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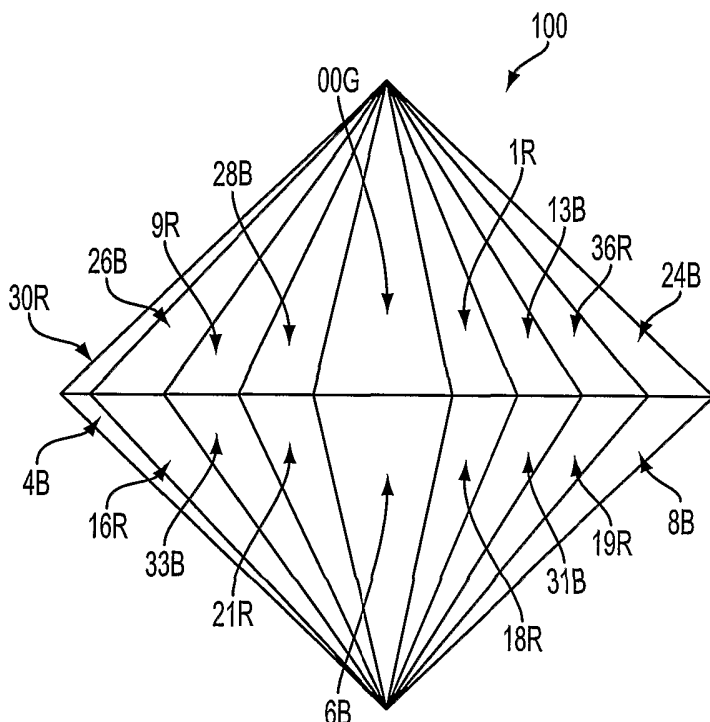
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(54) Title: PLAYING DIE, METHODS, CARDS AND ELECTRICAL DEVICE FOR SIMULATING ROULETTE PLAYING



(57) Abstract: The present invention relates to simulating roulette playing at home without using the voluminous roulette wheel. Novel thirty-eight-sided die (plural for dice), thirty-six-sided die and a deck of thirty-eight cards are provided. Novel methods using regular six-sided cubical die are also provided. A handheld electrical device such as a palm or a pocket pc to simulate roulette playing is also provided.

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PLAYING DIE, METHODS, CARDS AND ELECTRICAL DEVICE FOR
SIMULATING ROULETTE PLAYING

FIELD OF THE INVENTION

[0001] The present invention relates to playing die
5 (plural for dice), methods, cards and an electrical
device to simulate roulette playing, i.e. playing
roulette without using the roulette wheel.

BACKGROUND OF THE INVENTION

[0002] Roulette is a popular attraction in casinos.
10 Its simple rules and relatively limited wagering
options provide for enjoyment and relaxation. A
voluminous and heavy rotatable wheel is at the heart of
roulette. The playing die ("die"), methods, cards and
electrical device of the present invention provide for
15 playing roulette without requiring the rotatable wheel,
thus providing for playing roulette outside the casinos
and, for example, in homes or in a training setting. A
short description of the roulette wheel follows.

[0003] The rotatable roulette wheel has thirty-eight
20 pockets. The pockets are numbered with numbers 1
through 36, 0 and 00 therein. The pockets with numbers
0 and 00 give the house or dealer an advantage of

5.26%. Each pocket is separated from its neighbors by metal dividers. Half of the 36 numbers are black while the others are red. The pockets containing the numbers 0 and 00 are green. The pockets are numbered in a
5 specific manner with red and black numbers alternating, except when broken up by 0 or 00.

[0004] In traditional roulette, there are numerous possible wagers that can be made, which are paid out at different odds. For example, for even money, that is,
10 1:1 payout, there are wagers on odd numbers, even numbers, red numbers, black numbers, a range of low numbers 1 through 18 and a range of high numbers 19 through 36. For higher odds, such as 35:1, a player can wager on a single number, while wagers on two
15 numbers payout at 17:1; wagers on three numbers payout at 11:1; wagers on four numbers payout at 8:1; wagers on five numbers payout at 6:1; wagers on six numbers payout at 5:1; wagers on dozens, such as 1 through 12, 13 through 24 or 25 through 36 payout at 2:1, as would
20 wagers on one of the three columns of numbers.

[0005] It is understood by one of ordinary skill in the art of roulette that in traditional roulette the player assumes a disproportionate risk of return because the payout is not equal to the amount of risk
25 assumed to realize a wager. That is so because, as mentioned above, the dealer advantage in traditional roulette is 5.26%.

[0006] In Europe, in traditional roulette, the rotatable roulette wheel generally has only thirty-seven pockets. The pockets are numbered with numbers 1
30 through 36, and 0 therein. The payouts for roulette played with thirty-eight and thirty-seven pockets

wheels are the same, but the dealer advantage for roulette played with the thirty-seven pockets wheel is only 2.7%.

[0007] Presently roulette playing is generally
5 limited to casinos because the rotatable wheel is impractical for home use because of its size and weight and because it must be professionally balanced and maintained. Roulette's popularity in casinos indicates that a play-at-home version of the game is desirable.

