(19) Europäisches Patentamt
European Patent Office
Office européen des brevets

(11) **EP 4 167 204 A1**

(12) **EUROPEAN PATENT APPLICATION**

(43) Date of publication:
19.04.2023 Bulletin 2023/16

(21) Application number: **22198616.9**

(22) Date of filing: **29.09.2022**

(51) International Patent Classification (IPC):
G07F 17/32 *(2006.01)*

(52) Cooperative Patent Classification (CPC):
G07F 17/3293; G07F 17/326; G07F 17/3276

(84) Designated Contracting States:
AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR
Designated Extension States:
BA ME
Designated Validation States:
KH MA MD TN

(30) Priority: **15.10.2021 US 202117502049**

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(54) **A SYSTEM FOR A MASSIVE MULTI-PLAYER GAME OF SKILL**

(57) A gaming system includes a server and player device. The server randomly selects shared icons from an icon space then requests a first wager from each player. For each active player, the server randomly selects a set of player icons from the icon space. After the server collects the first wager, the server displays the shared icons to all active players, sets a timer, and requests a second wager from each player. Until all player icons are displayed, each active player is presented a next subset of the hole cards and each player that makes the wager is declared as active. After all player icons are presented, a winner(s) is/are declared based upon a score of the player icons of each player combined with the shared icons. In one embodiment, the icon space includes a cherries icon, a bar icon, a lemon icon, a lucky-7 icon, and a bell icon.

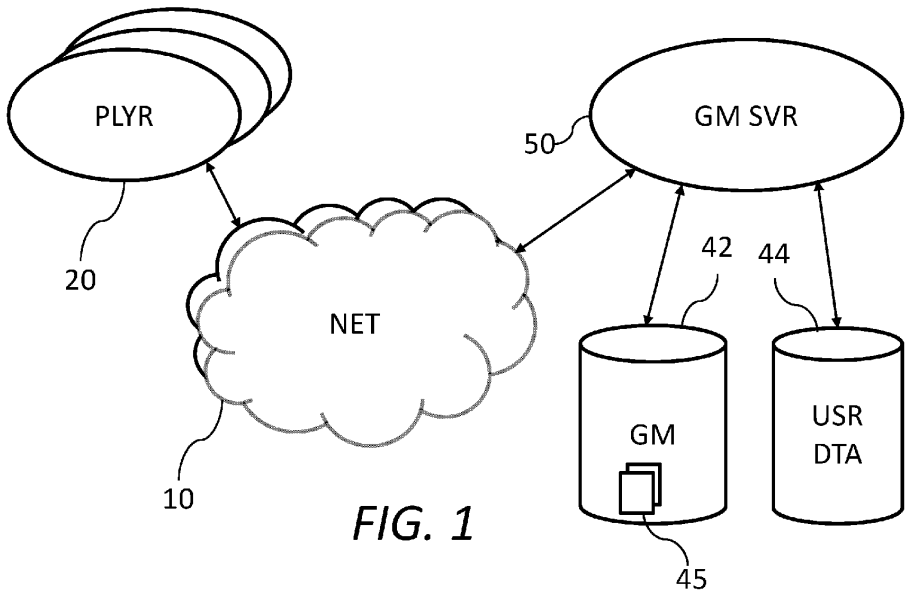

FIG. 1

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Description

FIELD

[0001] This invention relates to the field of entertainment and more particularly to a system to administer massive multi-player games of skill for traditional gaming formats where the number of players who can typically play is limited.

BACKGROUND

[0002] Games of skill typically rely upon the knowledge and/or ability of the players in determining the outcome. However, almost all games of skill possess some level of randomness or chance.

[0003] A game of skill depends, at least somewhat, upon each player's skills, but being a game, there is still some level of randomness, otherwise, the most skillful player will always win. Typically, operators of games of skill establish rules and scoring criteria that are fair with completely objective standards that are outside the control of the players and the game operator.

[0004] Some games of skill, because of physical and practical limitations, only enable a relatively small number of players to play at any given time.

[0005] One example of a widely played game of skill of this type is poker. Millions of people play poker each week. Traditionally, poker is played in a table setting with a single deck of cards. A single deck of cards has 52 individual cards. In traditional formats of poker, each player will have a certain number of cards that are exclusive to them. As such, the number of people who can play in a single game of poker is limited. For example, in the poker game of Texas Hold'em, each player is dealt two cards face down, known as "hole cards", and then five community cards are dealt face down, then exposed in three sequential stages (three first, then another one, and then the last one). Hole cards are exclusive to each player, whereas the community cards are not exclusive and are available to all players to incorporate into their hands. Each player seeks the best five card poker hand from any combination of the seven cards of the five community cards and their own two hole cards. Therefore, after accounting for the five community cards, a single game or table of Texas Hold'em can only accommodate 23 players at most (each player receiving two hole cards, or 46 cards hole cards total plus the five Community Cards, which totals 51 cards of the 52 cards in the deck). Skill is involved as one makes decisions at various points in the game and the outcome of such decisions is often enhanced by skills of the players. For example, in poker, a player that understands probabilities will statistically outplay another player who makes random decisions.

[0006] A further physical limitation relates to the number of seats at a given table. Although up to 23 people could conceivably play Texas Hold'em at a single table, physically accommodating 23 people is highly-impracticable due to space limitations. This is not only true of Texas Hold'em when played with real cards in an actual physical location, but also when played online; either through a browser or other mobile interface because screen real estate is limited. As such, most operators of Texas Hold'em limit the number of players in a single game to ten or less at any given time.

[0007] Another practical limitation is time. Poker games, including Texas Hold'em, utilize what is commonly referred to as "table wagering" where wagering is performed sequentially by each player in various rounds. Table wagering can be complicated and time consuming. For example, Texas Hold'em has three stages when additional community cards are dealt or revealed to the players. In the first stage, commonly referred to as "the flop", a series of three cards are revealed to the players. In the next stage, an additional single card, commonly referred to as "the turn" is dealt, and then in the third stage, a final card, commonly referred to as "the river" is dealt. Rounds of sequential betting take place before and after the flop and then after each subsequent stage. During each round of betting, players make wagering decisions sequentially and have the option to check, call, raise, or fold. Betting order typically flows clockwise around the table of play for at least one rotation. However, several full rotations might occur before a given round is concluded. Normally, players have a limited time to make their betting decisions (i.e. 30 seconds or less to submit a decision or a forced fold is imposed). A single round of wagering might last a single rotation and end in a matter of seconds, or multiple rotations might occur, which can take several minutes to conclude. When more players are playing in a given game, more sequential player decisions are required and the game will usually take much longer. At some point, the duration of a game becomes impracticable and certainly less enjoyable for the players. This is another reason why many operators limit the number of players in a single game to ten or less.

[0008] A final consideration relates to the way traditional poker games are scored and the number of players who win at the end of a given game. In Texas Hold'em, each player seeks the best five card poker hand from any combination of the seven cards of the five community cards and their own two hole cards. Traditionally, poker hands are measured based on a standard set of rules. For example, three-of-a-kind beats two of a kind, and a full house beats a flush, and so on. These rules provide an adequate level of granularity for games with a limited number of players; however, further granularity is needed for games where thousands or even hundreds of thousands of entrants are playing. In poker or Texas Hold'em, after the final round of table wagering has concluded, the remaining players reveal their hands and the player with the best hand wins the entire pot unless there is a tie. Although this winner-takes-all formulation works well when the number of players of a given game is limited, it becomes less attractive as when larger numbers of people play. For example, if ten people play and there is

one winner, the winning hand is in the top ten percent. However, if a thousand people play, and one person wins, that same winning hand represents 1/10th of one percent. Although the prize pool would be considerably larger, the odds of winning fall significantly leaving 999 players with no payout at all. For many players, this result would be less attractive.

[0009] What is needed are new game formats of traditional games, such as poker, that (1) enable larger numbers of players to play in a single game, (2) employ simpler betting mechanics, (3) can be played in shorter durations, (4) employ a scoring system that provides greater granularity and differentiation amongst the players, and (5) utilize payout schemes that are more appropriate for games with larger numbers of players where a greater number or percentage of players have the potential to win at the game's conclusion.

SUMMARY

[0010] People are typically more likely to participate in games where their knowledge and skill gives them an edge, particularly when the winners of a given game have paid an entry fee to participate and/or could win money based on the outcome.

[0011] Additionally, people are more likely to participate in games of skill that enable more players to play, are easier to play, shorter in duration, offer a higher level of scoring differentiation and a greater chance of winning.

[0012] This is especially true for games that require an entry fee or wagering and offer a progressive prize pool because the potential for winning larger prizes increases with the number of players.

[0013] In one embodiment, a gaming system includes a server and a plurality of player client devices, each associated with a player. There is defined an symbol space containing a set of possible symbols (e.g., numbers such as the integers 1 to 45 or letters...). The server creates a set of community symbols that contains a random set of symbols from the symbol space then requests a wager concurrently from each client device and starts a time period. After the time period ends, for the each player client device that made the wager within the time period: the server collects the wager and adds the wager to a pot, the server displays the set of community symbols on a display of each client device, randomly selects player symbols from the symbol space, reveals a first subset of the player symbols to this player on the client device of that player, and concurrently requests a next wager from each client device to open a second round of betting; and the server starts a next time period. Until all betting rounds have concluded: after the next time period ends, for each client device that made the next wager within the next time period: the server collects the next wager and adds the next wager to the pot, the server displays a next subset of the player symbols to the player on the client device of that player, and the server concurrently requests the next wager from each client device; and the server restarts the next time period. After all betting rounds have concluded, a plurality of winners is declared based upon a score of the player symbols of that player and the set of community symbols using a payout algorithm in conjunction with a payout table.

[0014] In another embodiment, a method of gaming by a set of players includes randomly selecting a set of community symbols from a digital representation of a symbol space, then on a display associated with each player, requesting a first wager within a time period. After the time period expires, for each player that made the first wager within the time period: adding the first wager to a pot and adding each player to a set of active players then for each player in the set of active players, randomly selecting player symbols from the symbol space and for each player in the set of active players, displaying the set of community symbols and a subset of the player symbols for that player on the display associated with that player and concurrently requesting a next wager from each player that is in the set of active players and starting a next time period. Until all player symbols are revealed, after the next time period expires, removing each player that failed to make the next wager from the set of active players, then for each player that remains in the set of active players: adding the next wager to the pot, displaying a next subset of the player symbols for that player on the display associated with that player and concurrently displaying a request that the next wager be made within the next time period by each player on the display associated with each player in the set of active players; and resetting the next time period. After all of the player symbols are revealed to each player that is in the set of active players, for each player in the set of active players: generating a score for each player using a combination of the player symbols for that player and the set of community symbols, and declaring a plurality of winners based upon a ranking of the score for each player.

[0015] In another embodiment, a gaming system is disclosed including computer readable instructions executed by a processor causing the system for gaming to randomly select a set of community symbols from a symbol space. The computer readable instructions executed by the processor then causing the system for gaming to request a wager concurrently from each player of the set of players and to start a time period and after the time period ends, the computer readable instructions executed by the processor causing the system for gaming to remove each player that fails to make the wager within the time period from the set of players and for each player in the set of players: the computer readable instructions executed by the processor causing the system for gaming to add the wager to a pot, the to randomly select a set of player symbols from the symbol space for each player in the set of players, to display the set of community symbols to all players in the set of players, and for each player in the set of players, to randomly select player symbols from the symbol space, to display a first subset

of the player symbols for that player, and to concurrently request a wager from each player that is in the set of players; and the computer readable instructions executed by the processor causing the system for gaming to start the time period. Until all player symbols are revealed: after the time period expires, removing players that fail to make the wager from the set of players and, for each player remaining in the set of players: the computer readable instructions executed by the processor causing the system for gaming to add the wager to the pot and for each player in the set of players, the computer readable instructions executed by the processor causing the system for gaming to display a next subset of the player symbols for that player; and the computer readable instructions executed by the processor causing the system for gaming to reset the time period. After all player symbols are revealed, the computer readable instructions executed by the processor causing the system for gaming to generate a score for each player in the set of players, and to declare a plurality of winners based upon the score of each player in the set of players.

[0016] In another embodiment, a method of gaming by a set of players is disclosed including randomly selecting and removing a set of community cards from a deck of cards. Next, requesting a first wager from each player and each player making the first wager is added to the set of players that are in. For each player in the set of playing players that are in, randomly selecting a non-exclusive set of hole cards from the deck of cards then displaying the set of community cards to all players in the set of players that are in. Next, requesting a second wager from each player that is in the set of players that are in and until all hole cards are presented, for each player in the set of players that are in, presenting a next subset of the hole cards and requesting a subsequent wager from each player in the set of players that are in. Each player that does not make the subsequent wager is removed from the set of players that are in. After all hole cards are presented, the hand of each player in the set of players that are in is ranked, and one or more winners is/are declared based upon the rank. The hands include the hole cards of each player and the community cards.

[0017] In another embodiment, program instructions tangibly embodied in a non-transitory storage medium comprising at least one instruction configured to implement a system for gaming between a set of players is disclosed in which at least one instruction includes computer readable instructions executed by a processor causing the system for gaming to randomly select and remove a set of community cards from a deck of cards and to request a first wager from each player of the set of players. The computer readable instructions executed by the processor causing the system for gaming to add each player that makes the first wager to a set of in players. For each player in the set of in players, the computer readable instructions executed by the processor causing the system for gaming to randomly select a non-exclusive set of hole cards from the deck of cards and to assign that non-exclusive set of hole cards to the each player in the set of in players. Next, the computer readable instructions executed by the processor causing the system for gaming to display the set of community cards to all players in the set of in players and to request a second wager from each player that is in the set of in players. Until all hole cards are presented, for each player in the set of players that are in, the computer readable instructions executed by the processor causing the system for gaming to present a next subset of the hole cards and to request a subsequent wager from each player in the set of in players. The computer readable instructions executed by the processor causing the system for gaming to remove each player from the set of in players that does not make the subsequent wager and after all hole cards are presented, the computer readable instructions executed by the processor causing the system for gaming to rank a hand of each player in the set of in players, and to declare one or more winners based upon the rank, the hands comprising the hole cards of each player and the community cards.

[0018] In some embodiments, a game format for poker is disclosed where the number of players is theoretically unlimited; where staged wagering is employed as opposed to traditional table wagering; where an enhanced method for measuring player poker hands is employed; and where a method that enables a variety of payout schemes (other than just winner-takes-all) is utilized. First, players elect to enter the game, which, in some embodiments, is subject to an entry deadline. In some embodiments an entry fee or "ante" is required as a precondition to playing. Next, a sub-set of playing cards (the "community cards") are randomly selected from a plurality of playing cards (the "deck"). The number of community cards may vary, but will typically range from two to five. Community Cards are then removed from the deck and displayed face down with the remaining cards in the deck constituting a second plurality of cards (the "unallocated deck"). The community cards are not revealed to the players at this time. Next, each player is randomly assigned a sub-set of playing cards ("hole cards") from the unallocated deck. Any number of hole cards is assigned to each player, but this number is typically between two and five. The assignment of cards from the unallocated deck is not mutually exclusive. In other words, any number of players will each have the same card or set of cards as their hole cards. However, no single player will be allotted two of the same card. For example, a given player will not have two jacks of clubs in their hand, though it is anticipated that many jacks of clubs are allocated across several players. During play, the player's hole cards are revealed at various stages only to that player with no other player having visibility to that player's hole cards. Next, the community cards are exposed to all players and the first round of staged wagering is implemented whereby players are concurrently offered a limited time to elect and submit an additional

wager of real or virtual currency to stay in the game. Otherwise, the player folds and exits the game. Once all players have made a declaration (or have folded by default due to the expiration of time), a portion of each player's hole cards are revealed and a subsequent round of staged wagering is implemented. This process continues for successive rounds until all of the player's hole cards have been revealed. After all hole cards have been revealed and a final round of staged wagering has concluded, the remaining players' hands are objectively measured, for example, using a scoring methodology that provides for greater granularity and differentiation than the traditional rules of poker as, for example, there will be multiple jacks of clubs, etc. Next each player's hand is ranked with the highest-ranking player(s) awarded a payout or a prize based on a pre-set schedule or formula that may include various formulations in addition the winner-takes-all formula employed in traditional poker. In some embodiments, payout is made by place (i.e. 1st wins X, 2nd wins Y...), tier (1st through 10th wins X, 11th through 201th wins Y...), or percentile (top 10% win X, >10% to 20% win Y...).

[0019] In another embodiment, a gaming system is disclosed where the number of entrants is theoretically unlimited. This embodiment includes a server; where staged wagering is employed as opposed to traditional table wagering; where an enhanced method for measuring player poker hands is employed; and where a method that enables a variety of payout schemes (other than just winner-takes-all) is utilized. There are several player devices connected to the server. Through their devices, players access a user-interface and enter a game or contest. In some embodiments, players are required to pay an entry fee or "ante" as a precondition of play. The player devices then transmit player entries to the server where they are recorded. Once the entry deadline expires and all entries have been transmitted and recorded, the server initiates the game. First, the server randomly selects a sub-set of playing cards (the "community cards") from a plurality of playing cards (the "deck"). The number of community cards is any number, typically ranging from two to five cards. The community cards are removed from the deck and displayed face down in the user-interface, with the remaining cards in the deck constituting a second plurality of cards (the "unallocated deck"). Next, the server randomly assigns each player a sub-set of playing cards ("hole cards") from the unallocated deck. The number of hole cards assigned to each player can vary, but will typically be between two and five. The assignment of cards from the unallocated deck is not mutually exclusive and it is anticipated that multiple players will each have the same card or set of cards as their hold cards. However, no single player will be allotted two of the same card. The server then reveals to all players the community cards (e.g., turns face up). At this time, a player's hole cards are revealed sequentially followed by betting. Each player's hole cards are revealed only to that player with no other player having the ability to see other player's hole cards. Next, the server initiates the first round of wagering whereby players, through the user-interface, concurrently have a limited time to submit an additional wager of real or virtual currency and stay in the game or fold and exit the game. Player devices, through the user-interface, accept player submissions and then transmit the submissions to the server where they are recorded. Once all players have entered a submission (or have folded by default by failing to enter a submission before the expiration of the time limit), the server reveals a portion of the hole cards to each of the remaining players and a subsequent round of staged wagering is implemented. This process continues for successive rounds until all of the hole cards have been revealed. After all hole cards have been revealed and a final round of staged wagering has concluded, the server analyzes and objectively scores the hands of the remaining players using, for example, an enhanced method for measuring player poker hands to provide greater granularity and differentiation than provided for by the traditional rules of poker as there are many duplicate cards having the same value. The server then ranks the hands of the players and utilizes a payout engine whereby players with the highest-ranking hands are awarded a payout or a prize based on a pre-set schedule or formula that, in some embodiments, includes various formulations in addition the winner-takes-all formula employed in traditional poker. In some embodiments, the payout includes, but is not limited to, payout by place (i.e. 1st wins X, 2nd wins Y...), tier (1st through 10th wins X, 11th through 201th wins Y...), or percentile (top 10% win X, >10% to 20% win Y...). In this, the betting, and hence, outcome of the game is influenced by the skill and knowledge of the users.

