "turn" bet.

[0094] Step 180 indicates that the dealer will then deliver a seventh and final card face up in the respective river card placement area 40 on table 5 for all players to use.

[0095] In step 190 the dealer will then reveal the dealer's/house's hand to make the best five-card hand for the house.

[0096] In step 200, the dealer will reveal all players cards to find the players best five-card hand settling the casino wagers as the player cards are exposed.

[0097] In step 210, the dealer will settle all casino wagers made by the players.

[0098] The game is not limited to the above description/procedure with a deal relating to five cards per player. A

variation of the deal consists in changing the mix of the number of cards dealt to the players and those that constitute the community cards.

[0099] In an alternative embodiment, for any of the above described embodiments, the dealer can also be dealt out of the game. In this embodiment, in order for a player to win against the house, the player would have to beat a predetermined rank marked on a house pay table.

[0100] Referring to the preferred embodiment of the game "Real Deal Texas Hold'Em", Table A illustrates potential house odds in relation to the list of poker rankings applicable to the game. The house advantage is achieved because exists between the true mathematical odds and the actual pay-off ratios. Those of ordinary skill in the art can calculate appropriate poker rankings for a house advantage. The game can be played by offering odds/pay-offs of a higher or lower order resulting in different edges accruing to the house.

HOUSE-ODDS OR PAY-OFF TABLE

Best Hand	Pay Table
Royal Flush	200 to 1
Straight Flush	50 to 1
4 of a Kind	10 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	3 to 1
2 Pair	2 to 1
1 Pair (or a Pair of Queens)	1 to 1

First Example of Play: Two Cards Initially Dealt to Each Player and Dealer Participating

[0101] In one embodiment, after making their first wagers (or "blind" bets), each participating player can be dealt two cards, and the dealer deals himself two cards. At this stage each player is called on to make a second wager (or "flop" bet). The second wager (or "flop" bet) is preferably equal to or greater than the "blind" bet. If a player chooses not to make this second wager (or "flop" bet) and thereby fold, the player's "blind" bet is surrendered and the player is out for the remainder of the game. If the player chooses to continue play by making a second wager (or "flop" bet), the player then participates in a three card community flop. In alternative embodiments the three card community flop could have been previously dealt 3 face down; 1 face up and 2 face down; 2 face up and 1 face down; or 3 face up. Alternatively, the three card community flop can be dealt after the flop bets were made. Using the community flop cards, each participating player now has a five-card poker hand to view. At this stage each participating player is given the chance to make a third wager (or "turn" bet). If the player chooses to make this third wager (or "turn" bet)—which third wager preferably can be equal to or greater than the "blind" and/or "flop" bets—the player has a third wager and participates in a turn card. The players making the third wager (or "turn" bet) are allowed to participate in an additional community card dealt by the dealer (or previously dealt face down by the dealer and then turned face up after the "turn" bets are made). In one embodiment, if a player chooses not to make this third wager (or "turn" bet) and thereby fold, the player's "blind" and "flop" bets are surrendered and the player is out for the remainder of

the game. In one embodiment, if the player chooses not to make this third wager (or "turn" bet) and thereby check this bet, the player continues play with only his blind and flop bets. Each participating player now has six cards to choose from to make his best five-card poker hand. At this stage each participating player is given the chance to make a fourth wager (or "river" bet). If the player chooses to make this fourth wager (or "river" bet)—which fourth wager preferably can be equal to or greater than the "blind", "flop", and/or "turn" bets—the player has a fourth wager and participates in a river card. The players making the fourth wager (or "river" bet) are allowed to participate in an additional community card dealt by the dealer (or previously dealt face down by the dealer and then turned face up after the "river" bets are made). In one embodiment, if a player chooses not to make this fourth wager (or "river" bet) and thereby fold, the player's "blind", "flop", and "turn" bets are surrendered and the player is out for the remainder of the game. In one embodiment, if the player chooses not to make this fourth wager (or "river" bet) and thereby check this bet, the player continues play with only his blind, flop, and turn bets. Each participating player now has seven cards to choose from to make his best five-card poker hand. At this point all cards have been dealt the final outcomes are determined. The dealer can now reveal his two house/dealer cards and attempt to make the dealer's best 5-card poker hand that all players will play to beat. The dealer will then reveal each of the player's individual 2-card hands grouped with the five communal cards and make the best 5-card hand for each player.

[0102] FIG. 3 is a Game Summary of one embodiment illustrating this type of play. FIG. 4 provides betting descriptions for the embodiment of FIG. 3.

