



(19) **United States**

(12) **Patent Application Publication**
JENNINGS

(10) **Pub. No.: US 2009/0270154 A1**

(43) **Pub. Date: Oct. 29, 2009**

(54) **METHOD AND DEVICE FOR PLAYING A GAME MATCHING CARD AND DICE VALUES**

Publication Classification

(51) **Int. Cl.**
A63F 9/24 (2006.01)
A63F 1/00 (2006.01)
(52) **U.S. Cl.** **463/16; 273/292**

(76) Inventor: **Lee JENNINGS**, Ewing, NJ (US)

(57) **ABSTRACT**

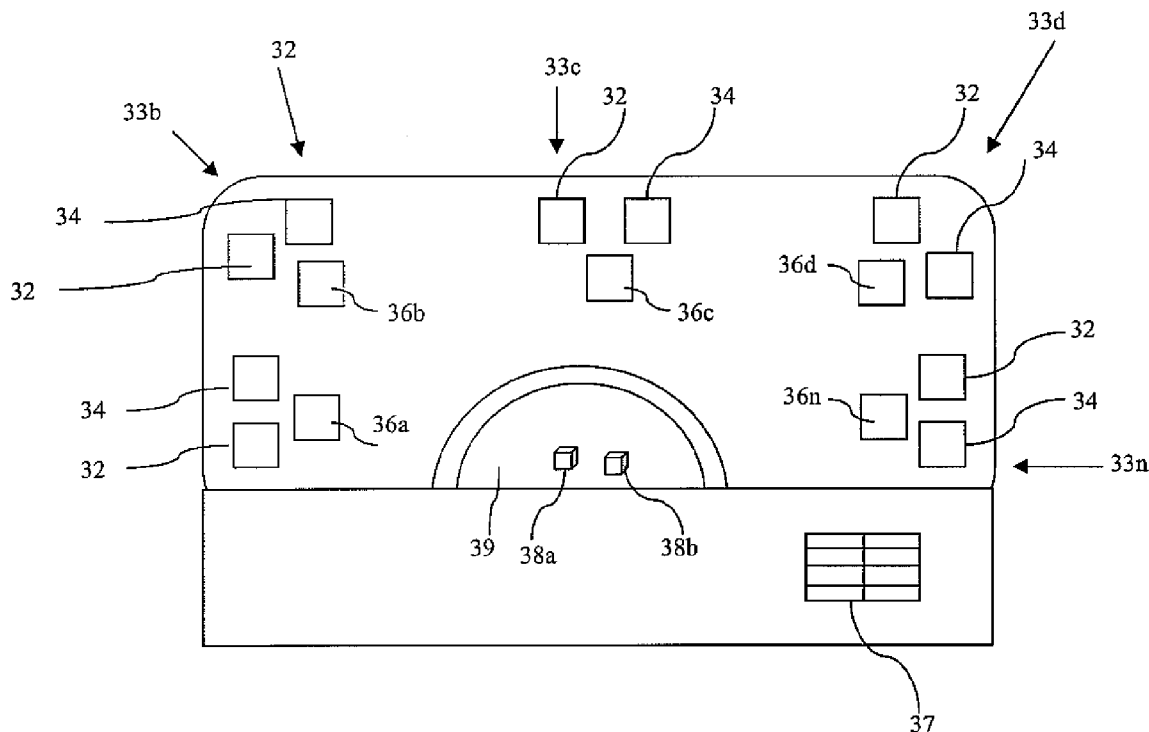
The present invention relates to a game in which a player is dealt a single game piece, such as a card, and the assigned value of the game piece is matched against a roll of a pair of dice to determine a winner of the hand. A first bet can be placed on a winner of the hand before the game piece is dealt. A payout is paid if a winner of the game is determined from a match of the assigned value of the game piece and the total value of the pair of dice. If the player is dealt a game piece having an assigned value of one, two, three, four, five, or six, the player can optionally place a single bet for the match of a single die from the rolled pair of dice. A payout is paid if a winner is determined from a match of the assigned value of the card and the value of the single die. If a King is dealt, the hand is an automatic winner.