[0020] In one embodiment, a game format for poker is disclosed where the number of players is theoretically unlimited; where staged wagering is employed as opposed to traditional table wagering; where an enhanced method for measuring player poker hands is employed; and where a method that enables a variety of payout schemes (other than just winner-takes-all) is utilized. First, players elect to enter the game, which is anticipated to be subject to an entry deadline. In some embodiments, the players are required to pay an entry fee or "ante" as a precondition. Next, a sub-set of playing cards (the "community cards") are randomly selected from a plurality of playing cards (the "deck"). Any number of community cards is anticipated, typically ranging from two to five cards. Community cards are then removed from the deck and displayed face down with the remaining cards in the deck constituting a second plurality of cards (the "unallocated deck"). The community cards are not revealed to the players at this time. Next, the each player is randomly assigned a sub-set of playing cards ("hole cards") from the unallocated deck. The number of hole cards assigned to each player can vary, but will typically be between two and five. The assignment of cards from the unallocated deck is not mutually exclusive as multiple players will each have the same card or set of cards for

their hole cards. However, no single player will be allotted two of the same card. For example, a player will not have two Jacks of Clubs in their hand.

[0021] Each player's hole cards are revealed sequentially followed by rounds of betting. Each player's hole cards are visible only to that player with no other player having the ability to see other player's hole cards. Betting is implemented whereby players are concurrently offered a limited time to fold and exit the game or stay in the game by submitting an additional wager, if required. If a player does not affirmatively elect to fold or submit the additional requisite wager in time, then by default, when the time deadline has elapsed, in some embodiments, the requisite wager is automatically submitted and they stay in the game while in other embodiments, the player is automatically folded. Once all players have made a declaration (or have folded), a portion of the hole cards are revealed and a subsequent round of staged wagering is implemented. This process continues for successive rounds until all of the hole cards have been revealed. After all hole cards have been revealed and a final round of staged wagering has concluded, the remaining players' hands are objectively measured using, for example, a scoring methodology that provides for greater granularity and differentiation than the traditional rules of poker (as the hands will include multiples of each card of the unallocated deck). Next each player's hand is ranked with the highest-ranking player's hand awarded a payout or a prize based on a pre-set schedule or formula that, in some embodiments, includes various formulations in addition the winner-takes-all formula as employed in traditional poker. In some embodiments, payout is made by place (i.e. 1st wins X, 2nd wins Y...), tier (1st through 10th wins X, 11th through 201th wins Y...), or percentile (top 10% win X, >10% to 20% win Y...).

[0022] In another embodiment, a gaming system is disclosed where the number of entrants is theoretically unlimited that includes a server; where staged wagering is employed as opposed to traditional table wagering; where an enhanced method for measuring player poker hands is employed; and where a method that enables a variety of payout schemes (other than just winner-takes-all) is utilized. There are several player devices connected to the server. Through their devices, players access a user-interface and enter a game or contest. Entry may or may not require an entry fee or "ante" as a precondition. The player devices then transmit player entries to the server where they are recorded. Once the entry deadline expires and all entries have been transmitted and recorded, the server initiates the game. First, the server randomly selects a sub-set of playing cards (the "community cards") from a plurality of playing cards (the "deck"). The number of community cards may vary, but will typically range from two to five. The community cards are removed from the deck and displayed face down in the user-interface, with the remaining cards in the Deck constituting a second plurality of cards (the "unallocated deck"). Next, the server randomly assigns each player a sub-set of playing cards ("hole cards") from the unallocated deck. The number of hole cards assigned to each player can vary, but will typically be between two and five. The assignment of cards from the unallocated deck is not mutually exclusive and multiple players are anticipated to have the same card or set of cards as their hole cards. However, no single player will be allotted two of the same card. The server then reveals to all players the community cards face up. A subset of each of the player's hole cards are revealed only to that player with no other player having the ability to see other player's hole cards. Next, the server initiates the first round of staged wagering whereby players, through the user-interface, concurrently have a limited amount of time to fold and exit the game, or stay in the game by submitting an additional wager, if required. In some embodiments, if a player does not affirmatively elect to fold before the time deadline or submit the additional requisite wager and stay in the game, then by default, when the time deadline has elapsed, the requisite wager is automatically submitted and they stay in the game. Player devices, through the user-interface, accept player submissions (affirmative or by default) and then transmit the submissions to the server where they are recorded. Once all players have entered a submission (or have folded by default by failing to enter a submission before the expiration of the time limit), the server reveals a portion of each of the remaining player's hole cards to those players only and a subsequent round of wagering is performed. This process continues for successive rounds until all of the hole cards have been revealed. After all hole cards have been revealed and a final round of wagering has concluded, the server analyzes and objectively scores the hands of the remaining players, for example, using an enhanced method for measuring player poker hands to provide greater granularity and differentiation than provided for by the traditional rules of poker. The server then ranks the hands of the players and utilizes a payout engine whereby players with the highest-ranking hand(s) are awarded a payout or a prize based on a pre-set schedule or formula that may include various formulations such as the winner-takes-all formula employed in traditional poker or other payout formulae such as payout by place (i.e. 1st wins X, 2nd wins Y...), tier (1st through 10th wins X, 11th through 201th wins Y...), or percentile (top 10% win X, >10% to 20% win Y...). In this, the outcome of the game is influenced by the betting skills and knowledge of the players.

[0023] It is fully anticipated that other types of games of skill be structured in a similar manner. For example, certain games such as Tetris®, Bejeweled®, and Solitaire have a skill factor. For example, the game Tetris® relies upon a player's quick response to the appearance of various objects at the top of the screen that fall to the bottom of the screen. The player's response time is required to calculate a best place to move the object before it reaches another prior object or the bottom of the playing field, becoming locked in place. When a player fills an entire row with objects and without gaps, the row is cleared and

the player receives points for clearing the row. In normal play, the sequence of objects is random and over many games, the more skilled player will likely attain the highest scores. In a game format similar to the above disclosure, instead of poker, a game similar to Tetris® is used in which many players concurrently compete. In such, all players will receive the same sequence of objects such that, each player will have the same opportunity to score and, in general, the players with more skill will achieve higher scores than those with less skill. If multiple rounds of betting are desired, it is anticipated that play be stopped at various points in the sequence to allow for betting and those who either lose the game or fail to bet are removed from the potential of winning part of the pot. At the end of the game, the players who have played through all rounds of betting are graded based upon score and, possibly individual achievements such as how many times three or four rows are cleared concurrently, and several winners are declared, each receiving a portion of the pot.

[0024] In a similar way, the game of Bejeweled® concurrently presents the same sequence of objects (colored jewels) to a set of players who swap jewels to clear sets of three or more jewels that match and earn scores. Again, the more skillful player will be able to score more given the same set of jewels as the other players. In a similar way to Tetris®, it is anticipated that this version of Bejeweled® includes rounds of betting at various points in the sequences and, at the end of the game, the top scoring players are awarded portions of the pot based upon scores and other achievements.

[0025] Solitaire is another game of skill that is anticipated to be played in a massive, multiplayer game as above. In general, solitaire is played by moving cards arranged in seven stacks according to certain rules and scoring for moving cards into stacks starting with the ace of each suit, etc. In general, a player who is more skilled in solitaire will score more or complete the entire stacks from the ace to the king more often than a player with lesser skills. After play ends, scoring depends upon the number of cards moved to the aces stacks, the number of cards played, and other special sequences that are awarded points. In solitaire games, the player has a pile of play cards that are not in the original seven stacks and goes through that pile being able to play every third card in the pile. In such games, the player is allowed to pass through the pile only three times, adding to the skill required. In some forms of the massive solitaire game, rounds of betting occur after each pass through the pile. The disclosed system provides the same sequence of cards in the seven stacks and pile for each player of many players, leaving results up to the skill and some luck of each player. As with the other games, a portion of the pot is distributed to several of the players who achieve the highest scores.

BRIEF DESCRIPTION OF THE DRAWINGS

[0026] The invention can be best understood by those having ordinary skill in the art by reference to the following detailed description when considered in conjunction with the accompanying drawings in which:

FIG. 1 illustrates schematic view of a skill gaming system.

FIG. 2 illustrates a typical computer system.

FIG. 3 a typical initial user-interface for a game format where a player will be randomly dealt three Hole Cards with four cards designated as Community Cards.

FIG. 4 illustrates the same user interface in FIG. 3 after the game has started.

FIG. 5 illustrates the user interface in FIG. 3 after the initial round of staged wagering has been concluded, the player's Hold Cards have been dealt and revealed, and the first set of Community Cards are revealed.

FIG. 6 illustrates the user interface in FIG. 3 after the second round of staged wagering has been concluded and the third of four Community Cards is revealed.

FIG. 7 illustrates the user interface in FIG. 3 after the third round of staged wagering has been concluded and the fourth of four Community Cards is revealed.

FIG. 8 illustrates the user interface in FIG. 3 after the fourth and final round of staged wagering and a final ranking and payout has occurred.

FIG. 9 a typical initial user-interface for a game format that uses icons where a player receives a total of five icons and shares two icons with all other players.

FIG. 10 illustrates the same user interface in FIG. 9 after the game has started; two of the player's icons have been generated and revealed, and the shared icons are revealed.

FIG. 11 illustrates the user interface in FIG. 9 after the initial round of wagering has been concluded and another of the player's icons have has generated revealed.

FIG. 12 illustrates the user interface in FIG. 9 after another round of wagering has been concluded and another of the player's icons has been generated and revealed.

FIG. 13 illustrates the user interface in FIG. 9 another round of wagering has concluded and all of the player's icons have been generated and revealed.

FIG. 14 illustrates the user interface in FIG. 9 after the final round of wagering has concluded and a final ranking and payout has occurred.

FIG. 15 a typical initial user-interface for a game format that uses numbers as in a lottery where a player receives a random set of five numbers and is scored based upon a community set of numbers that are shared with all other players.

FIG. 16 illustrates the same user interface in FIG. 15 after the game has started; two of the player's numbers have been generated and revealed, and the community set of numbers are revealed.

FIG. 17 illustrates the user interface in FIG. 15 after the next round of wagering has been concluded and another of the player's numbers have has generated revealed.

FIG. 18 illustrates the user interface in FIG. 15 after another round of wagering has been concluded and another of the player's numbers has been generated and revealed.

FIG. 19 illustrates the user interface in FIG. 15 another round of wagering has concluded and all of the player's numbers have been generated and revealed.

FIG. 20 illustrates the user interface in FIG. 15 after the final round of wagering has concluded and a final ranking and payout has occurred.

DETAILED DESCRIPTION

[0027] Reference will now be made in detail to the presently preferred embodiments of the invention, examples of which are illustrated in the accompanying drawings. Throughout the following detailed description, the same reference numerals refer to the same elements in all figures.

[0028] Throughout this description, an example is made using a gaming system that is similar to the well-known game of poker. It is fully anticipated to implement the same or similar gaming system using solitaire, trivia, board games, etc., having multiple rounds of betting in which each player makes bets based upon how that player did during the current round, before executing the next round.

[0029] Referring to FIG. 1, a schematic view of a gaming system is shown. Multiple player client devices 20 (computers, smart phones, etc.) connect to the game server 40 through a network 10, for example, through the Internet.

[0030] Game details and settings are stored in a game storage area 42 that is accessible by the game server 40, such as, the deck, community cards, each player's hands, number of players, total amount in the pot, etc. User data storage that is accessible by the game server 40 includes data such as login credentials, preferences, available funds, name, picture, etc., are stored in a user data area 44.

[0031] Referring to FIG. 2, a schematic view of a typical computer system is shown. The example computer system represents a typical computer system used as the game server 40 and/or the player client devices 20. The example computer system is shown in its simplest form, having a single processor. Many different computer architectures are known that accomplish similar results in a similar fashion and the present invention is not limited in any way to any particular computer system. The present invention works well utilizing a single processor system, as shown in FIG. 2, a multiple processor system where multiple processors share resources such as memory and storage, a multiple server system where several independent servers operate in parallel (perhaps having shared access to the data), or any combination, etc. In such systems, a processor 70 executes or runs stored programs that are generally stored for execution within a memory 74. The processor 70 is any processor or a group of processors, for example an Intel Pentium-4 CPU or the like. The memory 74 is connected to the processor, for example, by a memory bus 72 and is any memory 74 suitable for connection with the selected processor 70, such as SRAM, DRAM, SDRAM, RDRAM, DDR, DDR-2, etc. Also interfaced to the processor 70 is a system bus 82, for example, interfacing peripheral subsystems such as a network interface 80, persistent storage 88 (e.g., a hard disk), removable storage (e.g., DVD, CD, flash drive) 90, a graphics adapter 84 and a keyboard/mouse 92, etc., to the processor 70. The graphics adapter 84 receives commands and display information from the system bus 82 and generates a display image that is displayed on the display 86.

[0032] In general, the persistent storage 88 is used to store programs, executable code and data such as user financial data in a persistent manner. The removable storage 90 is used to load/store programs, executable code, images and data onto the persistent storage 88.

[0033] These peripherals are examples of persistent storage 88 and other examples of persistent storage devices 88 include core memory, FRAM, flash memory, etc. Other examples of removable media storage 90 include CDRW, DVD, DVD writeable, Blu-ray, SD cards, other removable flash media, floppy disk, etc. In some embodiments, other devices are connected to the system through the system bus 82 or with other input-output connections/arrangements as known in the industry. Examples of these devices include printers; graphics tablets; joysticks; and communications adapters such as modems and Ethernet adapters.

[0034] The network interface 80 connects the computer-based system to the network 10 through a link 78 which is, preferably, a high speed link such as a cable broadband connection, a Digital Subscriber Loop (DSL) broadband connection, fiber optics, a T1 line, or a T3 line.

[0035] The game server 40 maintains a representation of a deck of cards 45 (e.g., a set of cards from a standard poker deck, represented electronically) and during a game, software running on the game server 40 randomly selects the community cards 132 from the deck of cards 45, eliminating the community cards 132 from the deck of cards 45. Then, the software running on the game server 40 randomly selects each player's hole cards 130 from the remaining cards in the deck of cards 45. As the game progresses, the game server 40 presents user interfaces a described later showing the community cards 132, collects bets from the player client devices 20, maintains the pot, etc. As each round of the game is made, the software running on the game server 40 delivers one or more of the player's hole cards 130 to the player client devices 20 for display to the player for making decisions as to whether to remain in the game (pay more) or fold, etc.

[0036] In alternate embodiments, the game server 40 maintains a representation of sets of symbols (e.g., as in slot machines) or sets of numbers (e.g., as in a lottery-style game). During game play, for a slot machine-like game, software running on the game server 40 randomly selects the shared icons 230 and randomly selects each player's set of player icons 232 from an icon space (e.g., a set of icons that are used in the game). Note that in this game, there are no restrictions on how many of each icon from the icon space is in either the shared icons 230 or the player icons 232. For example, it is fully anticipated that all of the player icons 232 be cherries, if cherries are in the icon space. During game play, for a lottery-like game, software running on the game server 40 randomly selects unique community symbols 330 (e.g., numbers or letters from the symbol space) and randomly selects each player's symbols 332 (e.g., numbers or letters from the same symbol space) that are also unique (e.g., the player does not receive two of the same symbols. The symbol space is a set of all possible symbols for the game such as numbers from 1 to 75. As the game progresses, the game server 40 presents user interfaces a described in FIGS. 9-20 showing the icons or numbers, collects bets from the player client devices 20, maintains the pot, etc. As each round of the game is made, the software running on the game server 40 delivers/reveals one or more of the player's symbols/numbers to the player client devices 20 for display to the player for making decisions as to whether to remain in the game (pay more) or fold, etc.

[0037] FIG. 3 represents a typical initial user-interface for the game format where each player will be randomly dealt three hole cards with four cards designated as community cards. In this initial user-interface, an amount of real or virtual money in the pot 100 is shown, which grows as more players enter the contest. Since the game has yet to start, only the cumulative number of players that are in the game 102 is shown (e.g., 260 players) and the count of players who have folded and left the game 104 is shown as zero (nobody has folded yet). A countdown clock 106 indicates a deadline when new players will no longer be admitted and the game will start. A prospective player must select an entry directive 108 in order to play the game. In this example, the entry directive 108 includes the amount required to play (the "ante"), if any shown as, for example, $1. In this embodiment, no cards are shown at this time, though in some embodiments, it is anticipated that one or more cards be exposed.

[0038] The player's current score 120 is displayed, which is zero since the game has yet to start. The player's current rank 126 is displayed, which shows as "N/A", again because the game has yet to start. The player's best hand 124 is displayed, which will be the best five card combination of their hole cards when combined with the visible community cards, again, no hand since the game has not commenced. Also, a projected payout table 128 is shown that displays the projected payouts based on the size of the pot 100, the number of players who played the game and the number of players that are currently in the game 102. As such, the projected payout table 128 is shown representing a pot of $260, as 260 players were in the game at the beginning of the game.

[0039] FIG. 4 represents the same typical user interface after the game has started. The community cards 132 are now exposed to all players and betting is open (either the player bets or folds based upon the player's opinion of the community cards 132). The pot 100 has grown to $460 to reflect the 200 players who have elected to pay an additional $2 by selecting the "In Next" directive 110, and remain in the game (the number of players that are currently in the game 102 indicates 200 players). The count of players who have folded and left the game 104 is now shown as 60 players, which represents the number of players who have elected to fold and exit the game (e.g., by default or by pressing the fold directive 114). If a player does not want to bother with making each individual bet, the player selects the "IN ALL" directive 112, which allows the player to pay (e.g., in this example, an additional $8) and stay in all subsequent rounds until the end of the game.

[0040] There are no changes yet to the player's current score 120, the player's current rank 126 and the player's best hand 124 as the player does not yet see any of their hole cards 130. Now, the projected payout table 128 reflects a payout schedule based on a pot 100 of $660, 260 players at the start of the game and currently 200 players still in the game (e.g., 260 * $1 + 200 * $2 = $660). All of the hole cards 130 are shown face down. The three community cards 132 are shown face up to all players.

[0041] FIG. 5 represents the same typical user interface after the initial round of staged wagering has been concluded. In this, two of the player's hole cards 130 have been revealed (only to that player). The projected

payout table 128 reflects a payout schedule based on a pot 100 that is now $980 to reflect the additional fees for the number of players that are currently in the game 102 which is now 160 player (the count of players who have folded and left the game 104 is now 100) to reflect an additional 40 players who have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the third card from the hole cards 130 will be revealed. This is the deadline for all players to submit the required additional payment by selecting the "In Next" directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero, the default action will be taken (e.g., the player will automatically fold). Note that the "In Next" directive 110 and the "IN ALL" directive 112 display fees that correspond with the stage of the game (e.g., $2 and $6, respectively).

[0042] The player's current score 120 is now 1,323 based upon five cards (the three community cards 132 and the two hole cards 130). The player's current rank 126 remains as "N/A" and the player's best hand 124 at this time now shows the player's best hand combination from the five visible cards (e.g., a pair of kings, A, 10, 9 high). The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $980. The hole cards 130 shows the faces of the first two hole cards 130 with the other two hole cards 130 remaining face down.

[0043] FIG. 6 represents the same typical user interface after the second round of staged wagering has been concluded. In this, the hole cards 130 now shows the third hole cards 130 that is now revealed only to this player. The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,180 to reflect the additional fees for the number of players that are currently in the game 102 which is now 100 players (the count of players who have folded and left the game 104 is now 160) as an additional 40 players who have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the fourth card from the hole cards 130 will be revealed. This is the deadline for all players to submit the required additional payment by selecting the "In Next" directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero, the default action will be taken (e.g., the player will automatically fold). Note that the "In Next" directive 110 and the "IN ALL" directive 112 display fees that correspond with the stage of the game (e.g., $2 and $4, respectively).