10 SUMMARY OF THE INVENTION

[0008] In one aspect of the present invention, playing die for playing roulette, traditional and non-traditional roulette, are provided. In one embodiment, the dice includes a membrane having thirty-eight sides.
15 The thirty-eight sides represent the thirty-eight pockets of the conventional roulette table. In another embodiment, the dice includes a membrane having thirty-seven sides. The thirty-seven sides represent the thirty-seven sides of the European version of the
20 roulette table. In yet another embodiment, the dice includes a membrane having thirty-six sides.

[0009] In another aspect of the present invention, methods for playing roulette, non-traditional roulette, by using either one or two ordinary six-sided cubical
25 die are also provided.

[0010] In yet another aspect of the present invention, playing cards for playing roulette, traditional and non-traditional roulette, are provided.

[0011] In still another aspect of the present
30 invention, an electrical device, e.g a handheld

electrical device, to play roulette, traditional and non-traditional, is provided.

[0012] It will be appreciated by one of ordinary skill that a roulette kit can be provided, which can
5 include one or more die of the present invention and/or the cards of the present invention and/or a playing surface such as a felt and/or the electrical device of the present invention. The kit can also include
instructions to play roulette using the items of the
10 roulette kit.

[0013] The playing die, methods, cards and electrical device of the present invention provide for playing roulette without using the rotatable wheel, and therefore, for playing roulette at home (e.g. with play
15 money or chips) or other venues. This allows users to practice roulette strategy at home before going to the casinos and also for competitive roulette playing at home between friends. Also, the die, cards, methods, and electrical device of the present invention allow
20 roulette dealers to be trained (e.g. with respect to payout) in a classroom-type setting or at home.

BRIEF DESCRIPTION OF THE DRAWINGS

[0014] For a further understanding of the nature and objects of the present invention, reference should be
25 made to the following detailed description taken in conjunction with the accompanying drawings in which like parts are given like reference numerals and wherein:

[0015] Figures 1 & 2 illustrate one embodiment of
30 the diamond shaped dice of the present invention;

[0016] Figures 3 & 4 illustrate another embodiment of the diamond shaped dice of the present invention;

[0017] Figure 5 illustrates one embodiment of the spherical shaped dice of the present invention;

5 [0018] Figure 6 illustrates one embodiment of the cylindrical shaped dice of the present invention; and

[0019] Figure 7 illustrates one embodiment of the flow chart of the method of the present invention.

DETAILED DESCRIPTION

10 [0020] Figures 1 & 2 illustrate one embodiment of the dice of the present invention. The dice 100 is shown resembling a diamond shape. The dice 100 includes a membrane having 38 sides, and each side represents a numbered pocket of the roulette wheel.

15 Figure 1 shows the frontal view of the dice 100 including 18 sides representing the numbers 00, 1, 13, 36, 24, 8, 19, 31, 18, 6, 21, 33, 16, 4, 30, 26, 9 and 28 ("sides 00, 1, 13, 36, 24, 8, 19, 31, 18, 6, 21, 33, 16, 4, 30, 26, 9 and 28"). Figure 2 shows the rear

20 view of the dice 100 including other 18 sides; sides 17, 32, 20, 7, 11, 23, 35, 14, 2, 0, 27, 10, 25, 29, 15, 34, 22 and 5. Sides 3 and 12 are not shown in either the frontal or rear view. Side 3 is situated between sides 24 and 15. Side 12 is situated between

25 sides 8 and 29.

[0021] Those of ordinary skill in the art will appreciate that the terms frontal view and rear view, as used in this specification, are labels that can be swapped with each other or changed.

30 [0022] The number represented by a side can be mentioned on the side, for example, by painting the

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number on the side in either Roman or Arabic numerals. Each side can be colored black, red or green according to the numbered pocket of the roulette wheel it represents. For example, sides 13, 24, 8, 31, 6, 33,
5 4, 26, 28, 17, 20, 11, 35, 2, 10, 29, 15 and 22 can be black, sides 1, 36, 19, 18, 21, 16, 30, 9, 32, 7, 23, 14, 27, 25, 12, 3, 34 and 5 can be red, and sides 00 and 0 can be green.

[0023] One of ordinary skill in the art will
10 appreciate that Figures 1 & 2 represent an exemplary permutation with respect to the numbers associated with the sides, and that the dice 100 can be labeled with any permutation selected from the 38 factorial possible permutations. 38 factorial is the product of all
15 positive integers from 1 to 38.

[0024] One of ordinary skill in the art will also appreciate that the black, red and green colors can be replaced with three other colors. One of ordinary skill in the art will appreciate that the dice can be a
20 clear dice without any color on its sides, and a felt on which the dice is rolled can mention the colors associated with every number.

[0025] An alternate permutation of the numbers associated with the thirty-eight sides of the diamond
25 shaped dice 100 is illustrated with references to Figures 1 & 3 and Figures 2 & 4. Figures 3 and 4 illustrate another embodiment of the dice of the present invention. Although Figures 1 and 3 both illustrate frontal views of dice 100, sides 29, 25, 10,
30 27, 0, 2, 14, 35 and 23 in Figure 3 replace sides 4, 16, 33, 21, 6, 18, 31, 19 and 8 in Figure 1 respectively. Similarly, although Figures 2 and 4 both

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illustrate rear views of dice 100, sides 4, 16, 33, 21, 6, 18, 31, 19 and 8 in Figure 4 replace sides 29, 25, 10, 27, 0, 2, 14, 35 and 23 in Figure 2 respectively.