Second Example of Play: Four Cards Initially Dealt to Each Player of which Each Player can Use Two and Only Two Cards, and the Dealer Participating

[0103] In one embodiment, after making their first wagers (or "blind" bets), each participating player can be dealt four cards, and the dealer deals himself four cards (in one embodiment the dealer deals himself only two cards). In this game each player along with the dealer uses two (no more, no less) of their four cards they were dealt (in the alternative embodiment where the dealer deals himself only two cards the dealer only has two cards to use). At this stage each player is called on to make a second wager (or "flop" bet). The second wager (or "flop" bet) is preferably equal to or greater than the "blind" bet. If a player chooses not to make this second wager (or "flop" bet) and thereby fold, the player's "blind" bet is surrendered and the player is out for the remainder of the game. If the player chooses to continue play by making a second wager (or "flop" bet), the player then participates in a three card community flop. In alternative embodiments the three card community flop could have been previously dealt 3 face down; 1 face up and 2 face down; 2 face up and 1 face down; or 3 face up. Alternatively, the three card community flop can be dealt after the flop bets were made. Using the community flop cards, each participating player now has a seven-card hand to view where each player along with the dealer can make the best five-card poker hand using two (no more, no less) of the four cards dealt to himself, along with the three card community flop. At this stage each participating player is given the chance to make a third wager (or "turn" bet). If the player chooses to make this third wager (or "turn" bet)—which third wager preferably can be equal to or greater than the "blind" and/or "flop" bets—the player has a third

wager and participates in a turn card. The players making the third wager (or "turn" bet) are allowed to participate in an additional community card dealt by the dealer (or previously dealt face down by the dealer and then turned face up after the "turn" bets are made). In one embodiment, if a player chooses not to make this third wager (or "turn" bet) and thereby fold, the player's "blind" and "flop" bets are surrendered and the player is out for the remainder of the game. In one embodiment, if the player chooses not to make this third wager (or "turn" bet) and thereby check this bet, the player continues play with only his blind and flop bets. Each participating player now has eight cards to choose from to make his best five-card poker hand (where two cards [no more, no less] of the four card original deal are used). At this stage each participating player is given the chance to make a fourth wager (or "river" bet). If the player chooses to make this fourth wager (or "river" bet)—which fourth wager preferably can be equal to or greater than the "blind", "flop", and/or "turn" bets—the player has a fourth wager and participates in a river card. The players making the fourth wager (or "river" bet) are allowed to participate in an additional community card dealt by the dealer (or previously dealt face down by the dealer and then turned face up after the "river" bets are made). In one embodiment, if a player chooses not to make this fourth wager (or "river" bet) and thereby fold, the player's "blind", "flop", and "turn" bets are surrendered and the player is out for the remainder of the game. In one embodiment, if the player chooses not to make this fourth wager (or "river" bet) and thereby check this bet, the player continues play with only his blind, flop, and turn bets. Each participating player now has nine cards to choose from to make his best five-card poker hand (where two cards [no more, no less] of the four card original deal are used). At this point all cards have been dealt the final outcomes are determined. The dealer can now reveal his two house/dealer cards and attempt to make the dealer's best 5-card poker hand that all players will play to beat. The dealer will then reveal each of the player's individual 4-card hands grouped with the five communal cards and make the best 5-card hand for each player.

[0104]   FIG. 5 is a preferred game layout for an alternative embodiment. FIG. 6 is a Game Summary of one embodiment illustrating this type of play. FIG. 7 provides betting descriptions for the embodiment of FIG. 6.

Requirements For Winning Hand

[0105]   In one embodiment, the players play only against a pre-determined house pay table, and not the dealer. In one embodiment the dealer has the option of joining the game. In one embodiment, the dealer joins even and/or odd numbers of games. In one embodiment the dealer joins the game based on the number of players—between 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10. In one embodiment the dealer joins based on a range (or minimum number of players) such as between any of the above referenced player numbers.

[0106]   In one or more of the described embodiments, a player must beat the dealer's hand before the player can have a winning result. In one or more of the described embodiments, each player can be playing against or not against the dealer. Where there is play against the dealer, all rules apply to the dealer also. In one embodiment, one or more players are given a choice of playing against the house or playing against both the house and the dealer. Playing against the house (without play against the dealer) can have one odds table and playing against the house and the dealer can have a second

odds table, which dealer plus house payouts can be greater than the payouts for merely playing against the house.

[0107]   In one embodiment, if the player's hand does not beat the dealer's hand in traditional poker value, then the player loses all bets. In one embodiment, if the player's hand beats the dealer's hand, the player at least receives a payoff based on one or more of his wagers. In one embodiment, in order to be considered a completely winning hand, beyond beating the dealer's hand, the player's hand must also meet a hand of predetermined qualifying rank. Otherwise, if the player's hand is not considered a winning hand, then it is considered a losing hand, and all of the player's wager(s) are lost.

[0108]   In one embodiment, there is no requirement that a player beat the dealer before he can achieve a winning result.

[0109]   In one embodiment, if one player beats the dealer's best hand, then each player having a winning result as specified in the odds table can achieve a winning result.