[0044] The player's current score 120 is now 1,325 based upon six cards (the three hold cards and the three community cards). The player's current rank 126 remains as "N/A" and the player's best hand 124 at this time now shows the player's best hand combination from the five visible cards (e.g., a pair of kings, A, 10, 9 high). The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,180. The hole cards 130 shows the faces of the first three hole cards 130 with the final hole card 130 remaining face down.

[0045] FIG. 7 represents the same typical user interface after the third round of staged wagering has been concluded. In this, the hole cards 130 now shows the fourth and last hole card 130 that is now revealed only to this player. The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,280 to reflect the additional fees for the number of players that are currently in the game 102 which is now 50 players (the count of players who have folded and left the game 104 is now 210) as additional players have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the game ends. This is the deadline for all players to submit the required additional payment by selecting the "In Next" directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero, the default action will be taken (e.g., the player will automatically fold). Note that the "In Next" directive 110 displays fees that correspond with the final stage of the game (e.g., $2).

[0046] The player's current score 120 is now 8675 based upon seven cards (the three community cards 132 and the four hole cards 130). The player's current rank 126 remains as "N/A" and the player's best hand 124 at this time now shows the player's best hand combination from the seven cards (e.g., three kings, A, 10 high). The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,280. The faces of the all four hole cards 130 are shown.

[0047] FIG. 8 represents the same typical user interface after the fourth and final round of staged wagering. The projected payout table 128 reflects a payout schedule based on a pot 100 that is $1,280 (see FIG. 7). The "In Next" directive 110 and the fold directive 114 are no longer displayed since they are no longer applicable. A next game button 118 enables the player to play in the next game, which in preferred embodiments occurs sequentially after the current game ends.

[0048] The player's current score 120 is 8675 based upon seven cards (the three community cards 132 and the four hole cards 130). The player's current rank 126 now shows their rank as fifth (e.g., three kings tanks as fifth out of all of the remaining players) and the player's best hand 124 at this time now shows the player's best hand combination from the five visible cards (e.g., three kings, A, 10 high). The projected payout table 128 reflects a payout schedule based on a pot 100 of $1,280. The faces of all hole cards 130 are shown to the player. The amount won 125 by the player 142 is shown based on player's current score 120 (e.g., 8,675) and the player's current rank 126 (e.g., fifth) dividing a portion of the pot 100 (e.g., the pot 100 minus a fixed amount or percentage retained by the house) between some number of the highest ranking players (in this example, 50).

[0049] It is fully anticipated to provide different variations of the gaming system with more or less rounds of betting. For example, in some embodiments, betting is performed only after the player sees one or more of the

player's hole cards 130. In some embodiments, the bet changes for each round, increasing or decreasing. In some embodiments, there are more or less hole cards 130 and the hole cards are exposed in the same or different sequences such as one hole card 130 at a time; two hole cards 130, one and one; three hole cards 130, one and one, etc. In some embodiments, there are more or less community cards 132, for example, two community cards 132 or four community cards 132.

[0050] In general, ranking of hands in poker is well known (e.g., a royal flush, a straight flush, four of a kind, a full-house...) and is generally ranked between the best five cards (e.g., a pair of aces, king, ten, three high). As the disclosed system is intended for a large number of concurrent players, it is anticipated that more granularity will be needed to break ties, as, for example, it is possible that several players have the same best five cards (e.g., four kings, ace high). In such, it is anticipated to utilize all cards (e.g., four hole cards and three community cards) and, therefore, the hand four kings, ace, seven, four will beat the hand four kings, ace, seven two. In some embodiments, it is anticipated that suits will be given differentiating value (e.g., spades highest, thein hearts, diamonds, and clubs). With such, if two hands have the same run (A, K, Q, J, 10), then the hand with the ace of spades will beat the hand with the ace of hearts. In some embodiments, a combination of both the suit and more than five cards is considered in ranking the hands.

[0051] Although the above examples describe an initial showing of the community cards followed by sequential betting and showing of a player's hole cards, it is equally anticipated that there be an initial showing of the player's hole cards (the player is only able to see their own hole cards) along with sequential betting and showing of the community cards.

[0052] FIG. 9 represents a typical initial user-interface for the game format that uses icons (e.g., slot machine-like icons or any icon) where each player receives a total of five player icons 232 (see FIGS. 10-14) and shares two shared icons 230 (see FIGS. 10-14) with all other players. Note that this is an example and it is fully anticipated to have different quantities of shared icons 230 and player's icons 232. In this initial user-interface, an amount of real or virtual money in the pot 100 is shown, which grows as more players enter the contest. Since the game has yet to start, only the cumulative number of players that are in the game 102 is shown (e.g., 260 players) and the count of players who have folded and left the game 104 is shown as zero (nobody has folded yet). A countdown clock 106 indicates a deadline for when new players will no longer be admitted and the game will start. A prospective player must depress an entry directive 108 in order to play the game. In this example, the entry directive 108 includes the amount required to play (the "ante"), if any, shown as, for example, $1. In this embodiment, no icons are shown at this time, though in some embodiments, it is anticipated that one or more icons are exposed before the game begins.

[0053] The player's current score 120 is displayed, which is zero since the game has yet to start. The player's current rank 126 is displayed, which shows as "N/A", again because the game has yet to start. A scoring table 228 is displayed to show the player how many points are awarded for achieving certain combinations of icons. For example, if the player achieves one lemon, 4 points are awarded, but if the player achieves seven lemons, 3,000 (3K) points are awarded. Also, a projected payout table 128 is shown that displays the projected payouts based on the size of the pot 100, the number of players who started the game and the number of players that currently remain playing the game 102. As such, the projected payout table 128 is shown representing a pot of $260, as 260 players were in the game at the beginning of the game.

[0054] FIG. 10 represents the same typical user interface after the game has started. Two of the player icons 232 are revealed to the player and the shared icons 230 are now exposed to all players. Betting is open (either the player bets or folds based upon the player's opinion of the shared icons 230 with the player's icons 232). The pot 100 has grown to $660 to reflect the 200 players who have elected to pay an additional $2 by selecting the "In Next" directive 110, and remain in the game (the number of players that are currently in the game 102 indicates 200 players). The count of players who have folded and left the game 104 is now shown as 60 players, which represents the number of players who have elected to fold and exit the game (e.g., by default or by pressing the fold directive 114 or missing the betting window). If a player does not want to bother with making each individual bet, the player selects the "IN ALL" directive 112, which allows the player to pre-pay for all bets (e.g., in this example, an additional $8) and stay in all subsequent rounds until the end of the game.

[0055] The player's current score is 185, the player's current rank 126 is not disclosed until all icons are exposed. Now, the projected payout table 128 reflects a payout schedule based on a pot 100 of $660, 260 players at the start of the game and currently 200 players still in the game (e.g., 260 * $1 + 200 * $2 = $660).

[0056] FIG. 11 represents the same typical user interface after the next round of concurrent wagering has been concluded. Now, three of the player icons 232 have been revealed (only to that player). The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $980 to reflect the additional fees for the number of players that are currently in the game 102 which is now 160 players (the count of players who have folded and left the game 104 is now 100) to reflect an additional 40 players who have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the player must decide to stay or fold. This is the concurrent deadline for all players to submit the required additional payment by selecting the "In Next" directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero,

the default action will be taken (e.g., the player will automatically fold or the player is automatically in). Note that the "In Next" directive 110 and the "IN ALL" directive 112 display fees that correspond with the stage of the game (e.g., $2 and $6, respectively).

[0057] The player's current score 120 is now 250 based upon five icons (the two shared icons 230 and the three player icons 232). The player's current rank 126 remains as "N/A". The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $980. The player's icons 232 and the shared icons 230 are shown along with empty boxes where the remaining two player icons 232 will be shown.

[0058] FIG. 12 represents the same typical user interface after another round of wagering has been concluded. In this, a total of four player icons 232 are revealed only to this player. The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,180 to reflect the additional fees for the number of players that are currently in the game 102 which is now 100 players (the count of players who have folded and left the game 104 is now 160) as an additional 40 players who have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the final player icon 232 will be revealed. This is the deadline for all players to submit the required additional payment by selecting the "In Next" directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero, the default action will be taken (e.g., the player will automatically fold). Note that the "In Next" directive 110 and the "IN ALL" directive 112 display fees that correspond with the stage of the game (e.g., $2 and $4, respectively).

[0059] The player's current score 120 is now 650 based upon six icons (the two shared icons 230 and four revealed player icons 232). The player's current rank 126 remains as "N/A". The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,180.

[0060] FIG. 13 represents the same typical user interface after the next round of wagering has concluded. In this, all player icons 232 are now revealed only to this player. The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,280 to reflect the additional fees for the number of players that are currently in the game 102 which is now 50 players (the count of players who have folded and left the game 104 is now 210) as additional players have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the game ends. This is the deadline for all players to submit the required additional payment by selecting the "In Next" directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero, the default action will be taken (e.g., the player will automatically fold). Note that the "In Next" directive 110 displays fees that correspond with the final stage of the game (e.g., $2).

[0061] The player's current score 120 is now 654 based upon seven icons (the two shared icons 230 and five revealed player icons 232). The player's current rank 126 remains as "N/A" so the player is still not informed how their five player icons 232 fair with respect to other players. The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,280.

[0062] FIG. 14 represents the same typical user interface after the final round of wagering. The projected payout table 128 reflects a payout schedule based on a pot 100 that is $1,280 (see FIG. 13). The "In Next" directive 110 and the fold directive 114 are no longer displayed since they are no longer applicable. A next game button 118 enables the player to play in the next game, which in preferred embodiments occurs sequentially after the current game ends.

[0063] The player's current score 120 is 654 based upon seven icons (the two shared icons 230 and the five player icons 232). The player's current rank 126 now shows their rank as fifth (e.g., two cherries yield 75, two triple-bars yields 500, one '7' yields 50, one lemon yields 4, and one bell yields 25). The projected payout table 128 reflects a payout schedule based on a pot 100 of $1,280. The five player icons 232 and two shared icons 230 are shown to the player. The set of icons and score for the top ten players is shown in a top-ten box 242.

[0064] The amount won 125 by the player is shown based on player's current score 120 (e.g., 654) and the player's current rank 126 (e.g., fifth), dividing a portion of the pot 100 (e.g., the pot 100 minus a fixed amount or percentage retained by the house) between some number of the highest-ranking players (in this example, 88).

[0065] It is fully anticipated to provide different variations of the gaming system with more or less rounds of betting. For example, in some embodiments, betting is performed only after the player sees one or more of the five player icons 232. In some embodiments, the bet changes for each round, increasing or decreasing. In some embodiments, there are more or less player icons 232 and the five player icons 232 are exposed in the same or different sequences such as one the player icon 232 at a time; two player icons 232, etc. In some embodiments, there are more or less shared icons 230, for example, two player icons 232 and four shared icons 230.

[0066] Although the above examples describe an initial showing of the shared icons 230 followed by sequential betting and showing of the player icons 232, it is equally anticipated that there be an initial showing of one or more of the five player icons 232 (the player is only able to see their own, revealed player icons 232) along with sequential betting and showing of the shared icons 230.

[0067] FIG. 15 represents a typical initial user-interface for the game format that uses numbers or letters (e.g., lottery-like symbols or consecutive integers or any symbols) where each player receives player symbols 332 (numbers in this example) from a symbol space (e.g., integers from 1 to 45) and scores based upon community symbols 330 taken from the same symbol space that are shared with all other players. In the examples shown, five

symbols are randomly selected from the symbol space for the community symbols and five symbols are randomly selected from the symbol space for each player's symbols. Note that this is an example and it is fully anticipated to have different quantities of community symbols 330 and player symbols 332, though it is preferred that the counts of both match (e.g., seven community symbols 330 and seven player's symbols 332). In this initial user-interface, an amount of real or virtual money in the pot 100 is shown, which grows as more players enter the contest. Since the game has yet to start, only the cumulative number of players that are in the game 102 is shown (e.g., 260 players) and the count of players who have folded and left the game 104 is shown as zero (nobody has folded yet). A countdown clock 106 indicates a deadline for when new players will no longer be admitted and the game will start. A prospective player must depress an entry directive 108 in order to play the game. In this example, the entry directive 108 includes the amount required to play (the "ante"), if any, shown as, for example, $1. In this embodiment, no symbols are shown at this time, though in some embodiments, it is anticipated that one or more symbols are exposed before the game begins.

[0068] The player's current score 120 is displayed, which is zero since the game has yet to start. The player's current rank 126 is displayed, which shows as "N/A", again because the game has yet to start. A scoring table 328 is displayed to show the player how many points are awarded for achieving certain matches of symbols. For example, if one of the player symbol 332 matches one of the community symbols 330 the player is awarded 1000 points; if one of the player symbols 332 matches the community symbol 330 of the same position (e.g., the corresponding community symbol 330), the player is an another awarded 1000 points; and if there is no match, the player is awarded one point for each percentage that the player symbol 332 is close to one of the community symbols 330. The projected payout table 128 is shown that displays the projected payouts based on the size of the pot 100, the number of players who started the game and the number of players that currently remain playing the game 102. As such, the projected payout table 128 is shown representing a pot of $260, as 260 players were in the game at the beginning of the game.

[0069] FIG. 16 represents the same typical user interface after the game has started. Two of the player symbols 332 are revealed to each player and the community symbols 330 (five of such) are now exposed to all players. Betting is open (either the player bets or folds based upon the player's opinion of the community symbols 330 with the player's symbols 332). The pot 100 has grown to $660 to reflect the 200 players who have elected to pay an additional $2 by selecting the "In Next" directive 110, and remain in the game (the number of players that are currently in the game 102 indicates 200 players). The count of players who have folded and left the game 104 is now shown as 60 players, which represents the number of players who have elected to fold and exit the game (e.g., by default or by pressing the fold directive 114 or missing the betting window). If a player does not want to bother with making each individual bet, the player selects the "IN ALL" directive 112, which allows the player to prepay for all bets (e.g., in this example, an additional $8) and stay in for all subsequent rounds until the end of the game.

[0070] The player's current score 120 reflects the percentage difference between the player's symbols 332 and the community symbols 330 and the player's current rank 126 is not shown. Now, the projected payout table 128 reflects a payout schedule based on a pot 100 of $660, 260 players at the start of the game and currently 200 players still in the game (e.g., 260 * $1 + 200 * $2 = $660).

[0071] FIG. 17 represents the same typical user interface after the next round of wagering has been concluded. Now, three of the player symbols 332 have been revealed (only to that player). The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $980 to reflect the additional fees for the number of players that are currently in the game 102 which is now 160 players (the count of players who have folded and left the game 104 is now 100) to reflect an additional 40 players who have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the player must decide to stay or fold. This is the deadline for all players to submit the required additional payment by selecting the "In Next" directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero, the default action will be taken (e.g., the player will automatically fold). Note that the "In Next" directive 110 and the "IN ALL" directive 112 display fees that correspond with the stage of the game (e.g., $2 and $6, respectively).

[0072] The player's current score 120 is now 1222 based upon comparisons between the player's symbols 332 and the community symbols 330.The player's current rank 126 remains as "N/A". The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $980. The player's symbols 332 and the community symbols 330 are shown along with empty boxes where the remaining two player symbols 332 will be shown.

[0073] FIG. 18 represents the same typical user interface after another round of wagering has been concluded. In this, a total of four player symbols 332 are revealed only to this player. The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,180 to reflect the additional fees for the number of players that are currently in the game 102 which is now 100 players (the count of players who have folded and left the game 104 is now 160) as an additional 40 players who have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the final player symbol 332 will be revealed. This is the deadline for all players to submit the required additional payment by selecting the "In Next"

directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero, the default action will be taken (e.g., the player will automatically fold). Note that the "In Next" directive 110 and the "IN ALL" directive 112 display fees that correspond with the stage of the game (e.g., $2 and $4, respectively).

[0074] The player's current score 120 is now 3322 based upon comparisons between four of the player symbols 332 and the community symbols 330. The player's current rank 126 remains as "N/A". The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,180.

[0075] FIG. 19 represents the same typical user interface after the next round of wagering has concluded. In this, all player symbols 332 are now revealed only to this player. The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,280 to reflect the additional fees for the number of players that are currently in the game 102 which is now 50 players (the count of players who have folded and left the game 104 is now 210) as additional players have folded. The countdown clock 106 indicates the time (e.g., 30 seconds) until the game ends. This is the deadline for all players to submit the required additional payment by selecting the "In Next" directive 110 to remain in the game or to fold by selecting the fold directive 114. If no action is taken, when the countdown clock 106 reaches zero, the default action will be taken (e.g., the player will automatically fold). Note that the "In Next" directive 110 displays fees that correspond with the final stage of the game (e.g., $2).

[0076] The player's current score 120 is now 3414 based upon comparisons between the player symbols 332 of that player and the community symbols 330. The player's current rank 126 remains as "N/A" so the player is still not informed how the player's symbols 332 fair with respect to those of other players. The projected payout table 128 reflects a payout schedule based on a pot 100 that is now $1,280.

[0077] FIG. 20 represents the same typical user interface after the final round of wagering. The projected payout table 128 reflects a payout schedule based on a pot 100 that is $1,280 (see FIG. 13). The "In Next" directive 110 and the fold directive 114 are no longer displayed since they are no longer applicable. A next game button 118 enables the player to play in the next game, which in preferred embodiments occurs sequentially after the current game ends.

[0078] The player's current score 120 is 3414 based upon comparisons between the player's symbols 332 and the community symbols 330. The player's current rank 126 now shows their rank as fifth based upon the scores of all other players. The projected payout table 128 reflects a payout schedule based on a pot 100 of $1,280. The five player symbols 332 and the community symbols 330 are shown to the player. The amount won 125 by the player is shown based on player's current score 120 (e.g., 3414) and the player's current rank 126 (e.g., fifth), dividing a portion of the pot 100 (e.g., the pot 100 minus a fixed amount or percentage retained by the house) between some number of the highest-ranking players (in this example, 88). Each of the player symbols 332 of the top ten players is shown in a conclusion display area 342.

[0079] It is fully anticipated to provide different variations of the gaming system with more or less rounds of betting. For example, in some embodiments, betting is performed only after the player sees one or more of the five player symbols 332. In some embodiments, the bet changes for each round, increasing or decreasing. In some embodiments, there are more or less player symbols 332 and the five player symbols 332 are exposed in the same or different sequences such as one player symbol 332 at a time; two player symbols 332, etc. In some embodiments, there are more or less player symbols 332 and, preferably, a matching number of community symbols 330, for example, eight player symbols 332 and eight community symbols 330. It is also anticipated that different scoring algorithms be used, for example, only providing points for matches and matches in the same position, etc.

Claims

1. A gaming system comprising:

a server;
a plurality of client devices, each associated with a player;
a symbol space containing a set of all possible symbols;
the server creates a set of community symbols that contains a random set of symbols from the symbol space;
the server requests a wager concurrently from each client device and starts a time period;
after the time period ends, for each client device that made the wager within the time period: the server collects the wager and adds the wager to a pot, the server displays the set of community symbols on a display of each client device, the server randomly selects player symbols from the symbol space, the server reveals a first subset of the player symbols to this player on the client device of that player, and the server concurrently requests a next wager from each client device to open a second round of betting; and the server starts a next time period;
until all betting rounds have concluded: after the next time period ends, for each client device that made the next wager within the next time period: the server collects the next wager and adds the next wager to the pot, the server displays a next subset of the player symbols to the player on the client device of that player, and the server

concurrently requests the next wager from each client device; and the server starts the next time period; and

after all betting rounds have concluded, a plurality of winners is declared based upon a score of the player symbols of that player and the set of community symbols using a scoring algorithm.