[0026] The dice 100 can be used to simulate both
5 traditional and non-traditional roulette playing. The traditional roulette wagering rules mentioned in the background section can be used to simulate traditional roulette. With respect to simulating non-traditional roulette playing, rules can be formulated to determine
10 outcome if a player rolls 0 or 00. For example, sides 0 and 00 can be ignored and the player must re-roll the dice 100 if a 0 or a 00 is rolled. One of ordinary skill in the roulette art will appreciate that ignoring two sides of a thirty-eight sided dice creates an equal
15 risk return payout version of roulette because the dealer advantage is non-existent. Non-traditional roulette can also be referred to as friend versus friend roulette because two friends can play non-traditional roulette against each other until one of
20 them loses; the dealer is not a factor.

[0027] Non-traditional roulette can also be simulated by using a thirty-six sided dice. Therefore, the dice 100 can include a thirty-six sided dice. In one embodiment of the thirty-six sided dice, the sides
25 do not represent the numbers 0 and 00. The payouts for this embodiment are the same as the payouts with respect to the thirty-eight sided dice used for simulating traditional roulette playing, except that the dealer advantage is zero here. One of ordinary
30 skill in the art will appreciate that the sides of this embodiment can be labeled with any one of the 36 factorial possible permutations.

[0028] One of ordinary skill in the art will also appreciate that other embodiments of the thirty-six sided dice are possible, in which, for example, the sides represent the numbers 0 and 00 but do not
5 represent any two other numbers from the remaining numbers 1 through 36. With respect to those embodiments, one of ordinary skill in the art will appreciate that various rules can be formulated to simulate non-traditional roulette.

10 [0029] The dice 100 can include a thirty-seven sided dice. One of ordinary skill in the art will appreciate that the thirty-seven sided dice can be used to simulate both traditional and non-traditional (friend versus friend) versions of European roulette playing.
15 One of ordinary skill in the art will appreciate that the sides of the thirty-seven sided dice can be labeled with any one of the 37 factorial possible permutations of the numbers 1 through 36, and 0.

[0030] The thirty-eight sided dice accurately
20 represents the roulette wheel and is appropriate to practice strategy and payouts for traditional roulette. The thirty-six sided dice is adequate for the non-traditional friend versus friend roulette simulation at home. One of ordinary skill in the art will appreciate
25 that the thirty-six, thirty-seven and thirty-eight sided die can be fabricated in substantially the same shape. One of ordinary skill in the art will also appreciate that the options with respect to the colors of sides mentioned above with respect to the thirty-
30 eight sided dice also apply to the thirty-six sided and thirty-seven sided die.

[0031] Figure 5 illustrates another embodiment of the dice of the present invention. The dice 500 is shown resembling a spherical shape. In one embodiment, the dice 500 includes surfaces 520 and dead spaces 540. In another embodiment, the dice 500 does not include dead spaces (not shown). In one embodiment, the dice includes thirty-eight surfaces 520. In another embodiment, the dice includes thirty-six surfaces 520. In yet another embodiment, the dice includes thirty-seven surfaces 520. In one embodiment, the shape of the surface 520 includes a hexagonal shape. In another embodiment, the shape of the surface 520 includes a circular shape. In other embodiments, the shapes of the surface 520 include various shapes including pentagonal, square and triangular shapes.

[0032] The dice surfaces 520 are akin to the dice sides discussed above with respect to the diamond shaped dice 100, and represent the numbered pockets of the roulette wheel. One of ordinary skill will appreciate that the above description with respect to the diamond shaped dice 100 is also applicable to the spherically shaped dice 500. For example, as is true with respect to the sides of the dice 100, various permutations with respect to the numbers and colors associated with the surfaces 520 of the dice 500 are possible. One of ordinary skill will also appreciate that for the dice including dead spaces, a dead space can be rolled and a rule can be made to address that situation. For example, a player may be allowed to re-roll if he/she rolls a dead space.

[0033] In another aspect of the present invention, a method is provided for playing roulette at home by

using a pair of ordinary or custom six-sided cubical die. Because the two die can provide thirty-six possible combinations, this method is akin to playing roulette with a thirty-six sided dice as described
5 above. In other words, the dealer is not a factor when playing roulette with a pair of ordinary six-sided cubical die.

[0034] Figure 6 illustrates another embodiment of the dice of the present invention. The dice 600 is
10 shown, which is substantially cylindrical in shape. In one embodiment, the dice 600 includes thirty-eight sides 610. In another embodiment, the dice 600 includes thirty-seven sides 610. In yet another embodiment, the dice includes thirty-six sides 610. In
15 one embodiment, the sides 620 are vertical. In another embodiment, the sides 620 are substantially vertical. The top surface 630 and the bottom surface 640 are curved, spherical, or conical or the like such that the top and bottom surfaces 630 and 640 cannot be rolled.

20 [0035] One of ordinary skill in the art will appreciate that much of the discussion above with respect to the diamond-shaped and spherical die, e.g. discussion with regard to sides permutation and colors, is also applicable to the cylindrical shaped dice 600.