Mandatory Bets to Continue Play

[0110]   In one embodiment, players wishing to stay in the game are required to make the flop, turn, and river bets. Otherwise, the player will forfeit whatever bets the player made before deciding not to make the next required bet.

[0111]   In one embodiment, players wishing to stay in the game are required to make the flop and turn bets. Otherwise, the non-participating player will forfeit whatever bet or bets the non-participating player made before deciding not to further participate (or make the next required bet). However, once the required minimum number of bets are made to continue to participate, the participating player is afforded the opportunity to check any of the subsequent possible bets (or not make any subsequent bets). However, the only bets a checking player will be paid on are the bets the checking player made during the course of the game.

[0112]   In one embodiment, each player wishing to stay in the game is required to make the flop bet in addition to the blind bet. Otherwise, the non-participating player will forfeit the blind bet and be out of play for the remainder of play. Once the blind and flop bets are made, the participating player is afforded the opportunity to check any of the subsequent possible bets (or not make any subsequent bets). However, the only bets a checking player will be paid on are the bets the checking player made during the course of the game.

[0113]   In alternative embodiments, players are not forced to make second ("flop"), third ("turn"), and/or fourth ("river") wagers to continue to participate, but can check after making the second ("flop") wager. However, the payout is based only on the bets actually made. In an alternative embodiment, if a player checks after making the second ("flop") wager, then the checking player may not participate in the turn or river cards when making the player's best 5-card hand. In an alternative embodiment, if a player checks after making the third ("turn") wager, then the checking player may not participate in the river card when making the player's best 5-card hand.

Types of Payouts

[0114]   In one embodiment house odds are paid for winning players' first ("blind"), second ("flop"), third ("turn"), and/or fourth ("river") wagers.

[0115]   In one embodiment even money is paid for winning players' first ("blind"), second ("flop"), third ("turn"), and/or fourth ("river") wagers

[0116] In one embodiment house odds are paid for a winning first ("blind") wager, and even money can be paid on each winning player's second ("flop"), third ("turn"), and/or fourth ("river") wagers. In one embodiment house odds are paid for winning first ("blind") and/or second ("flop") wagers, and even money can be paid on each winning player's third ("turn") and/or fourth ("river") wagers. In one embodiment house odds are paid for winning first ("blind"), second ("flop"), and/or third ("turn") wagers, and even money can be paid on each winning player's fourth ("river") wager.

[0117] In one embodiment even money is paid for a winning first ("blind") wager, and house odds can be paid on each winning player's second ("flop"), third ("turn"), and/or fourth ("river") wagers. In one embodiment even money is paid for winning first ("blind") and/or second ("flop") wagers, and house odds can be paid on each winning player's third ("turn") and/or fourth ("river") wagers. In one embodiment even money is paid for winning first ("blind"), second ("flop"), and/or third ("turn") wagers, and house odds can be paid on each winning player's fourth ("river") wager.

Beating Dealer's Hand and Meeting Hand of Predetermined Qualifying Rank

[0118] In one embodiment, where the player's hand both beats the dealer's hand and meets a hand of predetermined qualifying rank, house pay table odds can be paid for a first set of the player's bets, and even money paid for a second set of the player's bets.

[0119] In one embodiment, pay table odds are paid for the blind (or first) bet, the flop (or second) bet, the turn (or third) bet, and the river (or fourth) bet—assuming that the flop, turn, and river bets were made (in this embodiment the second set of bets is the null set).

[0120] In one embodiment, pay table odds are paid for the blind (or first) bet, the flop (or second) bet, and the turn (or third) bet, and even money is paid for the river (or fourth) bet—assuming that the flop, turn, and river bets were made. In one embodiment, pay table odds are paid for the blind (or first) bet and the flop (or second) bet, and even money is paid for the turn (or third) bet and the river (or fourth) bet—assuming that the flop, turn, and river bets were made. In one embodiment, pay table odds are paid for the blind (or first) bet, and even money is paid for the flop (or second) bet, the turn (or third) bet, and the river (or fourth) bet—assuming that the flop, turn, and river bets were made. The above embodiments can apply where the player makes all of the flop, turn, and river bets. However, if the player checks on the flop, turn, or river bets no payout will be made on such checked bets because such checked bets were not made.

Beating Dealer's Hand but not Meeting Hand of Predetermined Qualifying Rank

[0121] In one embodiment, where the player's hand beats the dealer's hand but does not meet a hand of predetermined qualifying rank, even money can be paid for a set of the player's bets. In one embodiment even money is paid only for the blind (or first bet). In one embodiment even money is paid only for the blind (or first) bet and the flop (or second) bet—assuming that the flop bet was made. In one embodiment even money is paid only for the blind (or first) bet, the flop (or second) bet, and the turn (or third) bet—assuming that the flop and turn bets were made. In one embodiment even money is paid for the blind (or first) bet, the flop (or second) bet, the

turn (or third) bet, and the river (or fourth) bet—assuming that the flop, turn, and river bets were made. The above embodiments can apply where the player makes all of the flop, turn, and river bets (so that there will be no payout on a bet made but not expressly stated as having payout when the player's hand beats the dealer's hand but does not meet a hand of predetermined qualifying rank). However, if the player checks on the flop, turn, or river bets no payout will be made on such checked bets because such checked bets were not made.