Correspondence Address:
Diane Dunn McKay, Esq.
Mathews, Shepherd, McKay & Bruneau, P.A.
29 Thanet Road, Suite 201
Princeton, NJ 08540 (US)

(21) Appl. No.: **12/108,611**

(22) Filed: **Apr. 24, 2008**

30



10

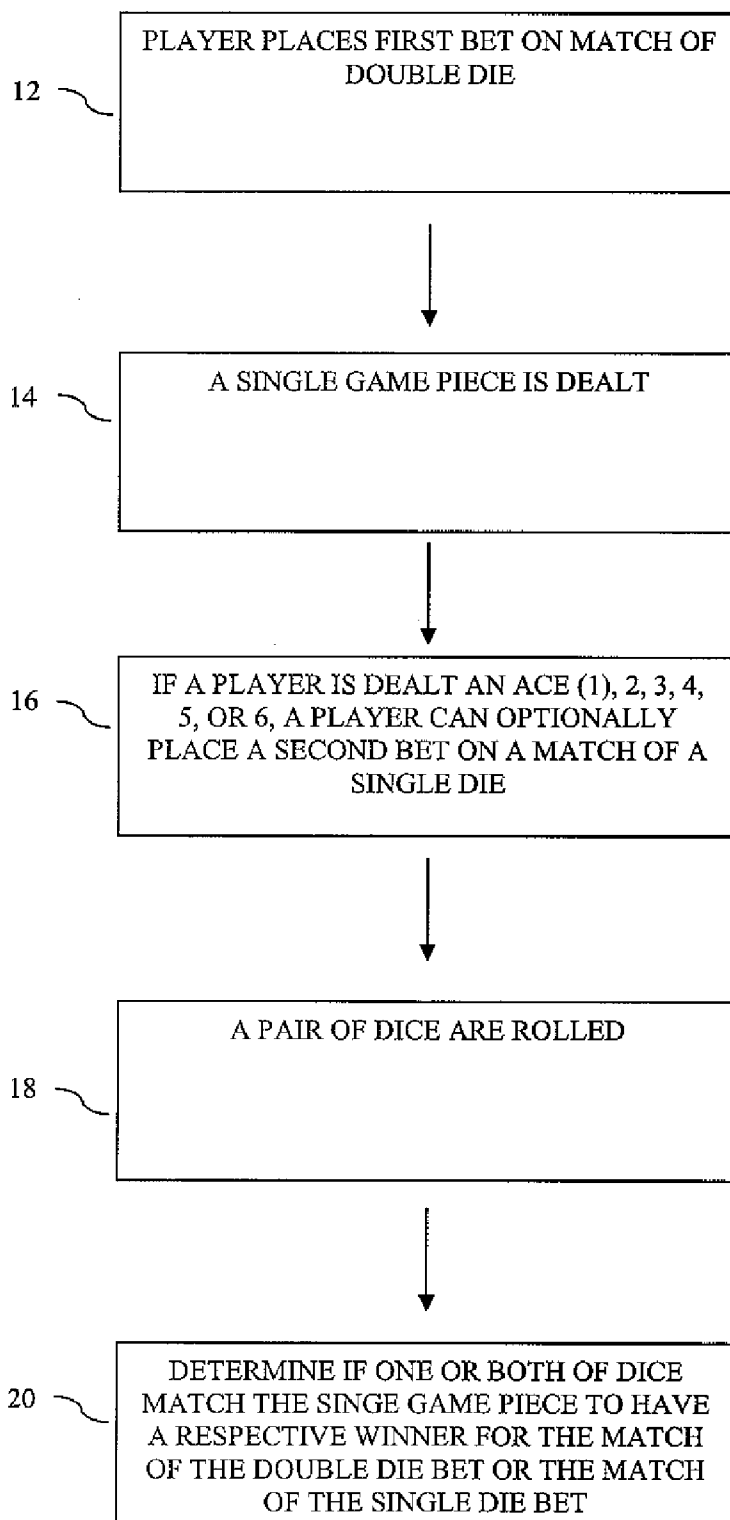


Fig. 1

30

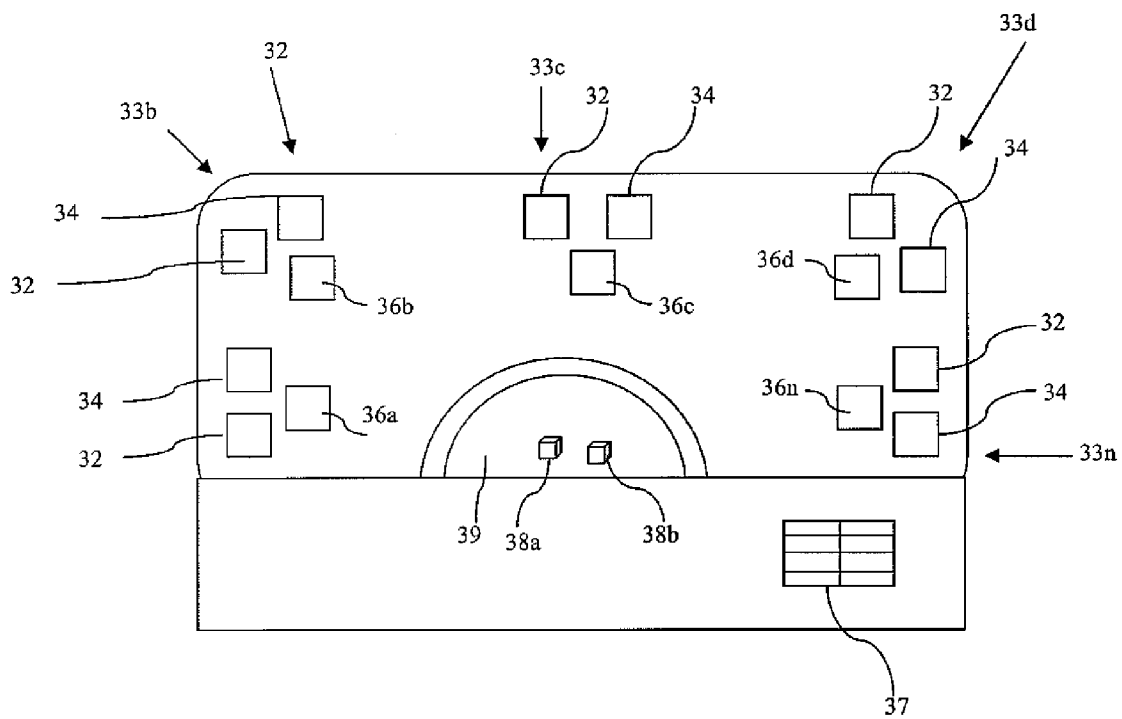


Fig. 2

METHOD AND DEVICE FOR PLAYING A GAME MATCHING CARD AND DICE VALUES

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] This invention relates to games, such as a game in which a player is dealt a single card and the number value is matched against a roll of a pair of dice to determine a winner of the hand

[0003] 2. Description of Related Art

[0004] Wagering games that combine cards and dice are known. U.S. Pat. No. 6,257,580 describes a wagering game in which the object of the game is to have the highest score by combining the score of a card summed with the score rolled on a die. All face cards count as 10 with the exception of the Ace which counts as one. A first color die represents a dealer and a second color die represents a player. A card is dealt to the player and to the dealer. The cards of the players are summed with the player die score and the card of the dealer is summed with the dealer die score. The player wins if the players score is higher than the dealer's score.

[0005] Other wagering games are described which combine dice and cards in a casino craps card games. U.S. Pat. No. 5,857,676 describes a Royal Craps Game in which a player or wager chooses to either play the cards or play the dice. The card or die selected becomes the target for the craps game. U.S. Pat. No. 7,328,901 describes a modified casino craps card game with the cards being the deciding factor in the outcome of the game. Six playing cards containing a digit from