25 [0036] The die of the present invention can be generally clear, translucent or opaque. The die can be fabricated from polymer, plastic, ivory, wood, paper, metal and the like. The die can be fabricated in various sizes. In the preferred embodiment, the dice
30 can be fabricated such that it can be rolled with the palm of one hand. In one embodiment, surface areas of the thirty-eight sides are equal. In another

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embodiment, the surface areas of the thirty-eight sides vary in sizes. The edges of the die sides and surfaces can include rounded edges.

[0037] The dice 100, 500, 600 of the present invention can include transparent or translucent sides, and can have hollow or semi-hollow interior. The hollow member can be filled with fluid having an air bubble. The one of ordinary skill in the art will appreciate that the air bubble can identify the side which was rolled. That is so because the air bubble, which is lighter than the fluid, will rise to the top of the fluid and press against the side on top (the rolled side).

[0038] Figure 7 illustrates an exemplary flow chart of the method of the present invention for playing roulette by using a pair of ordinary six-sided cubical die. At block 710, a player has a first dice and a second dice. At block 720, the player rolls the first dice. At block 730, the player notes the number on the first roll (1, 2, 3, 4, 5 or 6). At block 740, the player rolls the second dice. At block 750, the player notes the number on the second roll (the 1, 2, 3, 4, 5 or 6). At block 760, the player determines the result of the two rolls by using the exemplary Table 1 below.

25

TABLE 1

First Roll	Second Roll	Result	First Roll	Second Roll	Result
1	1	1	4	1	19
1	2	2	4	2	20
1	3	3	4	3	21
1	4	4	4	4	22
1	5	5	4	5	23
1	6	6	4	6	24
2	1	7	5	1	25
2	2	8	5	2	26
2	3	9	5	3	27
2	4	10	5	4	28
2	5	11	5	5	29
2	6	12	5	6	30
3	1	13	6	1	31
3	2	14	6	2	32
3	3	15	6	3	33
3	4	16	6	4	34
3	5	17	6	5	35
3	6	18	6	6	36

[0039] In another embodiment, the method of Figure 7 is performed by using a single ordinary six-sided cubical dice. In that embodiment, the single dice is rolled twice. The first roll is akin to the rolling of the first dice (block 720) and the second roll is akin to the rolling of the second dice (block 740).

[0040] In another aspect of the present invention, a deck of 38 cards is provided to play roulette. The cards are numbered 1 through 36, 0 and 00 and each card is includes black, red or green color on one side of the card, according to the numbered pocket of the roulette wheel it represents. For example, the numbers indicated on the cards can be black, red or green according to the numbered pocket of the roulette wheel it represents. The cards can also include a set of three other colors. One of ordinary skill in the art will appreciate that the cards can be used to simulate both traditional and non-traditional roulette playing.

[0041] In yet another aspect of the present invention, an electrical device can be used to simulate both traditional and non-traditional roulette playing. The electrical device can include a hand held electrical device such a palm or a pocket PC. The electrical device can include a roulette number generation module, which can be programmed to randomly generate a roulette number (1 through 36, 0, or 00).

WHAT IS CLAIMED IS:

1. Dice for simulating roulette playing, comprising:

a multi-sided member having at least thirty-eight sides, each side of the thirty-eight sides being labeled with a number selected from the group consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 0, and 00;

wherein the number selected to label a side is different from the number selected to label any other side; and

wherein the thirty-eight sides represent the thirty eight pockets of a roulette wheel.

2. The dice of claim 1, wherein the surface areas of the thirty-eight sides are equal.

3. The dice of claim 1, wherein the thirty-eight sides can be labeled with any one of the 38 factorial possible permutations of numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 0, and 00.

4. The dice of claim 1, wherein the sides labeled with numbers 13, 24, 8, 31, 6, 33, 4, 26, 28, 17, 20, 11, 35, 2, 10, 29, 15, and 22 are colored with a first color, the sides labeled with numbers 1, 36, 19, 18, 21, 16, 30, 9, 32, 7, 23, 14, 27, 25, 12, 3, 34 and 5 are colored with a second color, and the sides

labeled with the numbers 00 and 0 are colored with a third color.

5. The dice of claim 4, wherein the first color includes black, the second color includes red and the third color include green.

6. The dice of claim 1, wherein the dice is fabricated from a material selected from the group consisting of paper, wood, marble, ivory, polymer, plastic, glass and metal.

7. The dice of claim 1, wherein the appearance of the dice is selected from the group consisting of clear, translucent and opaque.

8. The dice of claim 1, wherein the dice includes a substantially diamond shaped dice.

9. The dice of claim 1, wherein the dice includes a substantially cylindrical shaped dice.

10. The dice of claim 1, wherein the dice includes a substantially spherical shaped dice.

11. The dice of claim 10, further comprising: the dice includes thirty-eight surfaces.

12. The dice of claim 11, wherein each surface is surrounded by dead space.

13. The dice of claim 11, wherein the surface shape is selected from the group consisting of circular, hexagonal, pentagonal, rectangular, square and triangular.

14. The dice of claim 1, wherein the dice is used to simulate traditional roulette playing.

15. The dice of claim 1, wherein the dice is used to simulate non-traditional roulette playing.

16. The dice of claim 1, wherein the dice includes a hollow member having a fluid having an air bubble;

wherein the air bubble identifies a rolled side.