2. The gaming system of claim 1, wherein the symbol space comprises a sequence of integers.

3. The gaming system of claim 1, wherein the plurality of winners includes a top percentage of highest values of scores of the players.

4. The gaming system of claim 1, wherein the scoring algorithm awards score based upon how close each player symbol is to a corresponding community symbol of the set of community symbols.

5. The gaming system of claim 4, wherein the scoring algorithm awards bonus score based upon any player symbol matching any community symbols of the set of community symbols.

6. The gaming system of claim 5, wherein the scoring algorithm awards additional bonus score based upon any player symbol matching a corresponding community symbol of the set of community symbols.

7. The gaming system of claim 1, wherein the set of community symbols includes five symbols from the symbol space and each set of player symbols includes five symbols from the symbol space.

8. (Cancel) The gaming system of claim 1, wherein the time period is not equal to the next time period.

9. A method of gaming by a set of players, the method comprising:

randomly selecting a set of community symbols from a digital representation of a symbol space;

on a display associated with each player, requesting a first wager within a time period;

after the time period expires, for each player that made the first wager within the time period: adding the first wager to a pot and adding each player to a set of active players;

for each player in the set of active players, randomly selecting player symbols from the symbol space;

for each player in the set of active players, displaying the set of community symbols and a subset of the player symbols for that player on the display associated with that player;

concurrently requesting a next wager from each player that is in the set of active players and starting a next time period;

until all player symbols are revealed, after the next time period expires, removing each player that failed to make the next wager from the set of active players, then for each player that remains in the set of active players: adding the next wager to the pot, displaying a next subset of the player symbols for that player on the display associated with that player and concurrently displaying a request that the next wager be made within the next time period by each player on the display associated with each player in the set of active players; and resetting the next time period; and

after all of the player symbols are revealed to each player that is in the set of active players, for each player in the set of active players: generating a score for each player using a combination of the player symbols for that player and the set of community symbols, and declaring a plurality of winners based upon a ranking of the score for each player.

10. The method of claim 9, wherein the symbol space comprises a range of integer numbers.

11. The method of claim 9, wherein the plurality of winners includes a top percentage of highest of the score of each player.

12. The method of claim 9, wherein the step of generating the score for each player using the combination of the player symbols for that player and the set of community symbols includes scoring based upon how close each player symbol is to a corresponding community symbol of the set of community symbols.

13. The method of claim 12, wherein the step of generating the score for each player using the combination of the player symbols for that player and the set of community symbols includes awarding bonus score based upon any player symbol matching any of the set of community symbols and/or awarding another bonus score based upon any player symbol matching the corresponding community symbol of the set of community symbols.

14. The method of claim 9, wherein the set of community symbols comprises five symbols from the symbol space.

15. Program instructions tangibly embodied in a non-transitory storage medium comprising at least one instruction configured to implement a system for gaming between a set of players, wherein the at least one instruction, when executed, causes the system to implement the method of any one of claims 9 to 14.

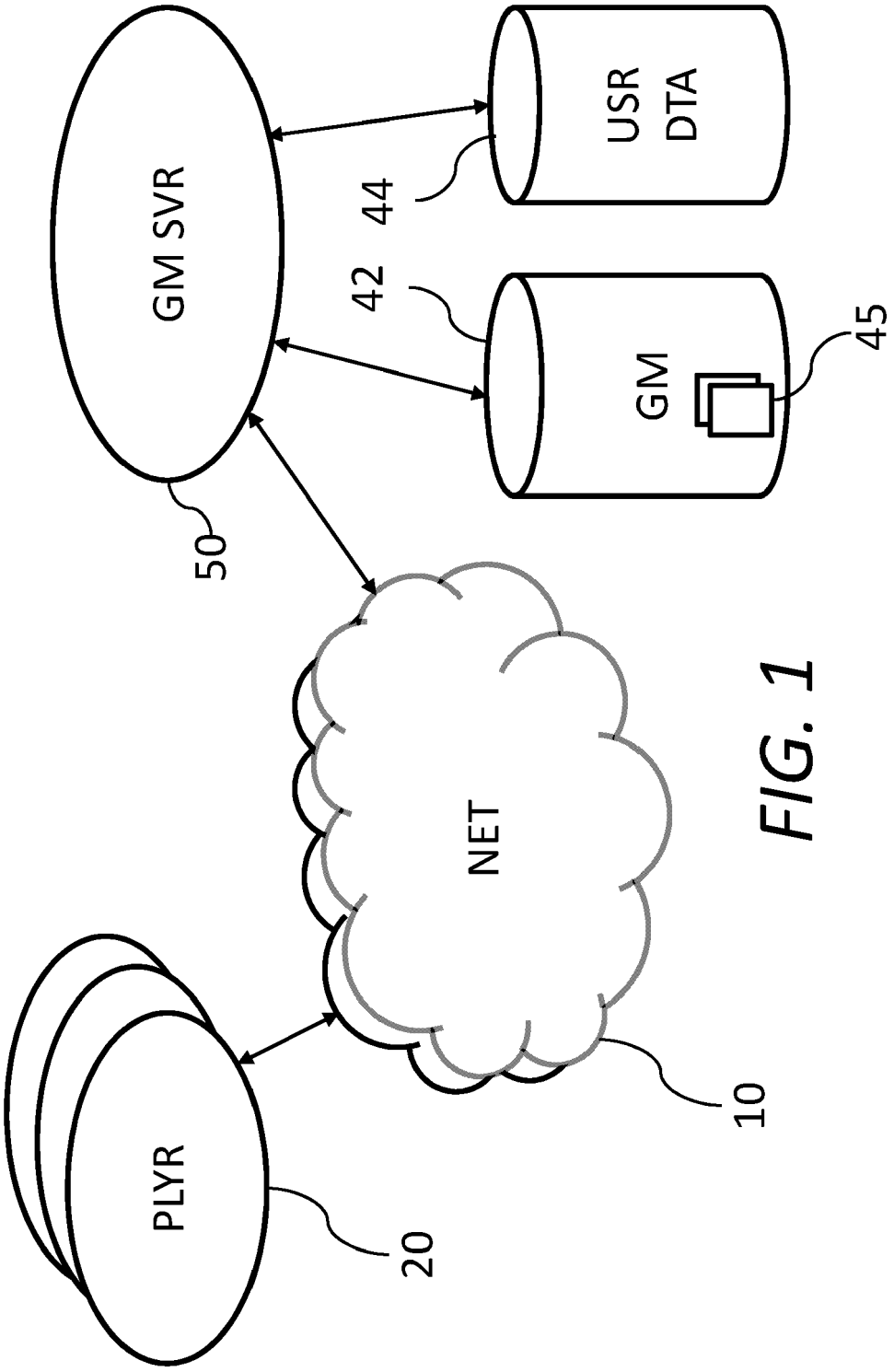

FIG. 1

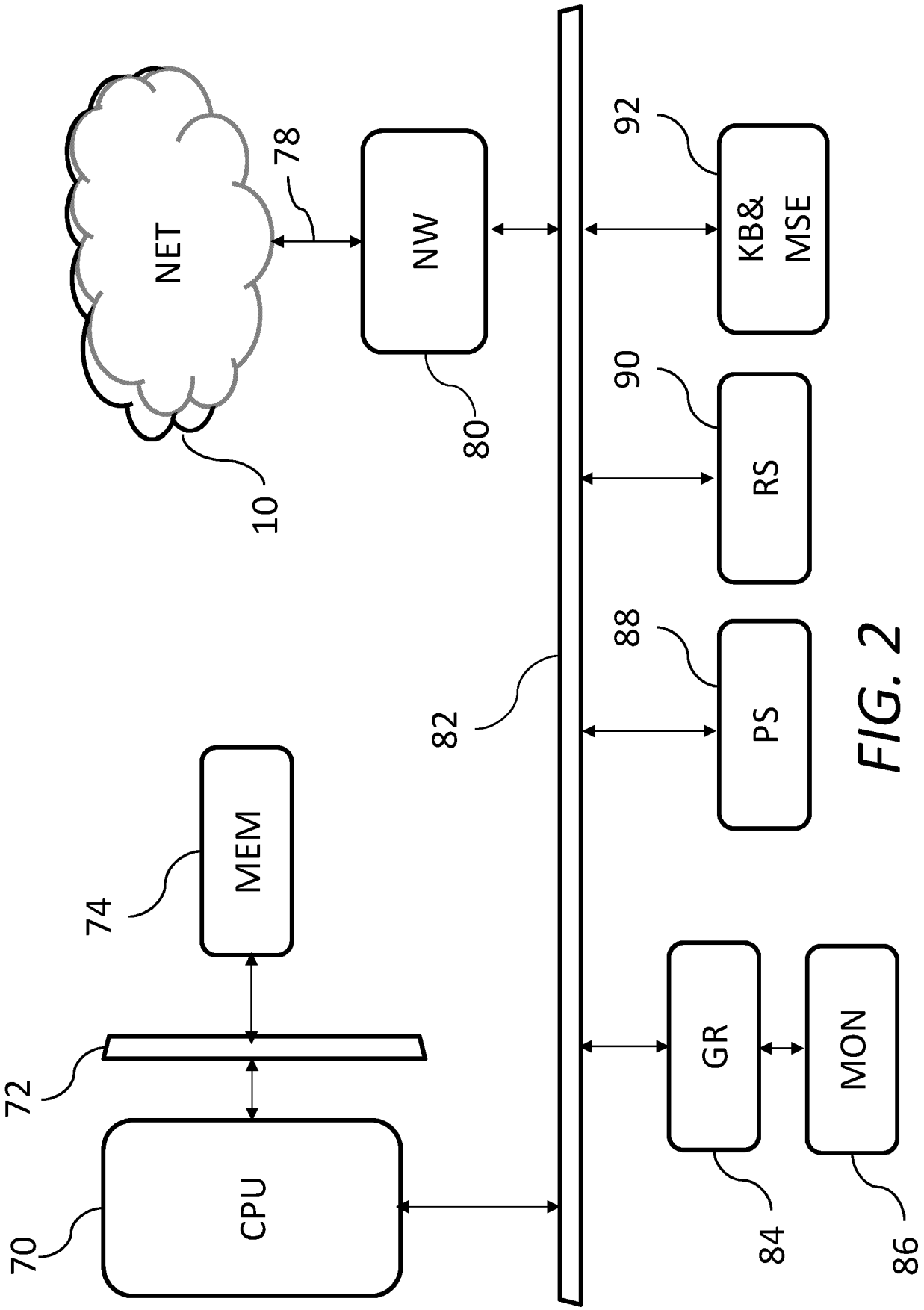

FIG. 2

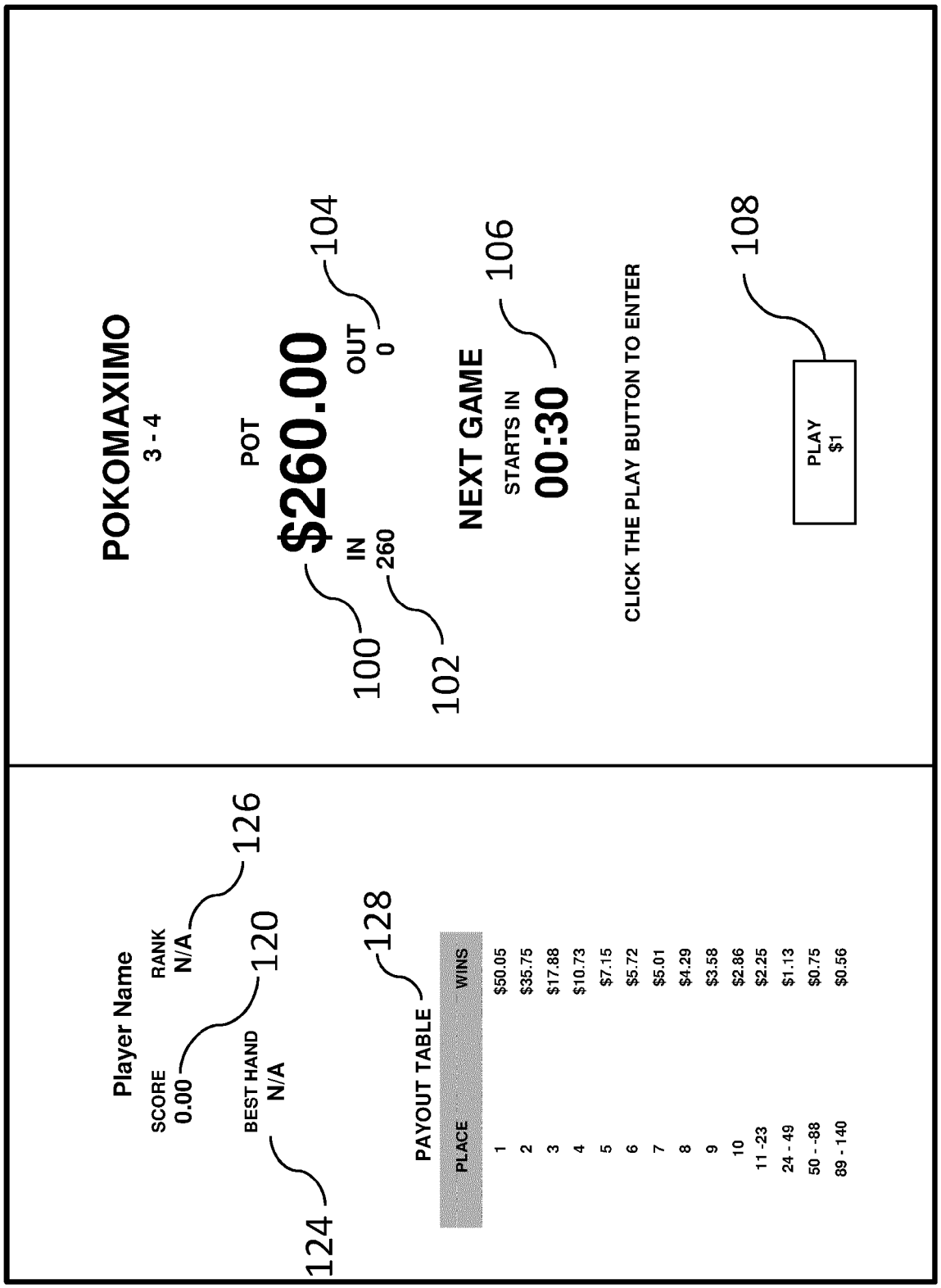
POKOMAXIMO
3 - 4
POT
$260.00
IN
260
OUT
0
NEXT GAME
STARTS IN
00:30
CLICK THE PLAY BUTTON TO ENTER
PLAY
$1
100
102
104
106
108
Player Name
SCORE
0.00
RANK
N/A
BEST HAND
N/A
120
124
126
PAYOUT TABLE
128
PLACE
WINS
1 $50.05
2 $35.75
3 $17.88
4 $10.73
5 $7.15
6 $5.72
7 $5.01
8 $4.29
9 $3.58
10 $2.86
11 -23 $2.25
24 - 49 $1.13
50 - -88 $0.75
89 - 140 $0.56

FIG. 3

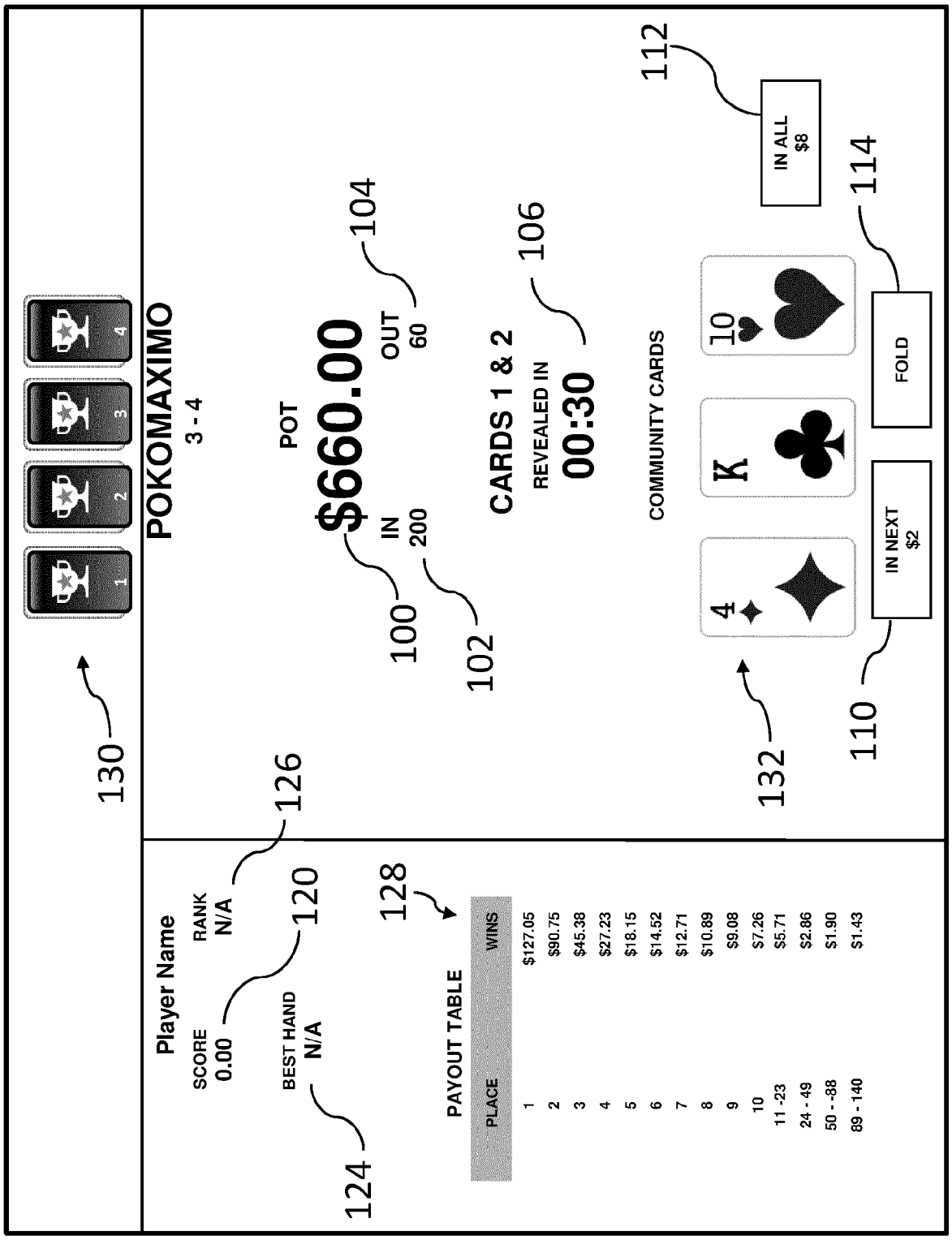
POKOMAXIMO
3 - 4
POT
$660.00
OUT
60
IN
200
CARDS 1 & 2
REVEALED IN
00:30
COMMUNITY CARDS
IN ALL
$8
IN NEXT
$2
FOLD
Player Name
SCORE
0.00
RANK
N/A
BEST HAND
N/A
PAYOUT TABLE
PLACE
WINS
1 $127.05
2 $90.75
3 $45.38
4 $27.23
5 $18.15
6 $14.52
7 $12.71
8 $10.89
9 $9.08
10 $7.26
11 -23 $5.71
24 - 49 $2.86
50 - -88 $1.90
89 - 140 $1.43
100
102
104
106
110
112
114
120
124
126
128
130
132