one to six are randomly placed in six boxes on a table. Dice are rolled and the box corresponding to the outcome of the dice is selected. Winners and losers are determined from the card of the selected box. A series of additional steps may be employed thereafter in accordance with the traditional casino craps gaming rules.

[0006] It is desirable to provide a game combining card values and dice values using simple concepts which are easy to play and provides increased player's interest.

SUMMARY OF THE INVENTION

[0007] The present invention relates to a game in which a player is dealt a single game piece, such as a card, and the assigned value of the game piece is matched against a roll of a pair of dice to determine a winner of the hand. A first bet can be placed on a winner of the hand before the game piece is dealt. A payout is paid if a winner of the game is determined from a match of the assigned value of the game piece and the total value of the pair of dice. If the player is dealt a game piece having an assigned value of one, two, three, four, five, or six, the player can optionally place a single bet for the match of a single die from the rolled pair of dice. A payout is paid if a winner is determined from a match of the assigned value of the card and the value of the single die. In one embodiment, a King is assigned a value of 13. If a King is dealt, the hand is an automatic winner.

[0008] The invention will be more fully described by reference to the following drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] FIG. 1 is a flow diagram of a method of playing a game matching card and dice values in accordance with the teachings of the present invention.

[0010] FIG. 2 is a schematic diagram of a device for playing a game matching cards and dice values.