17. Dice for simulating the European version of roulette playing, comprising:

a multi-sided member having at least thirty-seven sides, each side of the thirty-seven sides being labeled with a number selected from the group consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, and 0;

wherein the number selected to label a side is different from the number selected to label any other side; and

wherein the thirty-seven sides represent the thirty seven pockets of the European version of the roulette wheel.

18. The dice of claim 17, wherein the surface areas of the thirty-seven sides are equal.

19. The dice of claim 17, wherein the thirty-seven sides can be labeled with any one of the

37 factorial possible permutations of numbers 1 through 36, and 0.

20. The dice of claim 17, wherein the sides labeled with numbers 13, 24, 8, 31, 6, 33, 4, 26, 28, 17, 20, 11, 35, 2, 10, 29, 15, and 22 are colored with a first color, the sides labeled with numbers 1, 36, 19, 18, 21, 16, 30, 9, 32, 7, 23, 14, 27, 25, 12, 3, 34 and 5 are colored with a second color, and the side labeled with the number 0 is colored with a third color.

21. The dice of claim 20, wherein the first color includes black, the second color includes red and the third color include green.

22. The dice of claim 17, wherein the dice is fabricated from a material selected from the group consisting of paper, wood, marble, ivory, polymer, plastic, glass and metal.

23. The dice of claim 17, wherein the appearance of the dice is selected from the group consisting of clear, translucent and opaque.

24. The dice of claim 17, wherein the dice includes a substantially diamond shaped dice.

25. The dice of claim 17, wherein the dice includes a substantially cylindrical shaped dice.

26. The dice of claim 17, wherein the dice includes a substantially spherical shaped dice.

27. The dice of claim 26, further comprising: the dice includes thirty-seven surfaces.

28. The dice of claim 26, wherein each surface is surrounded by dead space.

29. The dice of claim 17, wherein the dice is used to simulate traditional European version of roulette playing.

30. The dice of claim 17, wherein the dice is used to simulate non-traditional European version of roulette playing.

31. The dice of claim 17, wherein the dice includes a hollow member having a fluid having an air bubble;

wherein the air bubble identifies a rolled side.

32. Dice for simulating roulette playing, comprising:

a multi-sided member having at least thirty-six sides, each side of the thirty-six sides being labeled with a number selected from the group consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 0, and 00;

wherein the number selected to label a side is different from the number selected to label any other side; and

wherein the thirty-six sides represent any thirty-six pockets of the thirty-eight pockets of a roulette wheel.

33. The dice of claim 32, wherein the surface areas of the thirty-six sides are equal.

34. The dice of claim 32, wherein each side of the thirty-six sides is labeled with a number selected from the group consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, and 36.

35. The dice of claim 34, wherein the thirty-six sides can be labeled with any one of the 36 factorial possible permutations of numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, and 36.

36. The dice of claim 34 wherein the sides labeled with numbers 13, 24, 8, 31, 6, 33, 4, 26, 28, 17, 20, 11, 35, 2, 10, 29, 15, and 22 are colored with a first color, and the sides labeled with numbers 1, 36, 19, 18, 21, 16, 30, 9, 32, 7, 23, 14, 27, 25, 12, 3, 34 and 5 are colored with a second color.

37. The dice of claim 36, wherein the first color includes black and the second color includes red.

38. The dice of claim 32, wherein the dice is fabricated from a material selected from the group consisting of paper, wood, marble, ivory, polymer, plastic, glass and metal.

39. The dice of claim 32, wherein the appearance of the dice is selected from the group consisting of clear, translucent and opaque.

40. The dice of claim 32, wherein the dice includes a substantially diamond shaped dice.

41. The dice of claim 32, wherein the dice includes a substantially cylindrical shaped dice.

42. The dice of claim 32, wherein the dice includes a substantially spherical shaped dice.

43. The dice of claim 42, further comprising: the dice includes thirty-six surfaces.

44. The dice of claim 43, wherein each surface is surrounded by dead space.

45. The dice of claim 43, wherein the surface shape is selected from the group consisting of circular, hexagonal, pentagonal, rectangular, square and triangular.

46. The dice of claim 32, wherein the dice is used to simulate non-traditional roulette playing.

47. The dice of claim 32, wherein the dice includes a hollow member having a fluid having an air bubble;

wherein the air bubble identifies a rolled side.

48. Deck of cards for simulating roulette playing, comprising:

thirty-eight cards, each of the thirty-eight cards being labeled with a number selected from the group consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10,

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11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 0, and 00;

wherein the number selected to label a card is different from the number selected to label any other card of the deck; and

wherein the thirty-eight cards represent the thirty eight pockets of a roulette wheel.

49. The deck of claim 48, wherein the cards labeled with numbers 13, 24, 8, 31, 6, 33, 4, 26, 28, 17, 20, 11, 35, 2, 10, 29, 15, and 22 are colored with a first color, the cards labeled with numbers 1, 36, 19, 18, 21, 16, 30, 9, 32, 7, 23, 14, 27, 25, 12, 3, 34 and 5 are colored with a second color, and the cards labeled with the numbers 00 and 0 are colored with a third color.

50. The deck of claim 49, wherein the first color includes black, the second color includes red and the third color include green.