Not Beating Dealer's Hand, but Meeting Hand of Predetermined Qualifying Rank

[0122] In one embodiment, where the player's hand meets a hand of predetermined qualifying rank, but does not beat the dealer's hand, pay table odds can be paid for a set of the player's bets. In one embodiment pay table odds are paid only for the blind (or first bet). In one embodiment pay table odds are paid only for the blind (or first) bet and the flop (or second) bet—assuming that at least the flop bet was made. In one embodiment pay table odds are paid only for the blind (or first) bet, the flop (or second) bet, and the turn (or third) bet—assuming that at least the flop and turn bets were made. In one embodiment pay table odds are paid for the blind (or first) bet, the flop (or second) bet, the turn (or third) bet, and the river (or fourth) bet—assuming that the flop, turn, and river bets were made. The above embodiments can apply where the player makes all of the flop, turn, and river bets (so that there will be no payout on a bet made but not expressly stated as having payout when the player's hand meets a hand of predetermined ranks, but does not beat the dealer's hand). However, if the player checks on the flop, turn, or river bets no payout will be made on such checked bets because such checked bets were not made.

Number of Cards Initially Dealt

[0123] In one embodiment, four cards are initially dealt to each player. Each player's initial cards may be dealt in accordance with any of the following formats listed in Table 1.

TABLE 1

Four Cards	
Format	Player's Cards
1	0 face down, 4 face up
2	1 face down, 3 face up
3	2 face down, 2 face up
4	3 face down, 1 face up
5	4 face down, 0 face up

To continue play, each player is now afforded the option to make a second wager (which in one embodiment can be equal to or of greater value than the player's initial "blind" wager).

[0124] In one embodiment, three cards are initially dealt to each player. Each player's initial cards may be dealt in accordance with any of the following formats listed in Table 2.

TABLE 2

	Three Cards
Format	Player's Cards
1	0 face down, 3 face up
2	1 face down, 2 face up
3	2 face down, 1 face up
4	3 face down, 0 face up

To continue play, each player is now afforded the option to make a second wager (which in one embodiment can be equal to or of greater value than the player's initial "blind" wager). In this embodiment, winning outcomes are determined on each player's best 5-card poker hand, however, each player now has three initial cards to choose from.

[0125] In one embodiment, two cards are initially dealt to each player. Each player's initial cards may be dealt in accordance with any of the following formats listed in Table 3.

TABLE 3

	Two Cards
Format	Player's Cards
1	0 face down, 2 face up
2	1 face down, 1 face up
3	2 face down, 0 face up

To continue play, each player is now afforded the option to make a second wager (which in one embodiment can be equal to or of greater value than the player's initial "blind" wager).

[0126] In one embodiment, one card is initially dealt to each player. Each player's initial card may be dealt in accordance with either of the following formats listed in Table 4.

TABLE 4

	One Card
Format	Player's Cards
1	0 face down, 1 face up
2	1 face down, 0 face up

To continue play, each player is now afforded the option to make a second wager (which in one embodiment can be equal to or of greater value than the player's initial "blind" wager). In this embodiment, winning outcomes are determined on each player's best 5-card poker hand, however, each player now has one initial card to choose from.

[0127] In one or more of the described embodiments, the starting cards can be dealt all face down, all face up, or some combination of face up and face down. The preferred method is dealing all cards face down.

[0128] In various embodiments, the following card play can be used:

[0129] (a) the players are dealt 0 cards to start the game and play is from all communal cards, the number of communal cards being between 1-10, 2-10, 3-10, 4-10, 5-10, 6-10, 7-10, 8-10, 9-10, 1-9, 2-9, 3-9, 4-9, 5-9, 6-9, 7-9, 8-9, 1-8, 2-8, 3-8, 4-8, 5-8, 6-8, 7-8, 1-7, 2-7, 3-7, 4-7, 5-7, 6-7, 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0130] (b) the players are dealt 1 starting card and play from the following possible ranges of communal cards: 1-9, 2-9,

3-9, 4-9, 5-9, 6-9, 7-9, 8-9, 1-8, 2-8, 3-8, 4-8, 5-8, 6-8, 7-8, 1-7, 2-7, 3-7, 4-7, 5-7, 6-7, 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0131] (c) the players are dealt 2 starting cards and play from the following possible ranges of communal cards: 1-8, 2-8, 3-8, 4-8, 5-8, 6-8, 7-8, 1-7, 2-7, 3-7, 4-7, 5-7, 6-7, 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0132] (d) the players are dealt 3 starting cards and play from the following possible ranges of communal cards: 1-7, 2-7, 3-7, 4-7, 5-7, 6-7, 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0133] (e) the players are dealt 4 starting cards and play from the following possible ranges of communal cards: 1-6, 2-6, 3-6, 4-6, 5-6, 1-5, 2-5, 3-5, and 4-5.