DETAILED DESCRIPTION

[0011] Reference will now be made in greater detail to a preferred embodiment of the invention, an example of which is illustrated in the accompanying drawings. Wherever possible, the same reference numerals will be used throughout the drawings and the description to refer to the same or like parts.

[0012] FIG. 1 is a flow diagram of a method of playing a game matching card and dice values. In block 12, a player places a first bet on a match of a value for a pair of dice, referred to as double die. In block 14, a single game piece is dealt to the player. In one embodiment, one or more conventional decks of 52 cards can be used as game pieces. Each type of card is assigned a point value. In one embodiment, the value of numeric cards 2 through 10 are assigned the same numeric point values shown on the face of the card, i.e., a two of any suit is assigned the point value of 2, a three of any suit is assigned the point value of 3, a four of any suit is assigned the point value of 4, a five of any suit is assigned the point value of 5, a six of any suit is assigned the point value of 6, a seven of any suit is assigned the point value of 7, an eight of any suit is assigned the point value of 8, a nine of any suit is assigned the point value of 9 and a ten of any suit is assigned a point value of 10. An Ace of any suit is assigned the value of 1. A Jack of any suit is assigned a point value of 11. A Queen of any suit is assigned a point value of 12. A King of any suit is assigned the point value of 13. Alternative game pieces, such as for example, dominoes or Mah Jongg tiles can be used in accordance with the teachings of the present invention.

[0013] In block 16, if the player is dealt a game piece having an assigned point value of 1, 2, 3, 4, 5, or 6, the player can optionally place a second bet on a match of a single die. In one embodiment, the second bet on a match of a single die can be of equal value to the first bet on a match of the double die. Alternatively, the second bet on a match of a single die can be of a value different from the first bet.

[0014] In block 18, a pair of dice are rolled by the dealer. Alternatively, the pair of dice can be rolled by one of the players.

[0015] In block 20, it is determined if the face value on one or both of the die matches the single game piece dealt to the player. The face value being a total value of the dots for an upward face of the die. If the total value of both of the die matches the game piece, the player wins the hand for a double die bet. The first bet of the double die bet is paid at a payout of predetermined odds.

[0016] If a player is dealt a King, which has an assigned value of 13, the player is an automatic winner of the game since the value of the double die cannot add up to a value of thirteen. Alternatively, if a player is dealt a King, the player is an automatic loser of the game. Accordingly, in the game, the Kings can be considered wild. If a player is dealt an Ace, it is a push on the double die bet since the double die cannot add up to a value of one and the bet remains for the next hand.

[0017] For example, the payout for the first bet can be equal to the amount bet or can be greater than the amount bet, such as paying out 3:1 odds. In one embodiment, the payout is based at least in part on the probability for matching a particular assigned value of the game piece. In one embodiment, the odds of winning the game may be made more in favor of the house. For example, a winning player will be paid less

than the true odds of the bet in order to allow the house or casino to profit from hosting the game.

[0018] In another embodiment, the house can take a commission on all winning players, for example, 5% of the winnings. In another embodiment, a certain total point value of the pair of dice will not payout the bet even if the assigned value of the game piece is matched by the rolled pair of the dice. Example payouts for being an automatic winner by being dealt a game piece having an assigned value of 13, such as a King, is 1.5:1. An example payout for a match of a game piece having an assigned value of seven, with a match of both die is 3:1. An example payout for a match of a game piece having an assigned value of a six with a match of both die or eight with a match of both die is 4:1. An example payout for match of a game piece having an assigned value of five with a match of both die or nine with a match of both die is 5:1. An example payout for a match of a game piece having an assigned value of a four with a match of both die or ten with a match of both die is 7:1. An example payout for match of a game piece having an assigned value of a three with a match of both die or a Jack with a match of both die is 9:1. An example payout for a match of a game piece having an assigned value of a two with a match of both die or a Queen with a match of both die is 18:1.

[0019] In block 20, if one of the die matches the game piece dealt to the player, the player wins the hand for a single bet. If a second bet was placed, the player is paid a payout of pre-determined odds. For example, the payout can be at 2:1 odds. Alternatively, the payout for a match of an assigned value of 2, 3, 4, 5, or 6, can be the same as described above for the payout of a double die bet.