FIG. 4

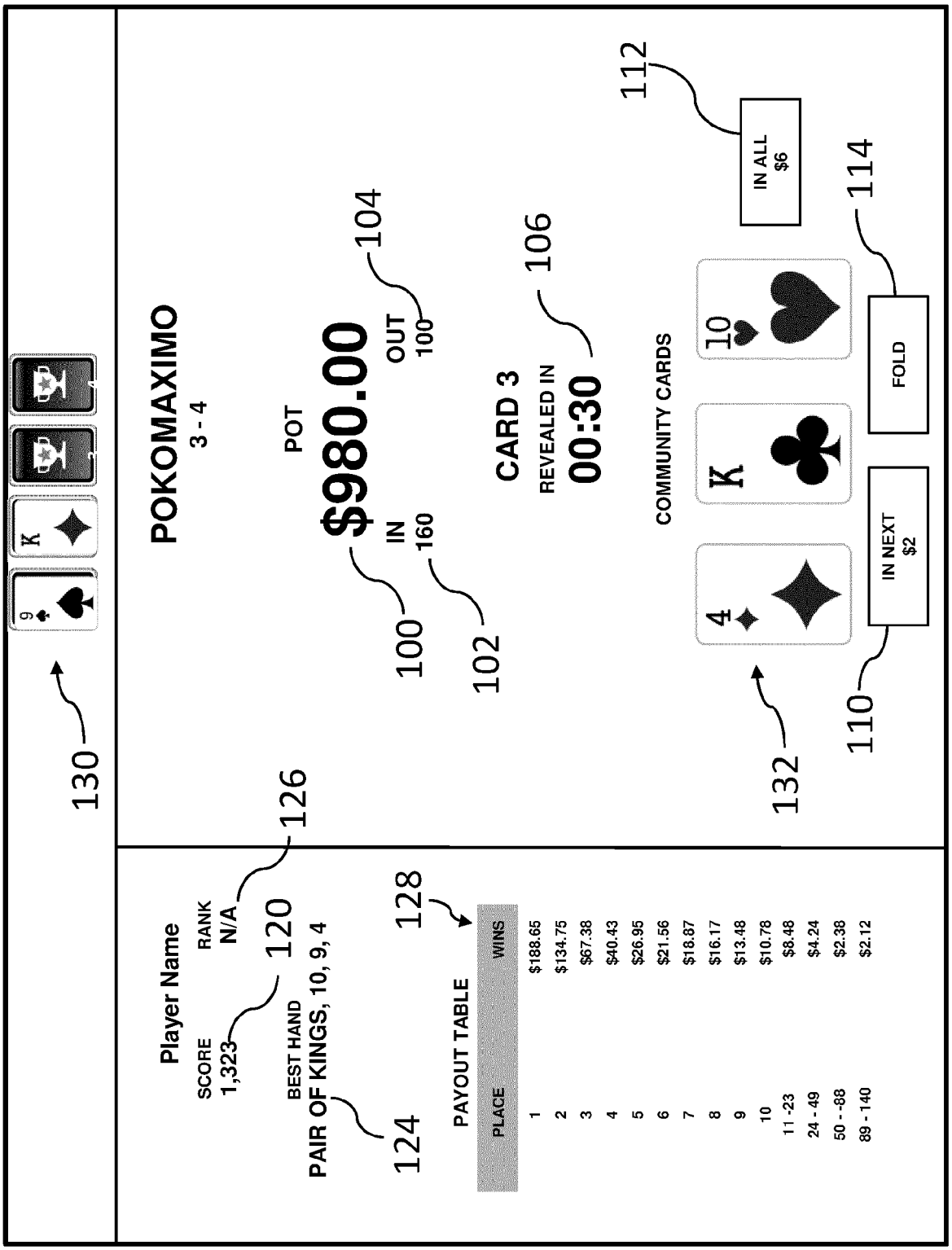
POKOMAXIMO
3 - 4
POT
$980.00
IN
160
OUT
100
CARD 3
REVEALED IN
00:30
COMMUNITY CARDS
IN ALL
$6
IN NEXT
$2
FOLD
Player Name
SCORE
1,323
RANK
N/A
BEST HAND
PAIR OF KINGS, 10, 9, 4
PAYOUT TABLE
PLACE
WINS
1 $188.65
2 $134.75
3 $67.38
4 $40.43
5 $26.95
6 $21.56
7 $18.87
8 $16.17
9 $13.48
10 $10.78
11 -23 $8.48
24 - 49 $4.24
50 - -88 $2.38
89 - 140 $2.12
100
102
104
106
110
112
114
120
124
126
128
130
132

FIG. 5

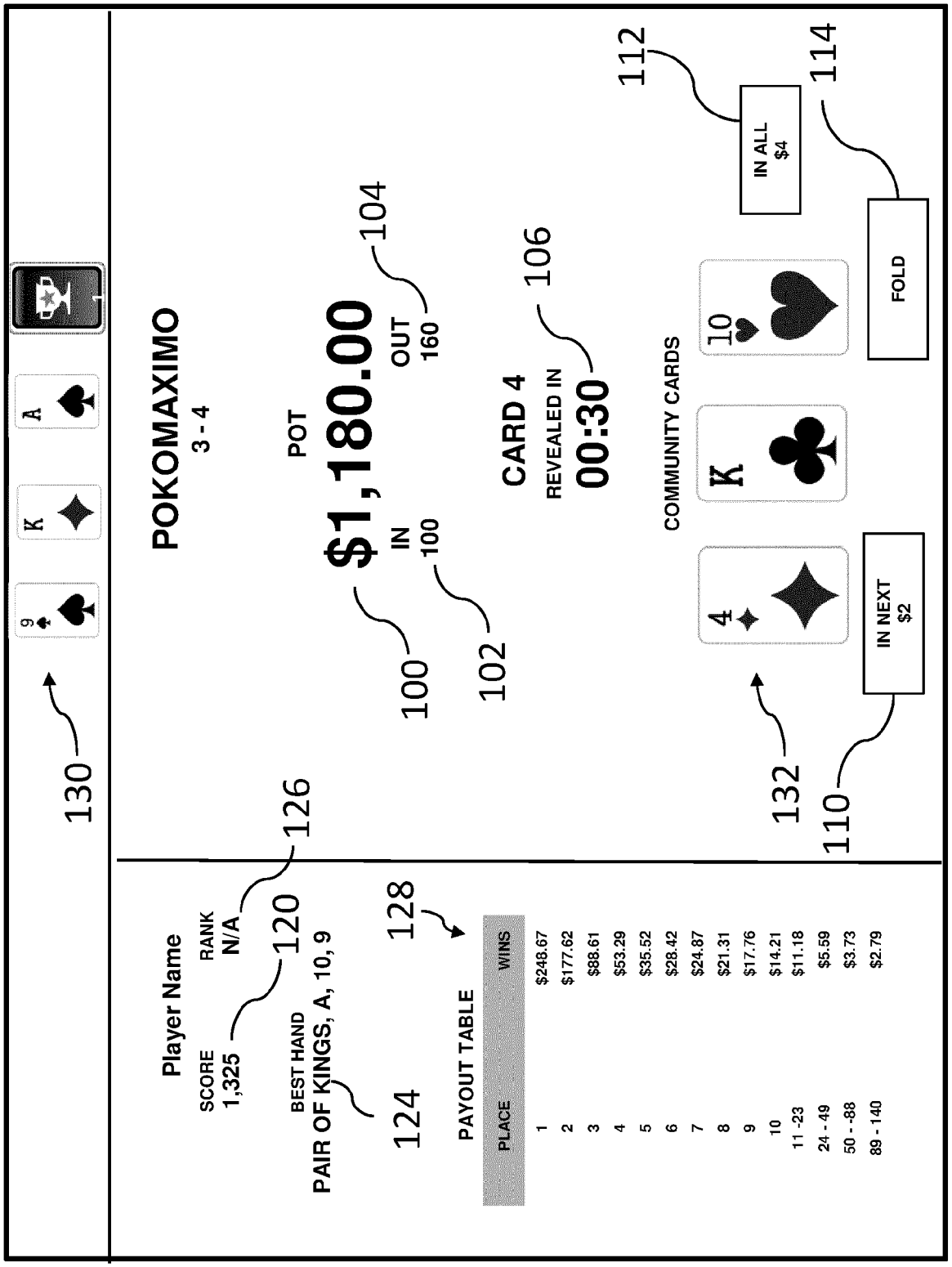
POKOMAXIMO
3 - 4
POT
$1,180.00
IN
100
OUT
160
CARD 4
REVEALED IN
00:30
COMMUNITY CARDS
IN ALL
$4
FOLD
IN NEXT
$2
Player Name
SCORE
1,325
RANK
N/A
BEST HAND
PAIR OF KINGS, A, 10, 9
PAYOUT TABLE
PLACE
WINS
1 $248.67
2 $177.62
3 $88.61
4 $53.29
5 $35.52
6 $28.42
7 $24.87
8 $21.31
9 $17.76
10 $14.21
11 -23 $11.18
24 - 49 $5.59
50 - 88 $3.73
89 - 140 $2.79
130
126
120
128
124
100
102
104
106
112
114
132
110

FIG. 6

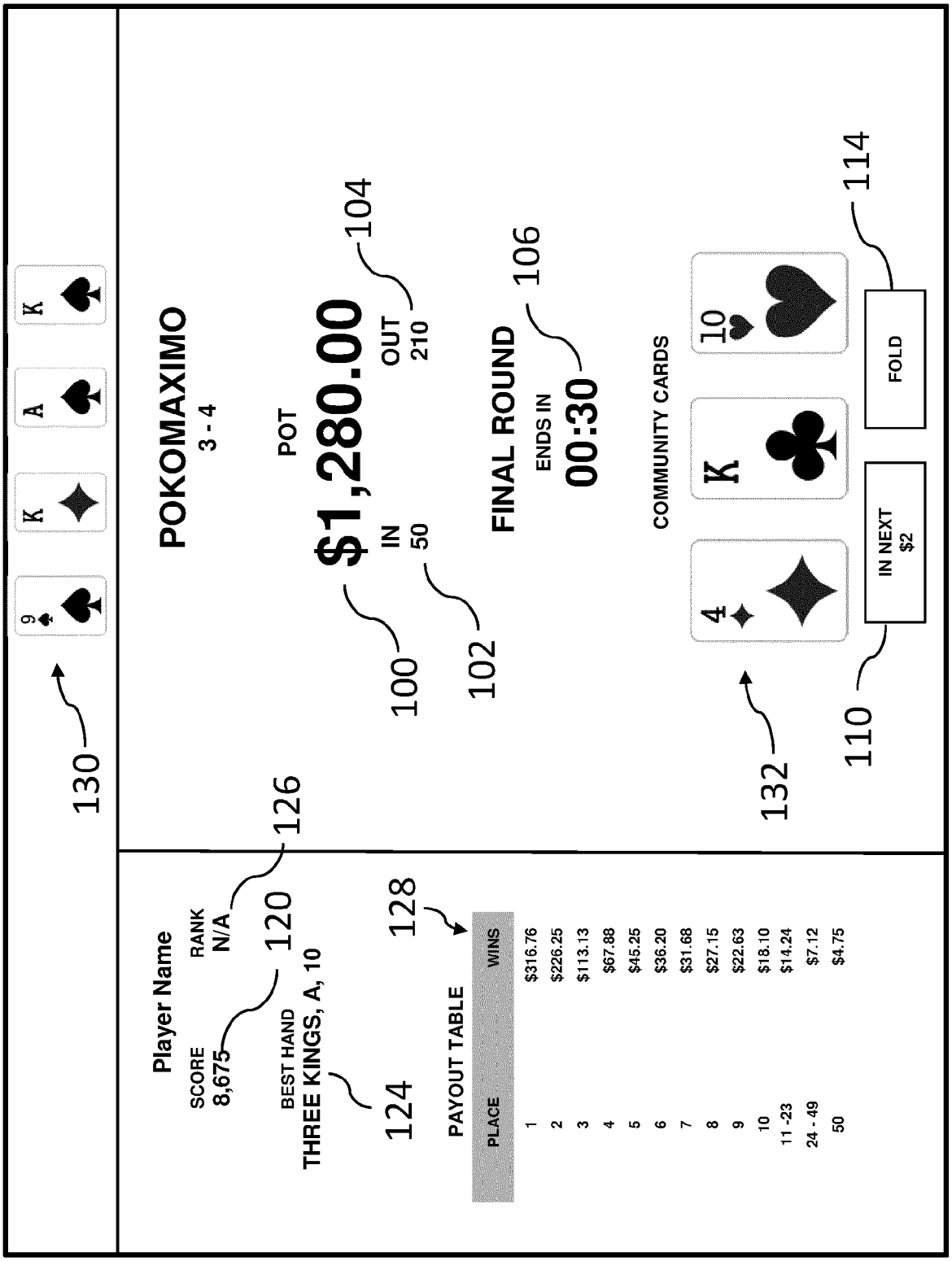
POKOMAXIMO
3 - 4
POT
$1,280.00
IN
50
OUT
210
FINAL ROUND
ENDS IN
00:30
COMMUNITY CARDS
IN NEXT
$2
FOLD
Player Name
SCORE
8,675
RANK
N/A
BEST HAND
THREE KINGS, A, 10
PAYOUT TABLE
PLACE
WINS
1 $316.76
2 $226.25
3 $113.13
4 $67.88
5 $45.25
6 $36.20
7 $31.68
8 $27.15
9 $22.63
10 $18.10
11 -23 $14.24
24 - 49 $7.12
50 $4.75
130
100
102
104
106
110
114
120
124
126
128
132

FIG. 7

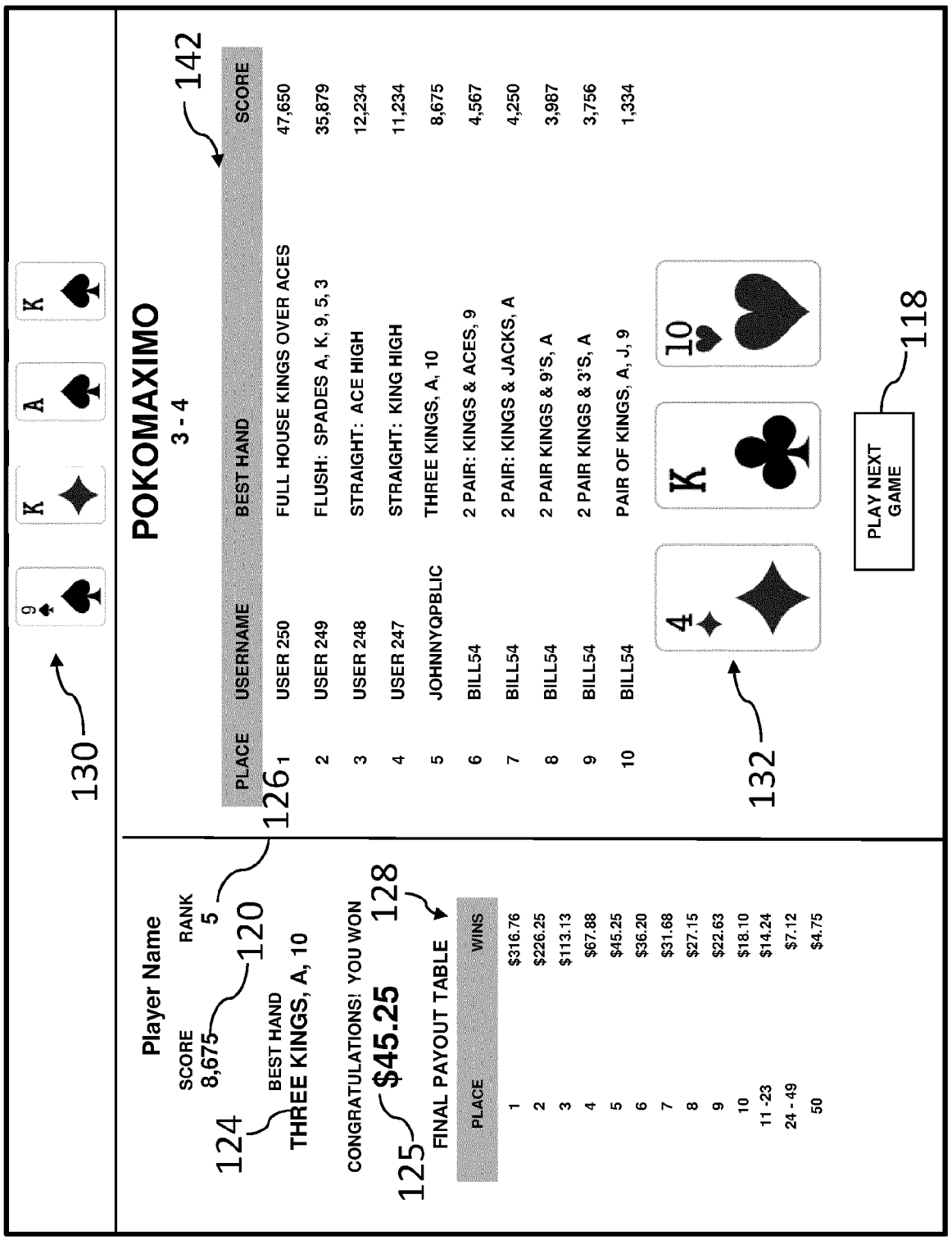
130
9
K
A
K
POKOMAXIMO
3 - 4
142
PLACE
USERNAME
BEST HAND
SCORE
126
1 USER 250 FULL HOUSE KINGS OVER ACES 47,650
2 USER 249 FLUSH: SPADES A, K, 9, 5, 3 35,879
3 USER 248 STRAIGHT: ACE HIGH 12,234
4 USER 247 STRAIGHT: KING HIGH 11,234
5 JOHNNYQPBLIC THREE KINGS, A, 10 8,675
6 BILL54 2 PAIR: KINGS & ACES, 9 4,567
7 BILL54 2 PAIR: KINGS & JACKS, A 4,250
8 BILL54 2 PAIR KINGS & 9'S, A 3,987
9 BILL54 2 PAIR KINGS & 3'S, A 3,756
10 BILL54 PAIR OF KINGS, A, J, 9 1,334
132
4
K
10
PLAY NEXT GAME
118
Player Name
SCORE 8,675
RANK 5
120
124
BEST HAND
THREE KINGS, A, 10
CONGRATULATIONS! YOU WON
$45.25
125
128
FINAL PAYOUT TABLE
PLACE WINS
1 $316.76
2 $226.25
3 $113.13
4 $67.88
5 $45.25
6 $36.20
7 $31.68
8 $27.15
9 $22.63
10 $18.10
11 -23 $14.24
24 - 49 $7.12
50 $4.75