[0134] (f) the players are dealt 5 starting cards and play from the following possible ranges of communal cards: 1-5, 2-5, 3-5, and 4-5.

[0135] In one embodiment, each player gets 2 starting cards and plays from 5 communal cards using any combination of the 7 cards to make the best 5 card hand.

[0136] In one embodiment, each player gets 2 starting cards with 5 communal cards but must use 1 starting card and 4 communal cards to make the 5 card hand.

[0137] In one embodiment, each player gets 2 starting cards with 5 communal cards and must use 2 starting cards with 3 communal cards to make the best 5 card hand.

[0138] In one embodiment, each player gets 4 starting cards with 5 communal cards and can use any combination to make the best 5 card hand.

[0139] In one embodiment, each player gets 4 starting cards and 5 communal cards but must use 2 starting cards with 3 communal cards to make the best 5 card hand. In one embodiment, each player can use any combination of cards to make the best 5 card hand.

[0140] In one embodiment, each player must use at least 1 card dealt to them and at most 4 communal cards to make the best 5 card hand.

[0141] In one embodiment, each player must use at least 2 cards dealt to them, and at most 3 communal cards to make the best 5 card hand.

[0142] In one embodiment, each player must use at least 3 cards dealt to them, and at most 2 communal cards to make the best 5 card hand.

[0143] In one embodiment, each player must use at least 4 cards dealt to them, and at most 1 communal card to make the best 5 card hand.

[0144] In one embodiment, the dealer is not restricted on making his best 5 card hand In one embodiment, the dealer must follow the same restrictions as the players when making his best 5 card hand.

Game Table

[0145] In one embodiment, the game can be played on a blackjack style table with a single dealer. One or more decks of standard cards can be used, the preferred embodiment being one. The player opening the betting can be rotated for each game. The game is played with chips/counters of various denominations.

[0146] In one embodiment is provided an apparatus to play the game, the apparatus including a playing surface/layout (cloth, table top, or game board) and a result selector in the form of at least one deck of playing cards, such as those commonly used in casinos. In one embodiment, the layout can include a first set of areas, each set having two or more

partitions, in the form of rectangles, circles, squares, or other geometric shapes, with each set situated in different parts of the table—each set being demarcated for the placing of a particular player's cards.

[0147] In one embodiment, the layout can include a second set of areas, each set having two or more partitions, in the form of rectangles, circles, squares, or other geometric shapes, with each set situated in different parts of the table—each set being demarcated for the placing of a particular player's bets.

[0148] In one embodiment, the layout can include a third area, the third area having two or more partitions, in the form of rectangles, circles, squares, or other geometric shapes—the set being demarcated for the placing of cards controlled by the dealer, such as community flop card(s), turn card(s), and river card(s).

[0149] In one embodiment, each player is required to make the blind bet before any cards are dealt. In one embodiment, only 1 player is required to make the blind bet before the cards are dealt.

[0150] In one embodiment, the game can be adapted and played on a video game machine. Simulated cards can be exposed electronically on a display panel/screen. Different rules for playing the game can be applied. In the above examples the pay-table can be adjusted to reflect the probabilities. It is to be understood that the embodiments discussed herein is merely illustrated of the application of the principles of the invention. Numerous modifications may be made therein and other arrangements may be devised without departing from the spirit and scope of the invention.

[0151] In one embodiment a game (Real Deal Texas Hold'Em) is provided having the following procedures. FIG. 2 shows a flow diagram of the procedure for steps game play.

Procedures:

[0152]　1) Players are required to make the blind bet to participate (step 110).

[0153]　2) Dealer will deliver 2 cards to each Player and the Dealer (step 120).

[0154]　3) Players will decide to make the "flop" bet or fold based on the 2-card starting hand (step 130).

[0155]　4) The Dealer will deal a 3-card community flop for all players and the dealer to use (step 140).

[0156]　5) The Players will decide to make the "turn" bet or fold (step 150).

[0157]　6) The Dealer will deal a turn card for all Players and the Dealer to use (step 160).

[0158]　7) The Players will decide to make the "river" bet or fold (step 170).

[0159]　8) The Dealer will deal the river card for all Players and the Dealer to use (step 180).

[0160]　9) The Dealer will reveal the 2 Dealer cards and make the best 5-Card Poker hand for the House (step 190).