51. The deck of claim 48, wherein the deck is used to simulate traditional roulette playing.

52. The deck of claim 48, wherein the deck is used to simulate non-traditional roulette playing.

53. Method for simulating roulette playing, comprising:

rolling a ordinary six sided cubical dice to generate a first number;

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rolling a ordinary six sided cubical dice to generate a second number;

generating a roulette number based on the first and second numbers; and

using the roulette number to determine a roulette outcome.

54. The method of claim 53, wherein generating the roulette number based on the first and second numbers by using a predetermined rule.

55. The method of claim 53, wherein rolling two ordinary six sided cubical die simultaneously to generate the first and second numbers.

56. The method of claim 53, wherein rolling an ordinary six sided cubical dice twice to generate the first and second numbers.

57. The method of claim 53, wherein the method is used to simulate non-traditional roulette playing.

58. An electrical device to simulate roulette playing, comprising:

a processor;

a roulette number generation module controlled by the processor to generate a random number; and

a display screen to display the random number.

59. The electrical device of claim 58, wherein the roulette number generation module generates a random number selected from the group consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 0, and 00.

60. The electrical device of claim 58, wherein the roulette number generation module generates a random number selected from the group consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, and 36.

61. The electrical device of claim 58, wherein the electrical device includes a hand-held device.

62. The electrical device of claim 58, wherein the random number generation module implementation includes either hardware, software or firmware implementation.

63. The electrical device of claim 59, wherein a first color is associated with roulette numbers 13, 24, 8, 31, 6, 33, 4, 26, 28, 17, 20, 11, 35, 2, 10, 29, 15, and 22, a second color is associated with roulette numbers 1, 36, 19, 18, 21, 16, 30, 9, 32, 7, 23, 14, 27, 25, 12, 3, 34 and 5, and a third color is associated with roulette numbers 0 and 00.

64. The electrical device of claim 63, wherein the first color includes black, the second color includes red and the third color includes green.

65. The electrical device of claim 58, wherein the electrical device is used to simulate traditional roulette playing.

66. The electrical device of claim 58, wherein the electrical device is used to simulate non-traditional roulette playing.

67. The electrical device of claim 55, wherein the roulette number generation module generates a random number selected from the group consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, and 0.