FIG. 8

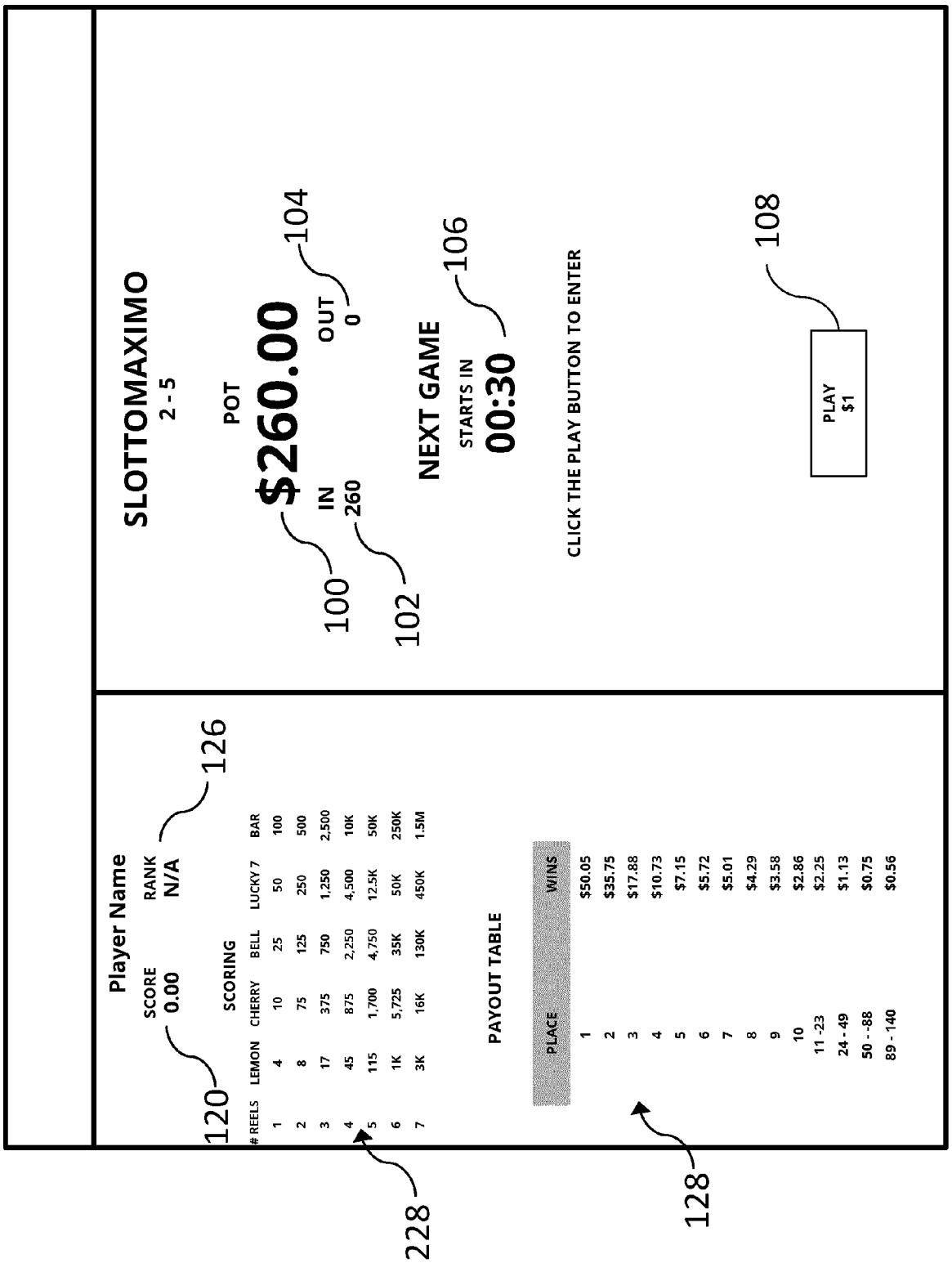
SLOTTOMAXIMO
2 - 5
POT
$260.00
IN
260
OUT
0
NEXT GAME
STARTS IN
00:30
CLICK THE PLAY BUTTON TO ENTER
PLAY
$1
Player Name
SCORE
0.00
RANK
N/A
SCORING
REELS LEMON CHERRY BELL LUCKY 7 BAR
1 4 10 25 50 100
2 8 75 125 250 500
3 17 375 750 1,250 2,500
4 45 875 2,250 4,500 10K
5 115 1,700 4,750 12.5K 50K
6 1K 5,725 35K 50K 250K
7 3K 16K 130K 450K 1.5M
PAYOUT TABLE
PLACE WINS
1 $50.05
2 $35.75
3 $17.88
4 $10.73
5 $7.15
6 $5.72
7 $5.01
8 $4.29
9 $3.58
10 $2.86
11 -23 $2.25
24 - 49 $1.13
50 - -88 $0.75
89 - 140 $0.56
100
102
104
106
108
120
126
128
228

FIG. 9

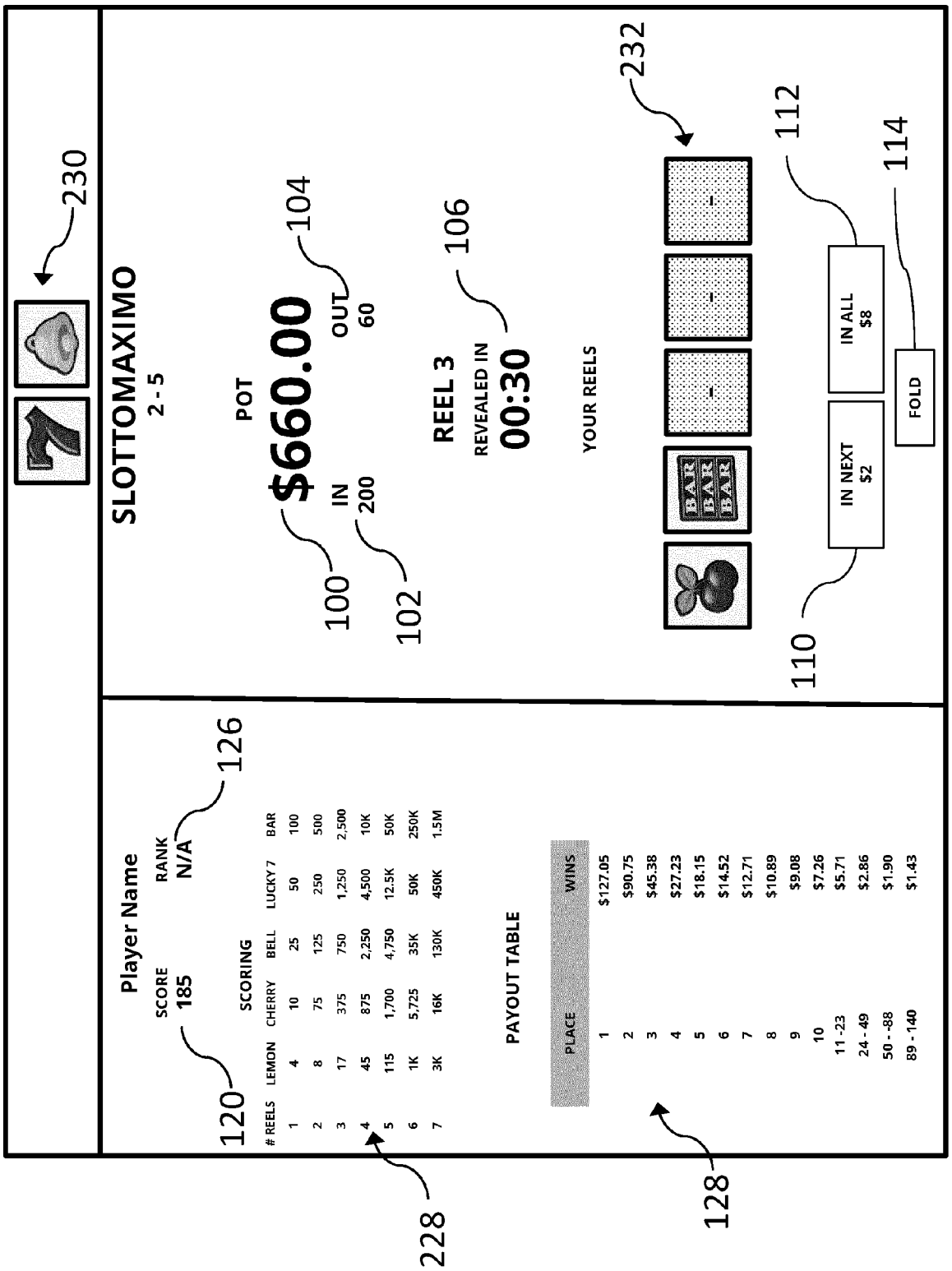
230
SLOTTOMAXIMO
2 - 5
POT
$660.00
104
OUT
60
100
IN
200
102
REEL 3
REVEALED IN
00:30
106
YOUR REELS
232
BAR
BAR
BAR
112
IN NEXT
$2
IN ALL
$8
FOLD
114
110
Player Name
SCORE
185
RANK
N/A
126
120
SCORING
REELS LEMON CHERRY BELL LUCKY 7 BAR
1 4 10 25 50 100
2 8 75 125 250 500
3 17 375 750 1,250 2,500
4 45 875 2,250 4,500 10K
5 115 1,700 4,750 12.5K 50K
6 1K 5,725 35K 50K 250K
7 3K 16K 130K 450K 1.5M
228
PAYOUT TABLE
PLACE WINS
1 $127.05
2 $90.75
3 $45.38
4 $27.23
5 $18.15
6 $14.52
7 $12.71
8 $10.89
9 $9.08
10 $7.26
11 -23 $5.71
24 - 49 $2.86
50 - -88 $1.90
89 - 140 $1.43
128

FIG. 10

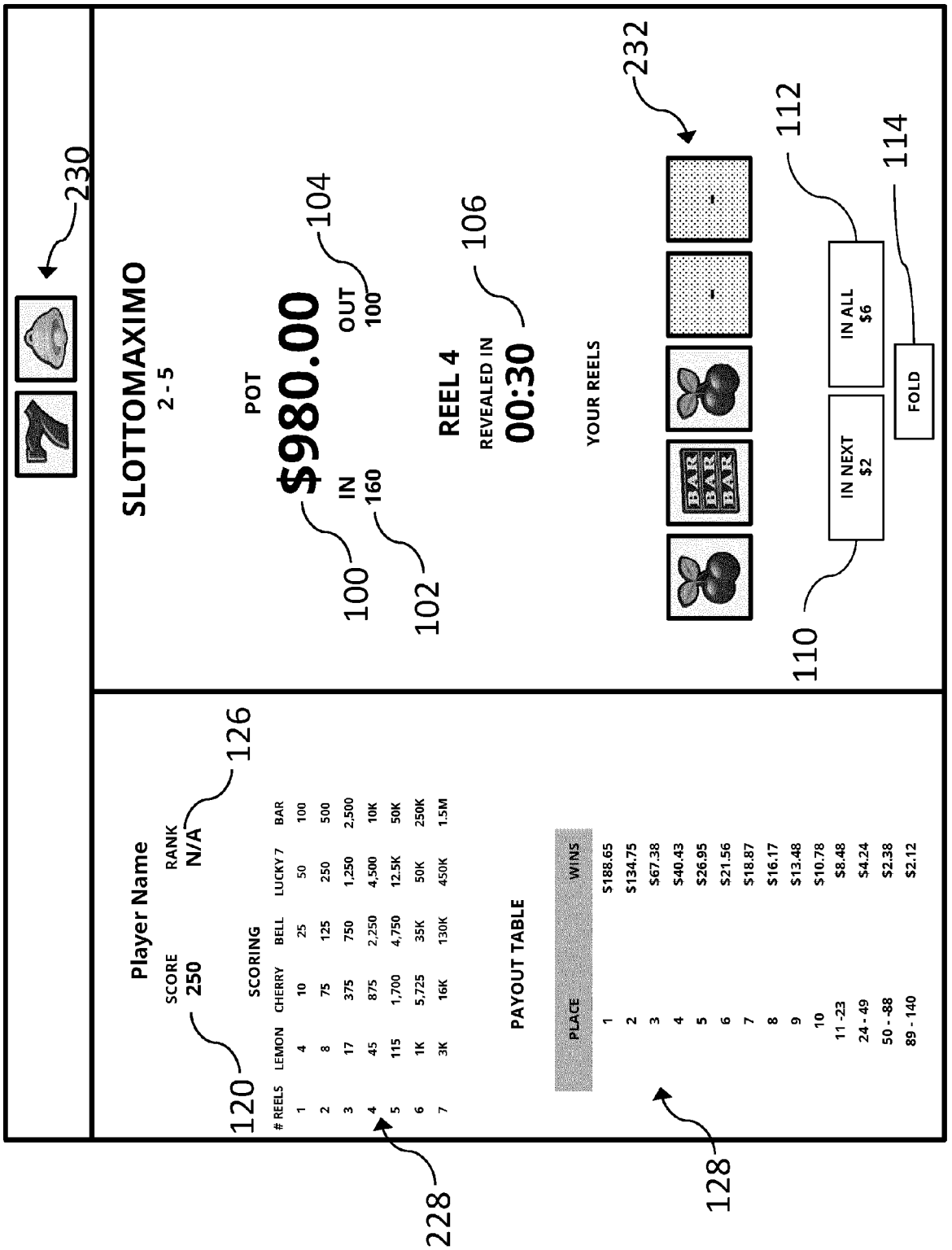
230
SLOTTOMAXIMO
2 - 5
POT
$980.00
104
OUT
100
IN
160
100
102
REEL 4
106
REVEALED IN
00:30
YOUR REELS
232
112
114
110
IN NEXT
$2
IN ALL
$6
FOLD
Player Name
SCORE
250
RANK
N/A
126
120
SCORING
REELS LEMON CHERRY BELL LUCKY 7 BAR
1 4 10 25 50 100
2 8 75 125 250 500
3 17 375 750 1,250 2,500
4 45 875 2,250 4,500 10K
5 115 1,700 4,750 12.5K 50K
6 1K 5,725 35K 50K 250K
7 3K 16K 130K 450K 1.5M
PAYOUT TABLE
PLACE WINS
1 $188.65
2 $134.75
3 $67.38
4 $40.43
5 $26.95
6 $21.56
7 $18.87
8 $16.17
9 $13.48
10 $10.78
11 -23 $8.48
24 - 49 $4.24
50 - -88 $2.38
89 - 140 $2.12
228
128

FIG. 11

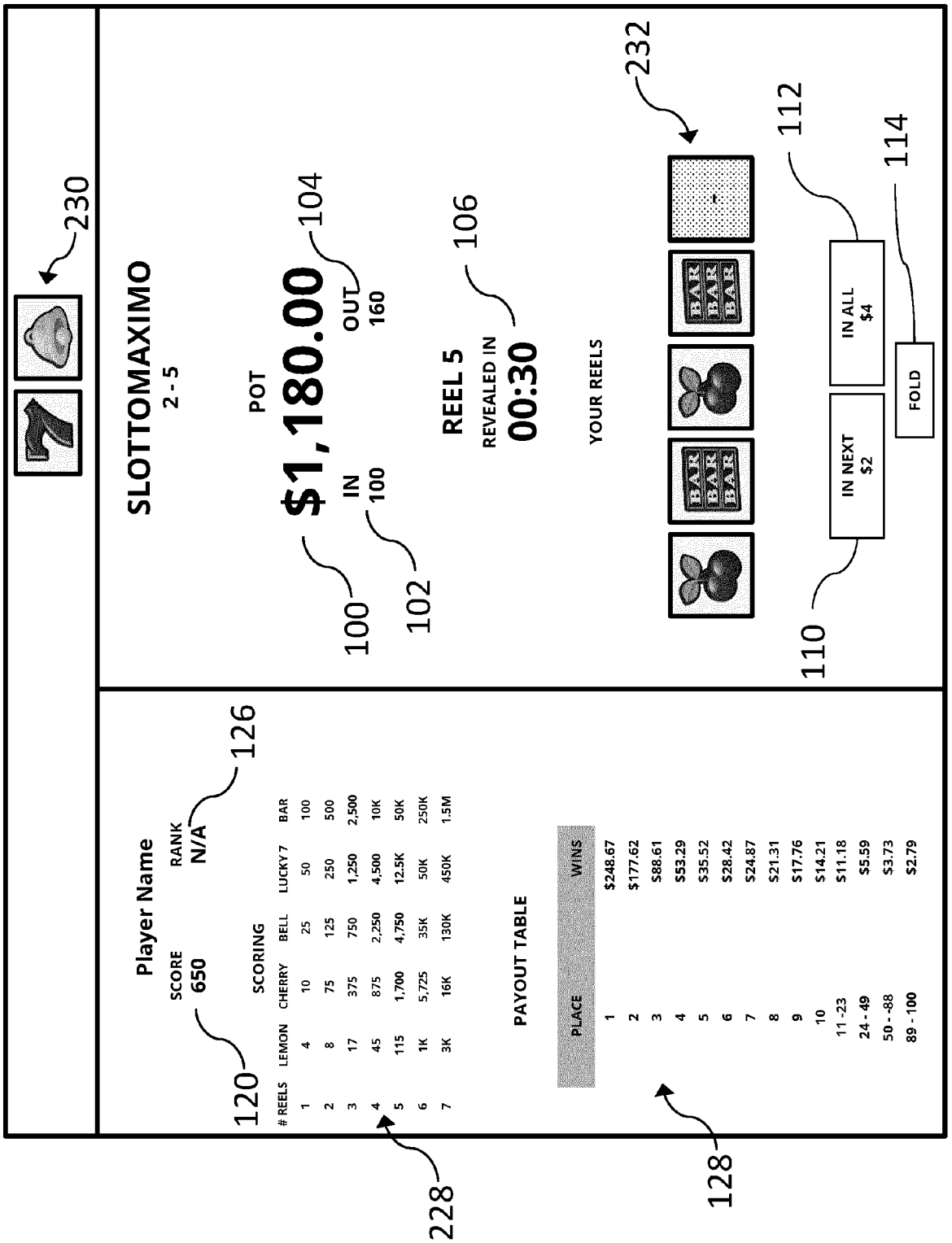
230
SLOTTOMAXIMO
2 - 5
POT
$1,180.00
104
OUT
160
IN
100
100
102
REEL 5
REVEALED IN
00:30
106
YOUR REELS
232
112
114
110
IN NEXT
$2
IN ALL
$4
FOLD
Player Name
SCORE
650
RANK
N/A
126
120
SCORING
REELS LEMON CHERRY BELL LUCKY 7 BAR
1 4 10 25 50 100
2 8 75 125 250 500
3 17 375 750 1,250 2,500
4 45 875 2,250 4,500 10K
5 115 1,700 4,750 12.5K 50K
6 1K 5,725 35K 50K 250K
7 3K 16K 130K 450K 1.5M
PAYOUT TABLE
PLACE WINS
1 $248.67
2 $177.62
3 $88.61
4 $53.29
5 $35.52
6 $28.42
7 $24.87
8 $21.31
9 $17.76
10 $14.21
11 -23 $11.18
24 - 49 $5.59
50 - -88 $3.73
89 - 100 $2.79
228
128