[0161]　10) The Dealer will reveal the Players card and form the best 5-Card Poker hand for the Players to beat the House hand (step 200).

[0162]　11) The Dealer will settle all casino wagers as the players cards are exposed (step 210).

[0163]　12) The Dealer will collect all player and Dealer card, Shuffle and start the next round of play (step 210).

Game Summary

[0164] A designated Player makes the Blind bet to start the game. The Dealer delivers 2 cards to each player and 2 cards for the house hand played by the Dealer. The Players will evaluate the 2-card starting hand and decide to make the "flop" bet to continue or fold. The Dealer will deal a 3-card community "flop" for all players and the Dealer to use. The Players will decide to make the "turn" bet or fold. The Dealer will deal the "turn" card for the Player and the Dealer to use. The Players decide to make the "river" bet or fold. The dealer will deal the "river" card for all Players and the Dealer to use. The Dealer will reveal the 2-card house hand and make the best 5-card hand against the Players. The Dealer will reveal the Players cards forming the best 5-card hand for the Players to beat the house hand. The Dealer will settle all casino wagers made by the Players. The highest value hand between the Player and the house/Dealer hand will win.

[0165] Object: Real Deal Texas Hold'Em is a 5-card poker game where the Players make their best 5-card hand to play against the 5-card house hand played by the Dealer.

[0166] Blind Bet: The Blind bet is made by a designated Player at the table. A Blind button moves around the table giving each player the opportunity to make the blind bet before the game starts. Players who don't make the "blind" bet before the game starts have a chance to make the bet after the cards are dealt.

[0167] Flop Bet: The Player will evaluate the 2-card starting hand and decide to make the "flop" bet, check or fold.

[0168] Turn Bet: The Player will evaluate the 5-card hand and decide to make the "turn" bet, check or fold.

[0169] River Bet: The Player will evaluate the 6-card hand and decide to make the "river" bet, check or fold.

[0170] Hold Cards Both, the Players and the Dealer will receive 2 cards dealt face down to their own position. The Players and the Dealer will share in community cards.

[0171] The Flop: 3 cards dealt in the center of the table. Community cards.

[0172] The Turn: 1 card dealt in the center of the table. Community card.

[0173] The River: 1 card dealt in the center of the table. Community card.

Final Hand	Pay Table
Royal Flush	200
Straight Flush	50
4 of a Kind	10
Full House	7
Flush	5
Straight	4
3 of a Kind	3
2 Pair	2
Pair of Queens	1
House Advantage	3.3154%

[0174] In one embodiment a game (Omaha Poker Challenge) is provided having the following procedures. FIG. 3

shows table for the game, and FIG. **4** shows a flow diagram of the procedure for steps game play.

Procedures

[0175]   1) All Players make the Blind best to start the game (step **1110**).

[0176]   2) 4 cards will be dealt to each Player position. Players will use 2 hold cards and 3 community cards to complete their final 5-card poker hand. The Dealer will be dealt only 2 hold cards and use any combination of the final 7 cards to make the best 5-card House hand (step **1120**).

[0177]   3) Players will decide to make the "Flop" bet or fold based on their starting hand (step **1130**).

[0178]   4) The Dealer will deal a 3-card community flop for all Players and the Dealer to use (step **1140**).

[0179]   5) The Players will decide to make the "Turn" bet, check or fold (step **1150**).

[0180]   6) The Dealer will deal a turn card for all Players and the Dealer to use (step **1160**).

[0181]   7) The Players will decide to make the "River" bet, check or fold (step **1170**).

[0182]   8) The Dealer will deal the river card for all Players and the Dealer to use (step **1180**).

[0183]   9) The Dealer will reveal the 2 Dealer cards to make the best 5-Card Poker hand for the Players to play against (step **1190**).

[0184]   10) The Dealer will reveal the Players 2 play cards to make the Players final 5-card hand. The players are responsible for choosing the 2 play cards against the House/Dealer hand (step **1200**).

[0185]   11) The Dealer will settle all casino wagers as the players cards are exposed (step **1210**).

[0186]   12) The Dealer will collect all cards, shuffle and start a new round of play (step **1210**).

Game Summary

[0187]   A designated Player makes the Blind bet to start the game. The Dealer delivers 4 cards to each player and 4 cards for the house hand played by the Dealer. The Players will evaluate the 4-card starting hand and decide to make the "flop" bet to continue or fold. Both Player and Dealer will use 2 cards from the 4-card starting hand to complete the final 5-card poker hand. The Dealer will deal a 3-card Community "flop" for all players and the Dealer to use. The Players will decide to make the "turn" bet or fold. The Dealer will deal the "turn" card for the Players and the Dealer to use. The Players will decide to make the "river" bet or fold. The dealer will deal the "river" card for all Players and the Dealer to use. The Dealer will reveal the 4-card house hand and make the best 5-card hand against the Players using 2 hold cards and 3 community cards. The Dealer will reveal the Players cards forming the best 5-card hand for the Players to beat the house hand using 2 hold cards and 3 community cards. The Dealer will settle all casino wagers made by the Players. The highest value hand between the Player and the house/Dealer hand will win.