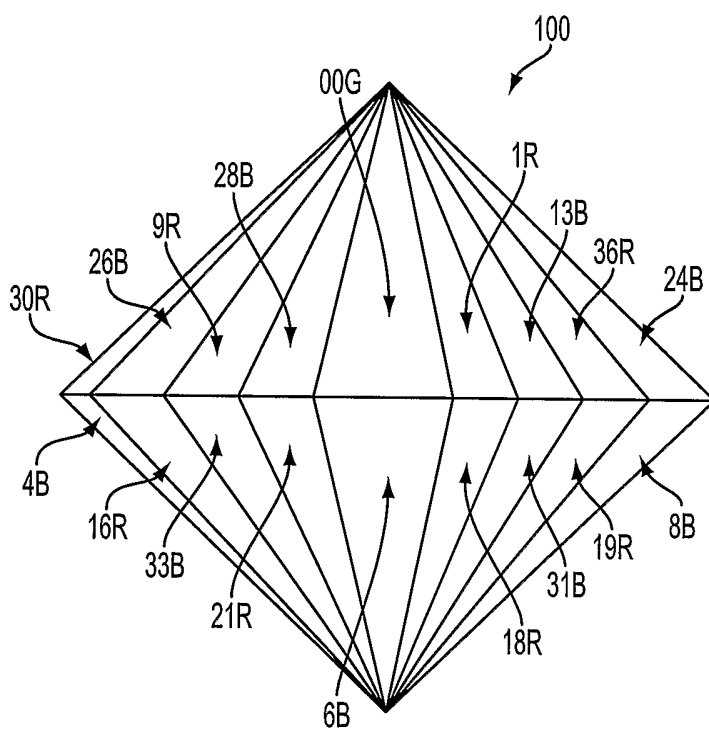


FIG. 1

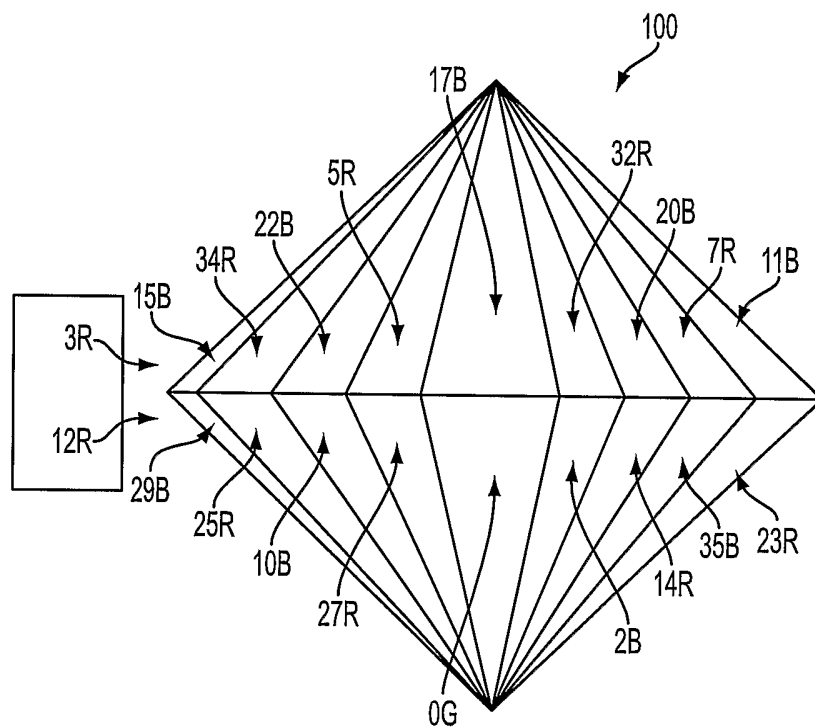


FIG. 2

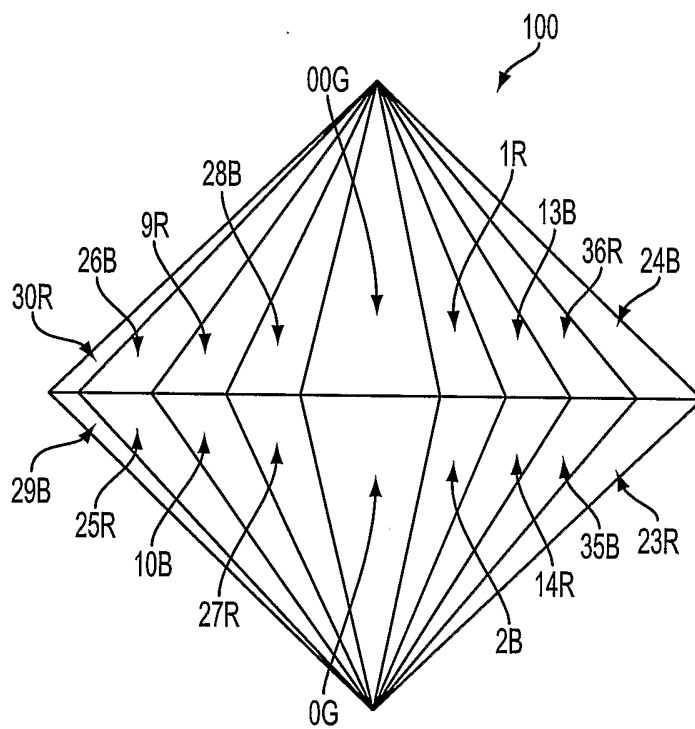


FIG. 3

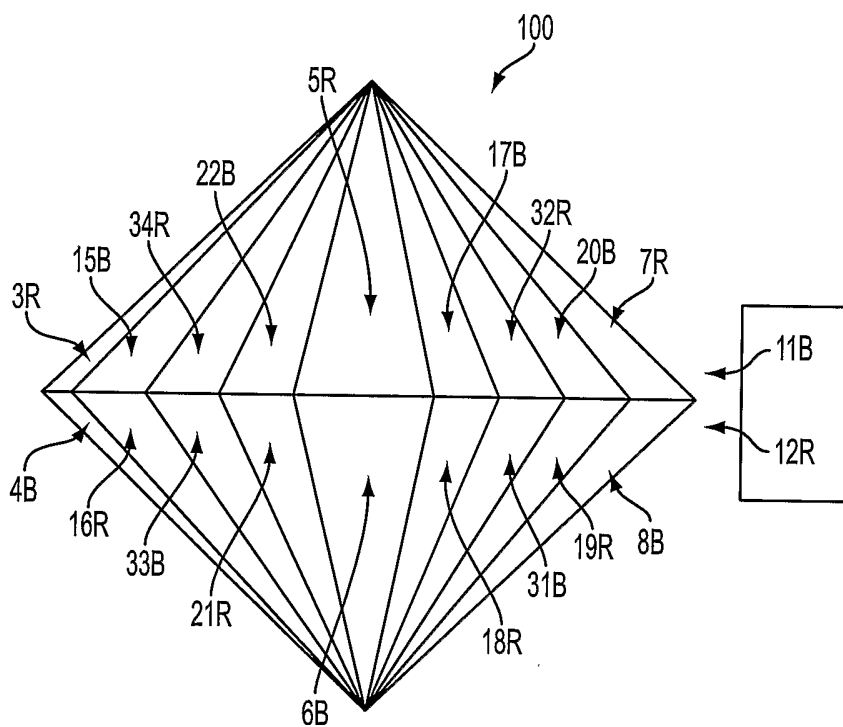


FIG. 4