FIG. 12

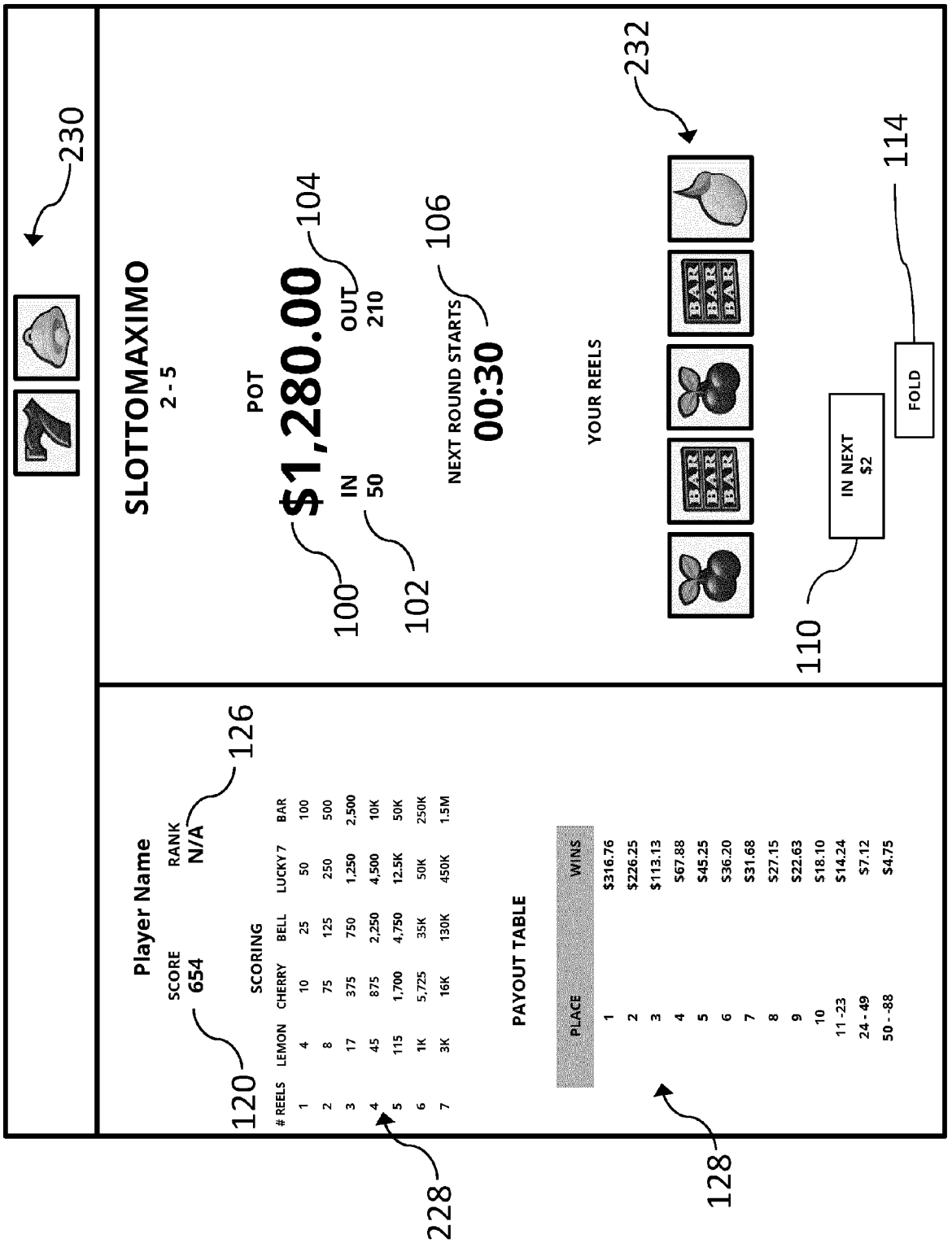
230
SLOTTOMAXIMO
2 - 5
POT
$1,280.00
104
100
IN
50
102
OUT
210
NEXT ROUND STARTS
106
00:30
YOUR REELS
232
BAR
BAR
BAR
110
IN NEXT
$2
FOLD
114
Player Name
SCORE
654
RANK
N/A
126
120
SCORING
REELS LEMON CHERRY BELL LUCKY 7 BAR
1 4 10 25 50 100
2 8 75 125 250 500
3 17 375 750 1,250 2,500
4 45 875 2,250 4,500 10K
5 115 1,700 4,750 12.5K 50K
6 1K 5,725 35K 50K 250K
7 3K 16K 130K 450K 1.5M
PAYOUT TABLE
PLACE WINS
1 $316.76
2 $226.25
3 $113.13
4 $67.88
5 $45.25
6 $36.20
7 $31.68
8 $27.15
9 $22.63
10 $18.10
11 -23 $14.24
24 - 49 $7.12
50 - -88 $4.75
228
128

FIG. 13

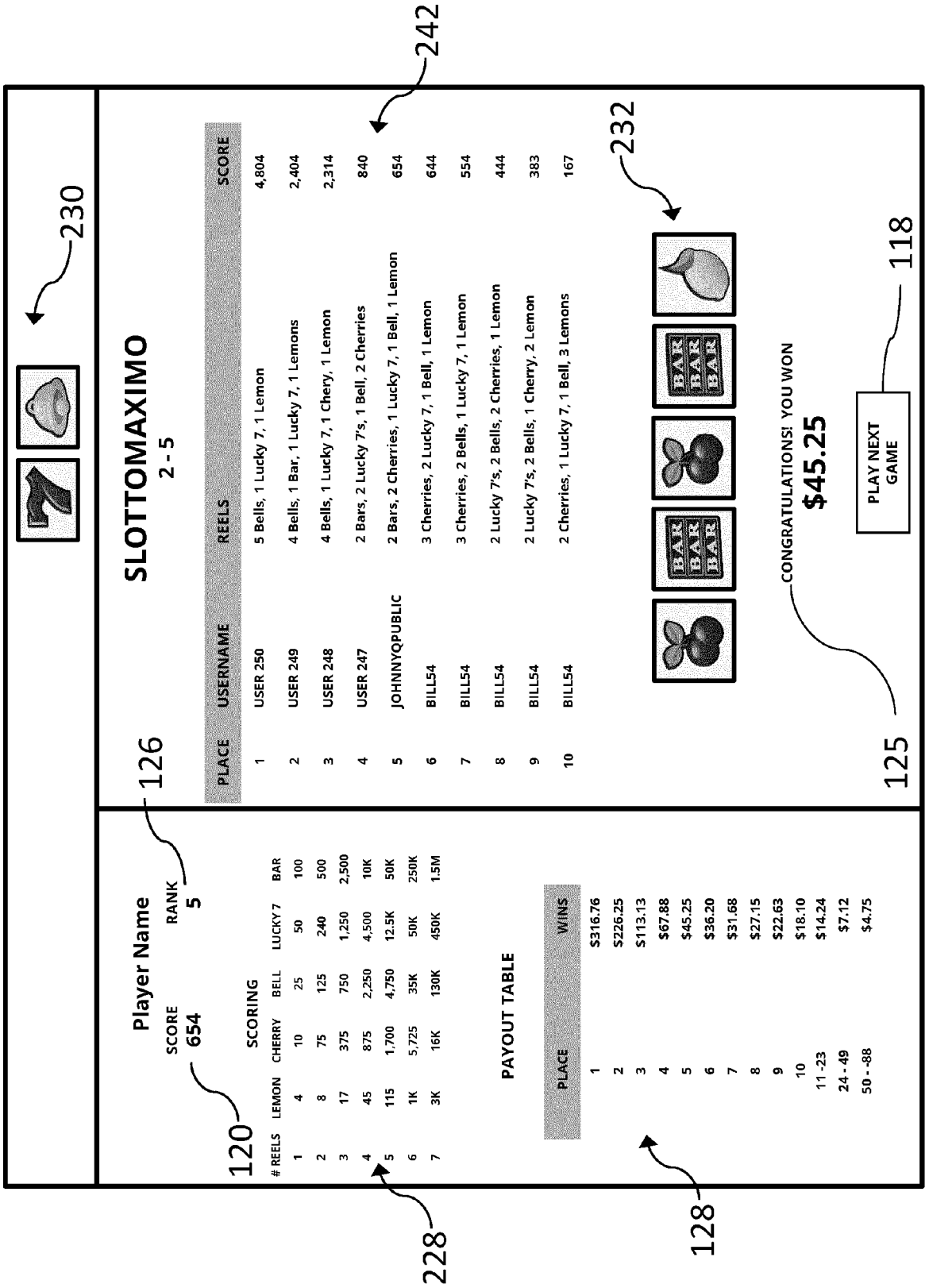
230
242
SLOTTOMAXIMO
2 - 5
PLACE
USERNAME
REELS
SCORE
1
USER 250
5 Bells, 1 Lucky 7, 1 Lemon
4,804
2
USER 249
4 Bells, 1 Bar, 1 Lucky 7, 1 Lemons
2,404
3
USER 248
4 Bells, 1 Lucky 7, 1 Chery, 1 Lemon
2,314
4
USER 247
2 Bars, 2 Lucky 7's, 1 Bell, 2 Cherries
840
5
JOHNNYQPUBLIC
2 Bars, 2 Cherries, 1 Lucky 7, 1 Bell, 1 Lemon
654
6
BILL54
3 Cherries, 2 Lucky 7, 1 Bell, 1 Lemon
644
7
BILL54
3 Cherries, 2 Bells, 1 Lucky 7, 1 Lemon
554
8
BILL54
2 Lucky 7's, 2 Bells, 2 Cherries, 1 Lemon
444
9
BILL54
2 Lucky 7's, 2 Bells, 1 Cherry, 2 Lemon
383
10
BILL54
2 Cherries, 1 Lucky 7, 1 Bell, 3 Lemons
167
126
Player Name
RANK
5
SCORE
654
120
SCORING
REELS
LEMON
CHERRY
BELL
LUCKY 7
BAR
1
4
10
25
50
100
2
8
75
125
240
500
3
17
375
750
1,250
2,500
4
45
875
2,250
4,500
10K
5
115
1,700
4,750
12.5K
50K
6
1K
5,725
35K
50K
250K
7
3K
16K
130K
450K
1.5M
PAYOUT TABLE
PLACE
WINS
1
$316.76
2
$226.25
3
$113.13
4
$67.88
5
$45.25
6
$36.20
7
$31.68
8
$27.15
9
$22.63
10
$18.10
11 -23
$14.24
24 - 49
$7.12
50 - -88
$4.75
228
128
232
BAR
BAR
BAR
CONGRATULATIONS! YOU WON
$45.25
PLAY NEXT GAME
118
125

FIG. 14

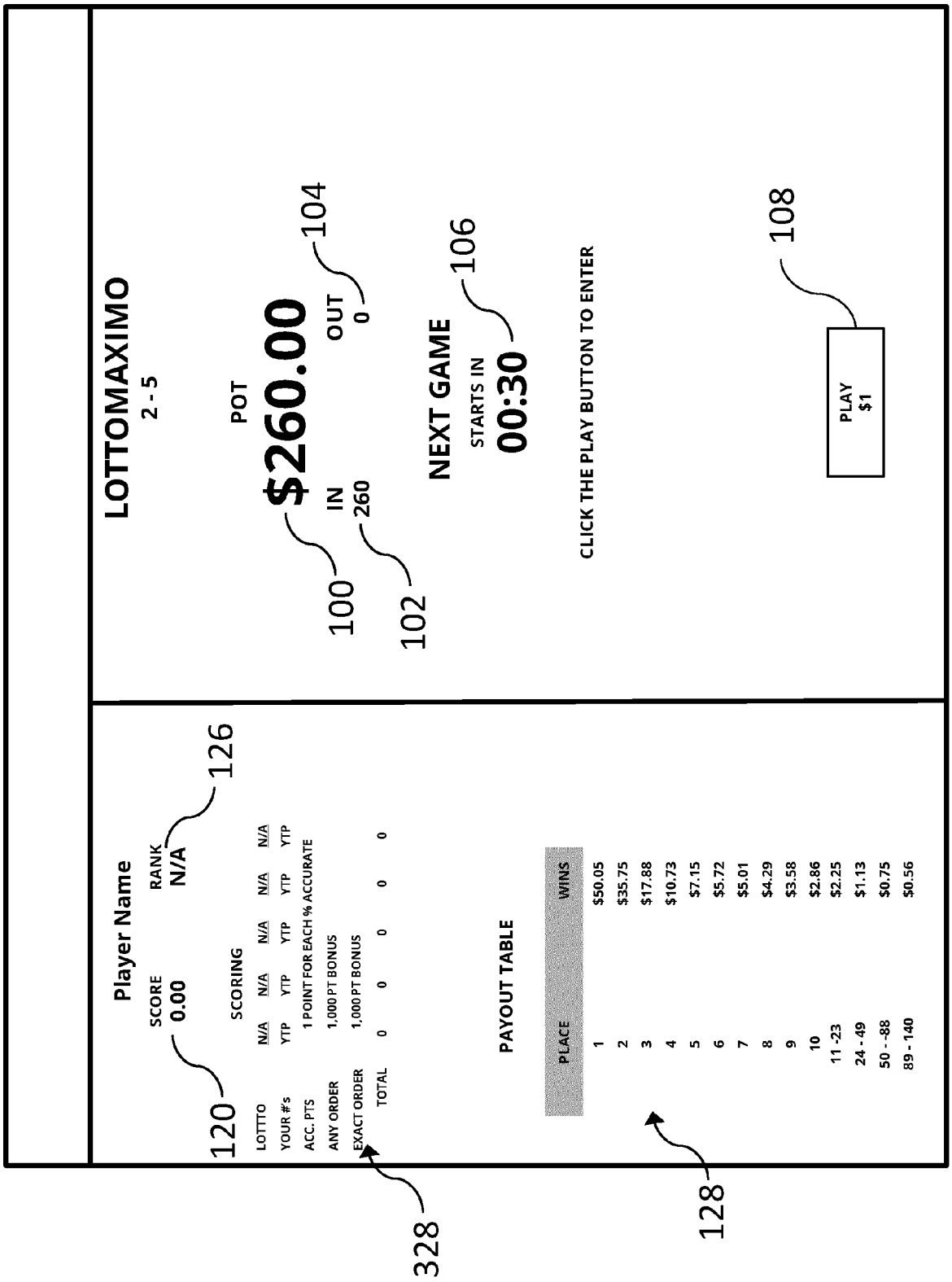
LOTTOMAXIMO
2 - 5
POT
$260.00
100
IN
260
102
OUT
0
104
NEXT GAME
STARTS IN
00:30
106
CLICK THE PLAY BUTTON TO ENTER
PLAY
$1
108
Player Name
SCORE
0.00
120
RANK
N/A
126
SCORING
LOTTO N/A N/A N/A N/A N/A
YOUR #s YTP YTP YTP YTP YTP
ACC. PTS 1 POINT FOR EACH % ACCURATE
ANY ORDER 1,000 PT BONUS
EXACT ORDER 1,000 PT BONUS
TOTAL 0 0 0 0 0
328
PAYOUT TABLE
PLACE WINS
1 $50.05
2 $35.75
3 $17.88
4 $10.73
5 $7.15
6 $5.72
7 $5.01
8 $4.29
9 $3.58
10 $2.86
11 -23 $2.25
24 - 49 $1.13
50 - -88 $0.75
89 - 140 $0.56
128

FIG. 15

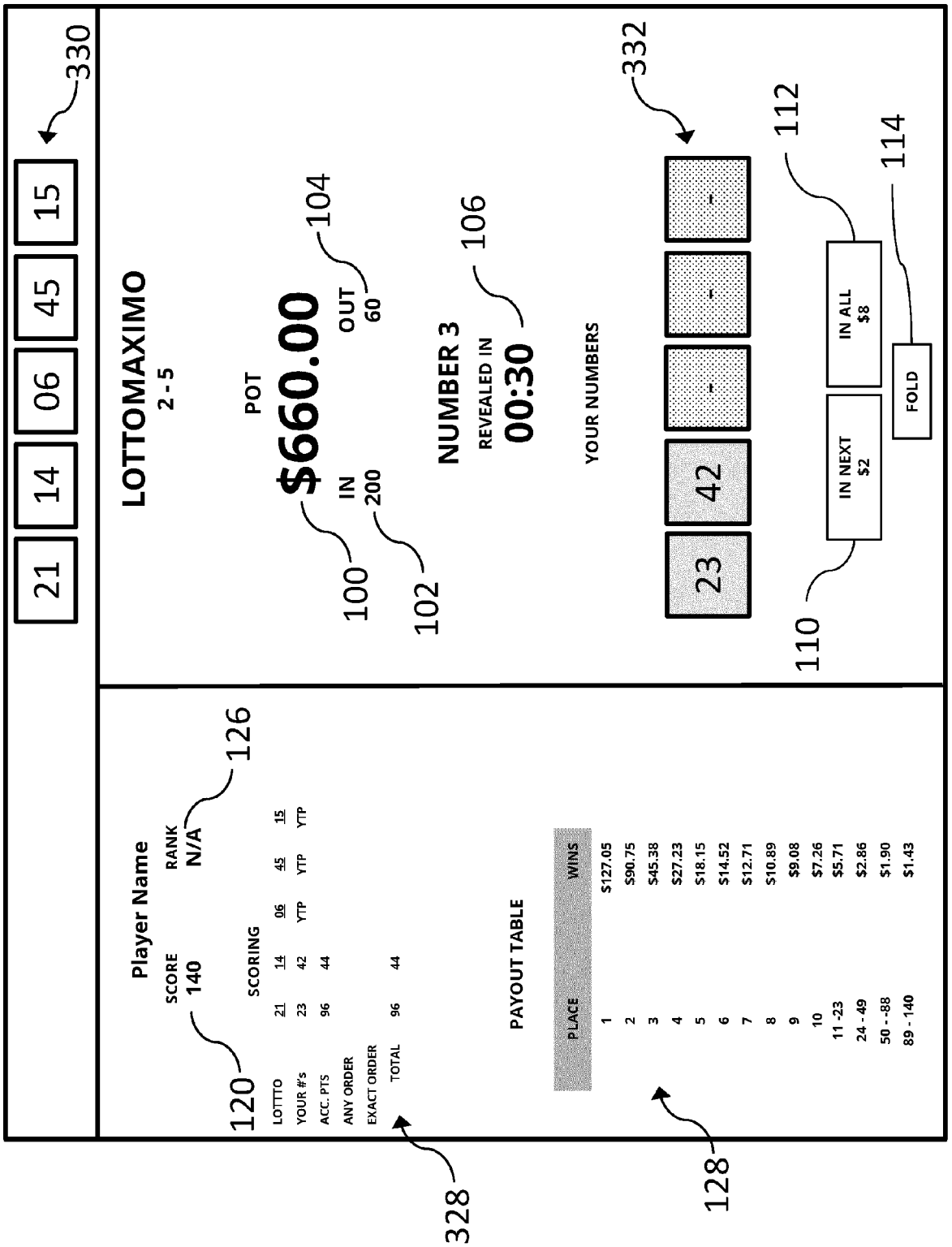
21
14
06
45
15
330
LOTTOMAXIMO
2 - 5
POT
$660.00
104
OUT
60
100
IN
200
102
NUMBER 3
REVEALED IN
00:30
106
YOUR NUMBERS
332
23
42
-
-
-
112
IN NEXT
$2
IN ALL
$8
FOLD
114
110
Player Name
RANK
N/A
126
SCORE
140
120
SCORING
LOTTO 21 14 06 45 15
YOUR #'s 23 42 YTP YTP YTP
ACC. PTS 96 44
ANY ORDER
EXACT ORDER
TOTAL 96 44
328
PAYOUT TABLE
PLACE
WINS
1 $127.05
2 $90.75
3 $45.38
4 $27.23
5 $18.15
6 $14.52
7 $12.71
8 $10.89
9 $9.08
10 $7.26
11 -23 $5.71
24 - 49 $2.86
50 - -88 $1.90
89 - 140 $1.43
128