[0188]   Object: Omaha Poker Challenge is a 5-card poker game where the Players make their best 5-card hand to play against the Dealer 5-card hand. The Players will use 2 cards from the Starting hold cards and only use 3 communal cards to make the final 5-card hand to play against the Dealer.

[0189]   Blind Bet: The Blind bet is made by each Player at the table to start the game.

[0190]   Flop Bet: The Player will decide to make the "flop" bet or fold. Like the "blind" bet, the "flop" bet must be made to continue the game. The dealer will deal a 3-card community Flop.

[0191]   Turn Bet: The Player will decide to make the "turn" bet, check or fold. The Dealer will deal a 1 Turn card.

[0192]   River Bet: The Player will decide to make the "river" bet, check or fold. The Dealer will deal the 1 River card.

[0193]   Hold Cards: Players will receive 4 cards dealt face down as a starting hand. The Players will use 2 cards of the 4-card starting hand along with 3 community cards to complete the final 5-card poker hand. The Dealer will have 2 starting cards and 5 communal cards to make the final 5-card hand and use any combination thereof to complete the 7-card hand.

[0194]   Community Cards: 3 cards are dealt for the Flop. 1 card is dealt for the Turn. 1 card is dealt for the river. All community cards are shared by the Players and the Dealer to complete the final 5-card hands.

Summary of Differences In Games

[0195]   The 4 betting circles **60**, **70**, **80**, **90** are at the top, 3 together are the Flop **70**, Turn **80** and river **90** bets. The highest circle is the ante Bonus **60** bet.

[0196]   In Omaha—the 2 cards symbols are for the 2 cards the player will choose from the 4 dealt as play cards to make the 5-card final hand. The oval **95** at the bottom is the player position and where the dealer will deal the cards for the player.

[0197]   In Hold'em—the betting circles can be the same as Omaha. The player will only get 2 cards in the game so the 2 card placement is at the bottom for players dealt cards. In both games the dealer will get cards to play against the player and the dealer card placement is the rectangle **55** closest to the chip bank **10**.

[0198]   The community cards **30** are the 3 card placement above the dealer card placement **55**. The long box **30** is the Flop cards. The two smaller boxes **35**, **40** to the right of the Flop cards **30** is the Turn card **35** then the River card **40**.

[0199]   The following is a list of reference numerals:

LIST FOR REFERENCE NUMERALS	
(Reference No.)	(Description)
1	Method
5	Table
10	Chip Bank
20	Surface of Table
30	Flop card area
35	Turn card area
40	River card area
50	Players card area
55	Dealer card area
60	Blind bet area
70	Flop bet area
80	Turn bet area
90	River bet area
95	Area for dealing cards
100	Preparing/shuffling deck
110	Placing the Blind wagers
120	Dealing of cards

-continued

LIST FOR REFERENCE NUMERALS

(Reference No.)	(Description)
130	Decision regarding whether to place flop wager
140	Dealing flop cards
150	Decision regarding whether to place turn wager
160	Dealing of community turn card
170	Decision regarding whether to place river wager
180	Dealing of community river card
190	Showing of dealers' cards
200	Showing of players' cards
210	Settling all casino wagers
220	Deck of cards
1100	Preparing/shuffling deck
1110	Placing the Blind wagers
1120	Dealing of cards
1130	Decision regarding whether to place flop wager
1140	Dealing flop cards
1150	Decision regarding whether to place turn wager
1160	Dealing of community turn card
1170	Decision regarding whether to place river wager
1180	Dealing of community river card
1190	Showing of dealers' cards
1200	Showing of players' cards
1210	Settling all casino wagers

It will be understood that each of the elements described above, or two or more together may also find a useful application on other types of methods differing from the type described above. Without further analysis, the foregoing will so fully reveal the gist of the present invention that others can, by applying current knowledge, readily adapt it for various applications without omitting features that, from the standpoint of prior art, fairly constitute essential characteristics of the generic or specific aspects of this invention set forth on the appended claims. The foregoing embodiments are presented by way of example only: the scope of the present invention is to be limited only by the following claims.