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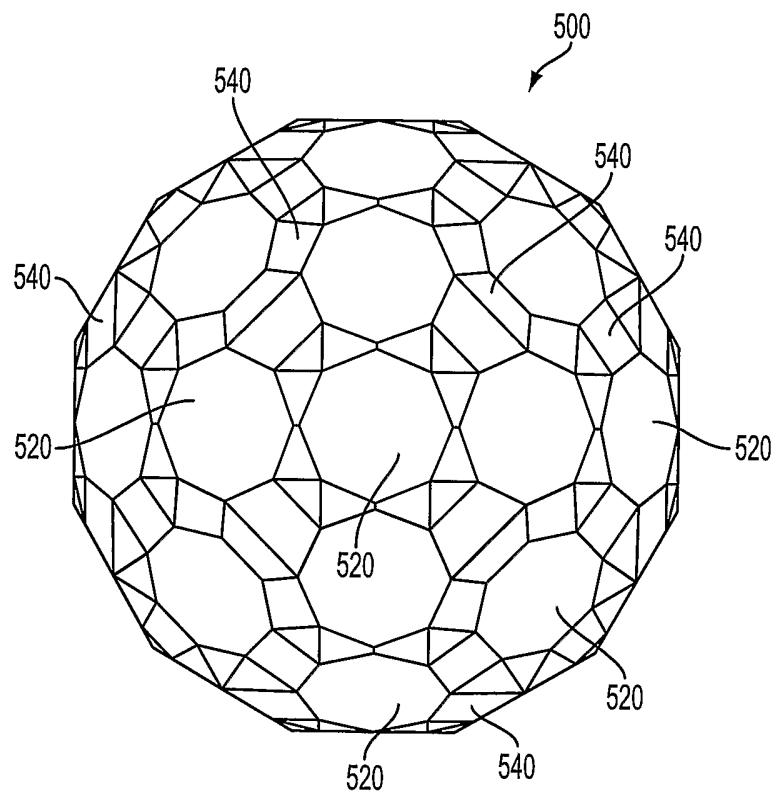


FIG. 5

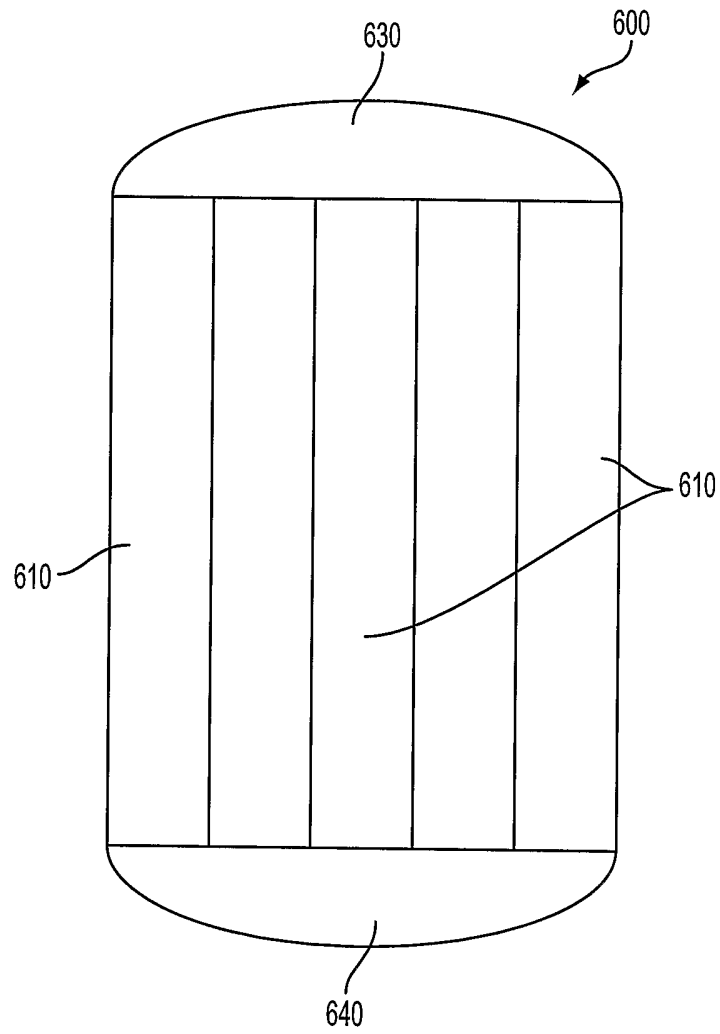


FIG. 6

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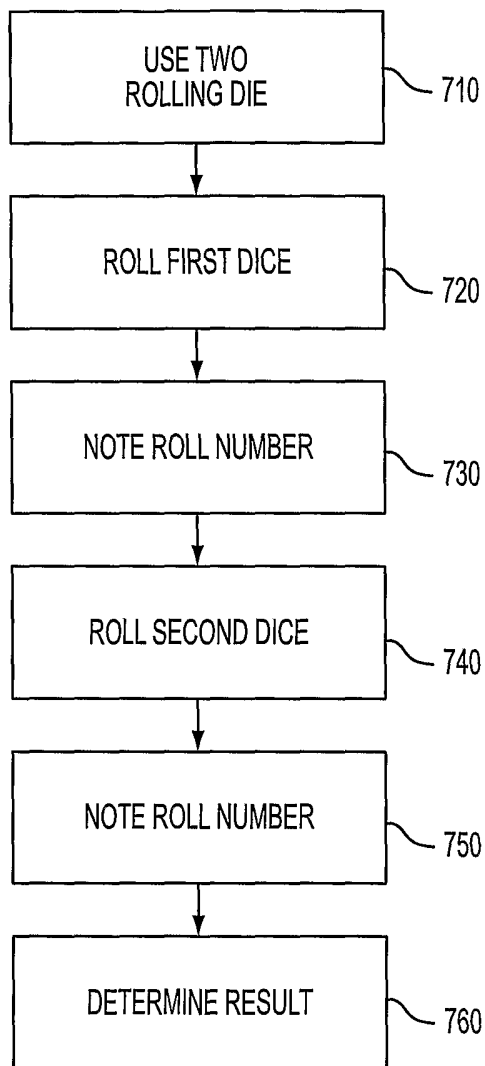


FIG. 7