FIG. 16

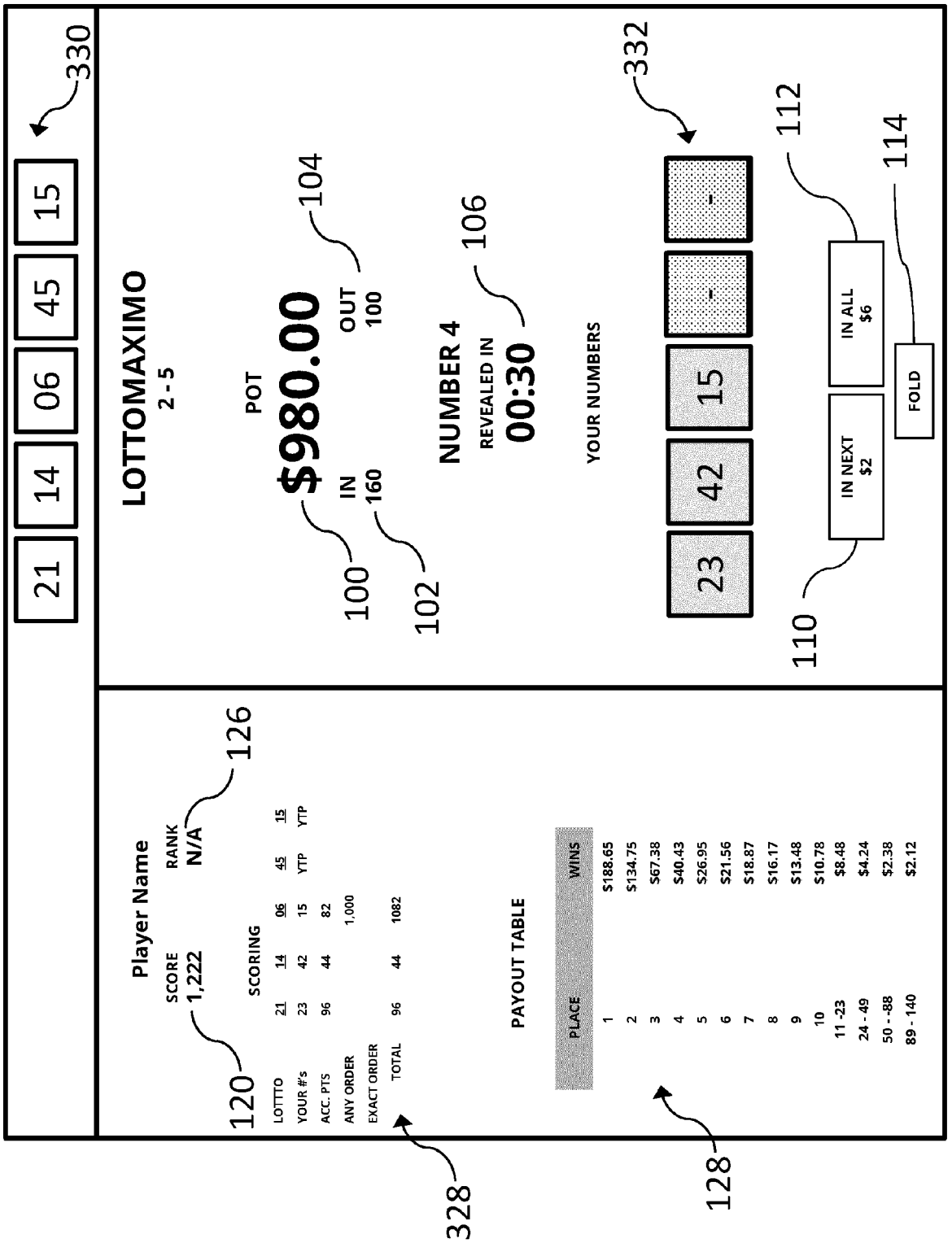
21
14
06
45
15
330
LOTTOMAXIMO
2 - 5
POT
$980.00
104
OUT
100
IN
160
100
102
NUMBER 4
REVEALED IN
00:30
106
YOUR NUMBERS
332
23
42
15
-
-
-
112
IN NEXT
$2
IN ALL
$6
FOLD
114
110
Player Name
RANK
N/A
126
SCORE
1,222
120
SCORING
LOTTO 21 14 06 45 15
YOUR #'s 23 42 15 YTP YTP
ACC. PTS 96 44 82
ANY ORDER 1,000
EXACT ORDER
TOTAL 96 44 1082
328
PAYOUT TABLE
PLACE WINS
1 $188.65
2 $134.75
3 $67.38
4 $40.43
5 $26.95
6 $21.56
7 $18.87
8 $16.17
9 $13.48
10 $10.78
11 -23 $8.48
24 - 49 $4.24
50 - -88 $2.38
89 - 140 $2.12
128

FIG. 17

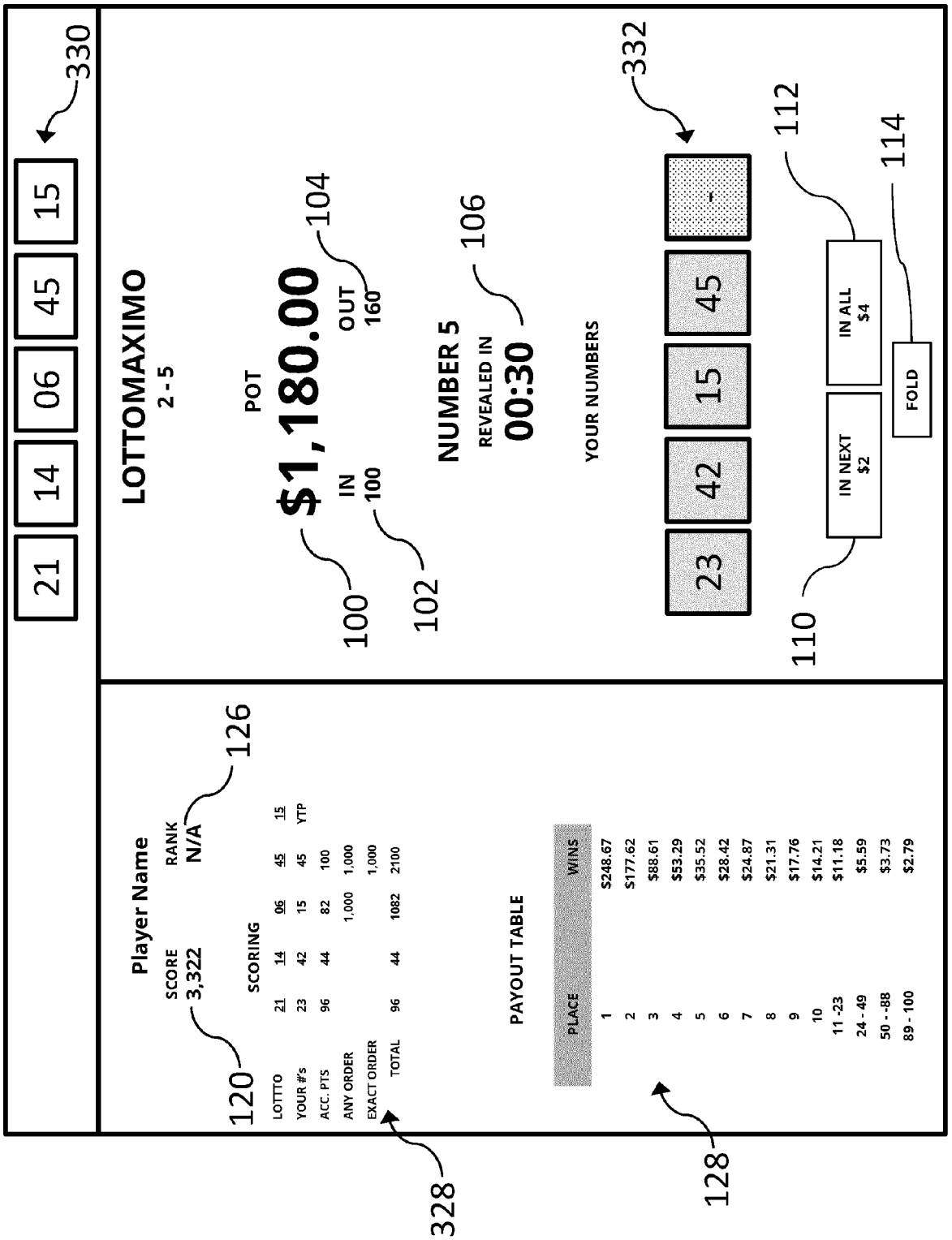
21
14
06
45
15
330
LOTTOMAXIMO
2 - 5
POT
$1,180.00
104
OUT
160
IN
100
100
102
NUMBER 5
106
REVEALED IN
00:30
YOUR NUMBERS
332
23
42
15
45
-
112
IN NEXT
$2
IN ALL
$4
FOLD
114
110
Player Name
RANK
N/A
126
SCORE
3,322
120
SCORING
LOTTO 21 14 06 45 15
YOUR #'s 23 42 15 45 YTP
ACC. PTS 96 44 82 100
ANY ORDER 1,000 1,000
EXACT ORDER 1,000
TOTAL 96 44 1082 2100
328
PAYOUT TABLE
PLACE
WINS
1 $248.67
2 $177.62
3 $88.61
4 $53.29
5 $35.52
6 $28.42
7 $24.87
8 $21.31
9 $17.76
10 $14.21
11 -23 $11.18
24 - 49 $5.59
50 - -88 $3.73
89 - 100 $2.79
128

FIG. 18

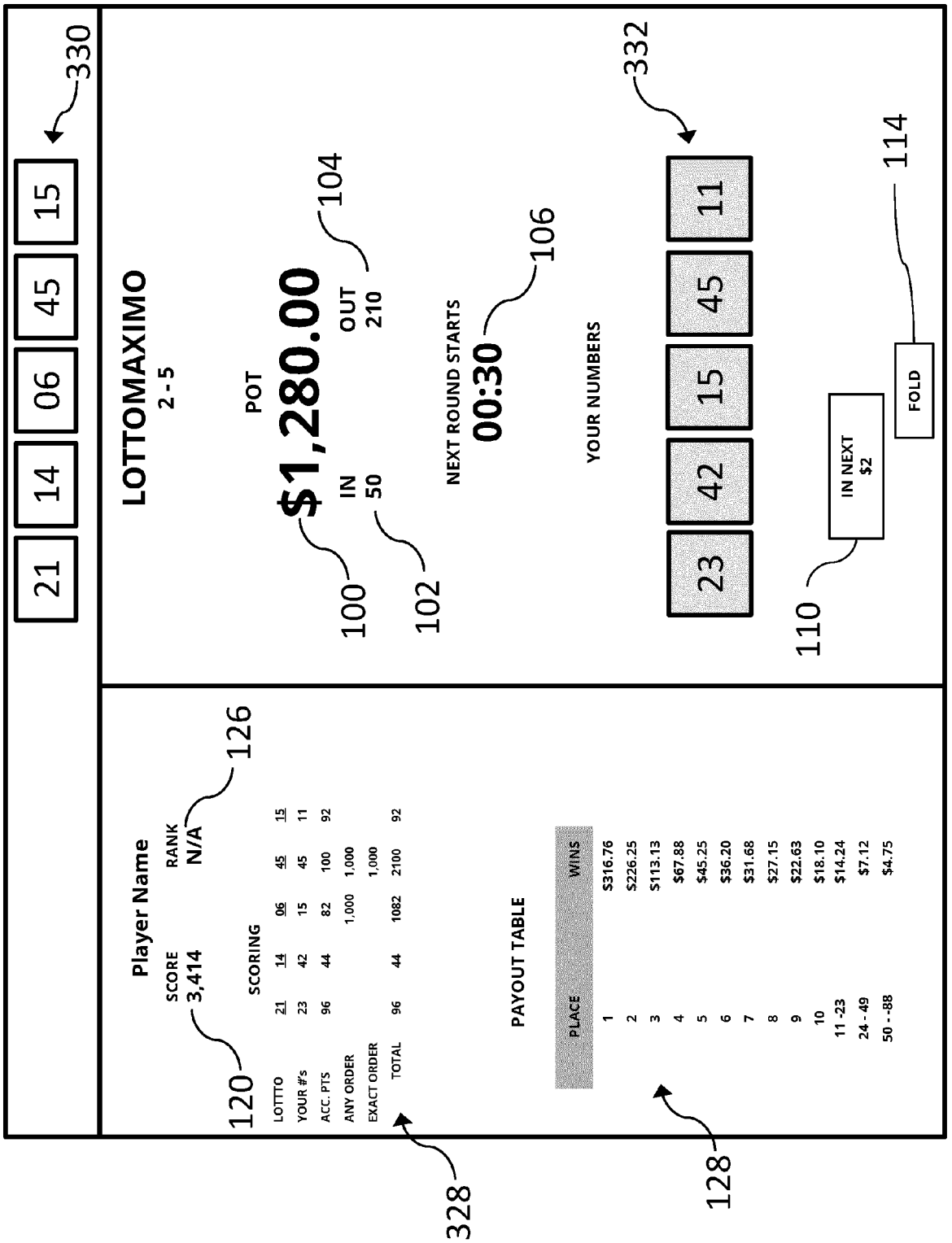
330
21
14
06
45
15
LOTTOMAXIMO
2 - 5
POT
$1,280.00
104
100
IN
50
OUT
210
102
NEXT ROUND STARTS
00:30
106
YOUR NUMBERS
332
23
42
15
45
11
110
IN NEXT
$2
FOLD
114
Player Name
RANK
N/A
126
SCORE
3,414
120
SCORING
LOTTO 21 14 06 45 15
YOUR #'s 23 42 15 45 11
ACC. PTS 96 44 82 100 92
ANY ORDER 1,000 1,000
EXACT ORDER 1,000
TOTAL 96 44 1082 2100 92
328
PAYOUT TABLE
PLACE
WINS
1 $316.76
2 $226.25
3 $113.13
4 $67.88
5 $45.25
6 $36.20
7 $31.68
8 $27.15
9 $22.63
10 $18.10
11 -23 $14.24
24 - 49 $7.12
50 - -88 $4.75
128

FIG. 19

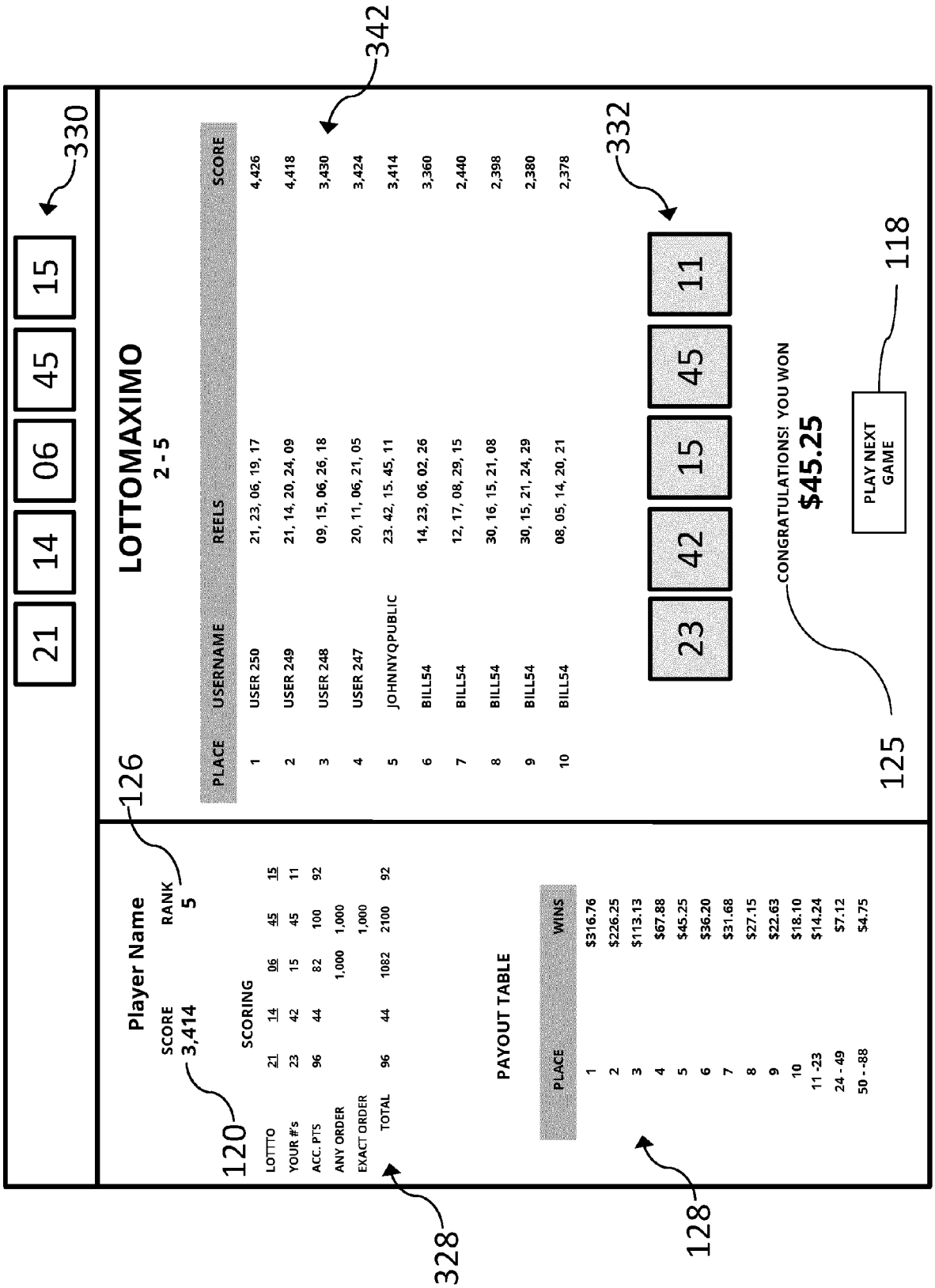
330
21
14
06
45
15
LOTTOMAXIMO
2 - 5
342
PLACE
USERNAME
REELS
SCORE
1 USER 250 21, 23, 06, 19, 17 4,426
2 USER 249 21, 14, 20, 24, 09 4,418
3 USER 248 09, 15, 06, 26, 18 3,430
4 USER 247 20, 11, 06, 21, 05 3,424
5 JOHNNYQPUBLIC 23. 42, 15. 45, 11 3,414
6 BILL54 14, 23, 06, 02, 26 3,360
7 BILL54 12, 17, 08, 29, 15 2,440
8 BILL54 30, 16, 15, 21, 08 2,398
9 BILL54 30, 15, 21, 24, 29 2,380
10 BILL54 08, 05, 14, 20, 21 2,378
126
Player Name
RANK
5
SCORE
3,414
120
SCORING
LOTTO 21 14 06 45 15
YOUR #'s 23 42 15 45 11
ACC. PTS 96 44 82 100 92
ANY ORDER 1,000 1,000
EXACT ORDER 1,000
TOTAL 96 44 1082 2100 92
328
PAYOUT TABLE
PLACE
WINS
1 $316.76
2 $226.25
3 $113.13
4 $67.88
5 $45.25
6 $36.20
7 $31.68
8 $27.15
9 $22.63
10 $18.10
11 -23 $14.24
24 - 49 $7.12
50 - -88 $4.75
128
332
23
42
15
45
11
CONGRATULATIONS! YOU WON
$45.25
PLAY NEXT GAME
118
125

FIG. 20

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European Patent Office
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EUROPEAN SEARCH REPORT

Application Number
EP 22 19 8616

DOCUMENTS CONSIDERED TO BE RELEVANT

Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (IPC)
X	US 2019/333337 A1 (HIRSCH DAVID BRIAN [US]) 31 October 2019 (2019-10-31) * abstract * * figures 1,4-8 * * paragraph [0039] - paragraph [0051] *	1-15	INV. G07F17/32
X	US 2018/158285 A1 (MAHASUVERACHAI SAK [TH]) 7 June 2018 (2018-06-07) * abstract * * figure 1 * * paragraph [0070] - paragraph [0088] *	1-15	
			TECHNICAL FIELDS SEARCHED (IPC) G07F

The present search report has been drawn up for all claims

Place of search	Date of completion of the search	Examiner
The Hague	20 February 2023	Diepstraten, Marc

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20-02-2023

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