[0020] FIG. 2 is a schematic diagram of device 30 for a game matching card and dice values. Betting table 32 includes double die bet player stations 33a-33n. A player can place their wager for a double die bet in a respective double die bet area 32. A player can place a wager for a single die bet in a respective single die bet area 34. A single game piece can be dealt to each of positions 36a-36n having a player. A stack of game pieces 37 are positioned near the dealer to be dealt to positions 36a-36n. A pair of dice 38a,38b are rolled in dice area 39. It will be appreciated that different configurations of betting table 32 can be determined in accordance with the teachings of the present invention.

[0021] In one embodiment, the game is played in a casino. Alternatively, the game can be played on a video screen or over the Internet.

[0022] It is to be understood that the above-described embodiments are illustrative of only a few of the many possible specific embodiments, which can represent applications of the principles of the invention. Numerous and varied other arrangements can be readily devised in accordance with these principles by those skilled in the art without departing from the spirit and scope of the invention.

What is claimed is:

1. A method of playing a game comprising the steps of:
 - (a) dealing a game piece to at least one player, said game piece having an assigned point value;
 - (b) rolling a pair of dice;
 - (c) determining if a total value of the pair of dice matches said assigned point value of the dealt game piece to determine a winner of the game when said total value of the point of die matches said assigned point value of the game piece.

2. The method of claim 1 further comprising the steps of: placing a first bet on a match of the pair of dice before step (a); and paying out a first payout if said winner is determined in step (c).

3. The method of claim 2 wherein the game piece is a card of a deck of 52 cards, the assigned point value of numeric cards 2 through 10 in the deck is a respective value of the numeric cards, the assigned point value of each Ace in the deck is 1 and, the assigned point value of each face card in the deck is a value of 11 for a Jack, a value of 12 for a Queen and a value of 13 for a King.

4. The method of claim 3 further comprising the steps of: if the assigned value of the dealt game piece of the numeric cards is a one, two, three, four, five or six, optionally placing a second bet on a match of said assigned point value of the dealt game piece and one die of said pair of dice; determining if a value of said one die of said pair of dice matches said assigned point value of the game piece to determine a winner of a single die bet when said value of said one die of said pair of dice matches said assigned point value of the game piece; and paying out a second payout if said winner of said single die bet is determined.

5. The method of claim 3 wherein if the dealt game piece is said King then the at least one player is an automatic winner of the game.

6. The method of claim 3 wherein if the dealt game piece is said King then the at least one player is an automatic loser of the game.

7. The method of claim 3 wherein if the dealt game piece is said Ace, said first bet is pushed to a subsequent hand.

8. The method of claim 1 wherein the game is played in a casino.

9. The method of claim 1 wherein the game is played on a video machine.

10. The method of claim 1 wherein the game is played over the Internet.

11. The method of claim 2 wherein the first payout is based at least in part on a probability of obtaining said assigned point value.

12. The method of claim 2 wherein the first payout is equal to an amount of the first bet.

13. The method of claim 1 wherein the first payout is greater than an amount of the bet.

14. A game comprising:

- a standard deck of cards, each of said cards having an assigned point value;
 - a pair of dice;
 - a game layout comprising one or more positions for receiving one of said cards, a first bet area, an area for receiving a roll of said pair of dice; and
 - optionally a second bet area;
- wherein at least one player places a first bet in said first bet area;
- wherein at least one player is dealt one of said cards in said one or more positions;
- and wherein optionally said at least one player places a second bet in said second bet area if the assigned value of a dealt game piece is a one, two, three, four, five, or six; wherein the dice are rolled and if a value of the rolled pair of dice matches said assigned point value of the dealt card the player receives a first payout for the first bet and if said second bet was placed a value of one of the die

from the pair of dice rolled matches said assigned point value of the dealt card the player receives a payout.

15. The method of claim 14 wherein the deck of cards is 52 cards, the assigned point value of numeric cards 2 through 10 in the deck is a respective value of the numeric cards, the assigned point value of each Ace in the deck is 1 and, the assigned point value of each face card in the deck is a value of 11 for a Jack, a value of 12 for a Queen and a value of 13 for a King.

16. The method of claim 14 wherein if the dealt game piece is said King then a winner is automatically determined for the game.

17. The method of claim 14 wherein if the dealt game piece is said King then a loser is automatically determined for the game.

18. The method of claim 14 wherein if the dealt game piece is said Ace, said first bet is pushed to a subsequent hand.

19. The method of claim 14 wherein the game is played in a casino.

20. The method of claim 14 wherein the game is played on a video machine.

21. The method of claim 14 wherein the game is played over the Internet.

* * * * *