1. A method of playing a card game comprising the steps of:
(a) requiring at least one player to make a first wager to participate in a wagering game against the dealer/house/bank;
(b) dealing a predetermined number of cards to each player making the first wager and dealing the same predetermined number of cards to the dealer/house/bank;
(c) based on the cards dealt in step "b" affording each player the option to place a second wager;
(d) after step "c" dealing a first predetermined number of communal cards for each participating player to use;
(e) based on the cards dealt in steps "b" and "d", affording each remaining player the option to place a third wager;
(f) after step "e" dealing a second predetermined number of communal cards for each player to use;
(g) based on the cards dealt in steps "b", "d" and "f" affording each remaining player the option of making a fourth wager;
(h) after step "g" dealing a third predetermined number communal cards for each player to use;
(i) after step "h" determining a set of winning players based on each player's best five card poker based on a five card combination from the individual cards dealt to each player in step "b" along with the community cards dealt in steps "b", "d", "f" and "h" compared to the dealer's/house's/bank's best five card combination from the indi-

vidual cards dealt to the dealer in step "b" along with the community cards dealt in steps "b", "d", "f" and "h";
(j) after step "i" paying each winning player on a first wager pay scale for the first wager;
(k) after step "i" paying each winning player on a second wager pay scale for the first wager;
(l) after step "i" paying each winning player on a third wager pay scale for the first wager; and
(m) after step "i" paying each winning player on a fourth wager pay scale for the first wager.

2. The method of claim 1, wherein in step "c" the second wager is mandatory, and if a player does not make the second wager the player folds and stops further game play and forfeits the folding player's first wager.

3. The method of claim 2, wherein in step "e" the third wager is mandatory, and if a player does not make the third wager the player folds and stops further game play and forfeits the folding player's first and second wagers.

4. The method of claim 3, wherein in step "g" the fourth wager is mandatory, and if a player does not make the fourth wager the player folds and stops further game play and forfeits the folding player's first, second, and third wagers.

5-9. (canceled)

10. The method of claim 1, wherein the second, third, and fourth wager pay scales are even money.

11-20. (canceled)

21. The method of claim 1, wherein the amount of the fourth wager is equal to that of the first, second, or fourth wagers.

22. The method of claim 1, wherein the amount of the fourth wager is greater than that of the first, second, and fourth wagers.

23. The method of claim 1, wherein the amount of the first, second, third, and fourth wagers are all of equal value.

24-26. (canceled)

27. A method of playing a card game comprising the steps of:
(a) requiring at least one player to make a first wager to participate in a wagering game against the dealer/house/bank;
(b) dealing a first predetermined number of cards to each player making the first wager and dealing the same predetermined number of cards to the dealer/house/bank;
(c) based on the cards dealt in step "b" affording each player the option to place a second wager;
(d) after step "c" dealing a first predetermined number of communal cards for each participating player to use;
(e) based on the cards dealt in steps "b" and "d", affording each remaining player the option to place a third wager;
(f) after step "e" dealing a second predetermined number of communal cards for each player to use;
(g) based on the cards dealt in steps "b", "d" and "f" affording each remaining player the option of making a fourth wager;
(h) after step "g" dealing a third predetermined number communal cards for each player to use;
(i) after step "h" determining a set of winning players based on each player's best five card poker based on a five card combination from a subset of the individual cards dealt to each player in step "b", which is between at least one and at least one less than the first predetermined number of cards, along with the community cards dealt in steps "b", "d", "f" and "h" compared to the dealer's/house's/bank's best five card combination from the individual

cards dealt to the dealer in step "b" along with the community cards dealt in steps "b", "d", "f" and "h";

(j) after step "i" paying each winning player on a first wager pay scale for the first wager;

(k) after step "i" paying each winning player on a second wager pay scale for the first wager;

(l) after step "i" paying each winning player on a third wager pay scale for the first wager; and

(m) after step "i" paying each winning player on a fourth wager pay scale for the first wager.

28. The method of claim 27, wherein the first predetermined number of cards is four cards and the subset of cards used in step "i" is two of these four cards.

29. The method of claim 27, wherein in step "c" the second wager is mandatory, and if a player does not make the second wager the player folds and stops further game play and forfeits the folding player's first wager.

30. The method of claim 29, wherein in step "e" the third wager is mandatory, and if a player does not make the third wager the player folds and stops further game play and forfeits the folding player's first and second wagers.

31. The method of claim 30, wherein in step "g" the fourth wager is mandatory, and if a player does not make the fourth wager the player folds and stops further game play and forfeits the folding player's first, second, and third wagers.

32. The method of claim 28, wherein the second predetermined number of communal cards dealt in step "f" is one dealt face up.

33. The method of claim 32, wherein the third predetermined number of communal cards dealt in step "h" is one dealt face up.

34. The method of claim 33, wherein at no point during the game is a player afforded the opportunity to discard at least one card.

35. The method of claim 28, wherein the first wager pay scale is based on comparing each player's best five card hand to a set of pre-determined outcomes and house odds are paid based on the specific predetermined outcome made by each player.

36. The method of claim 27, wherein the second, third, and fourth wager pay scales are even money.

37. The method of claim 28, wherein the second, third, and fourth wager pay scales are even money.

38. The method of claim 27, wherein first wager pay scale is not even money.

39-50. (canceled)

* * * * *