(54) **ROULETTE AND DICE GAME WITH POKER HANDS**

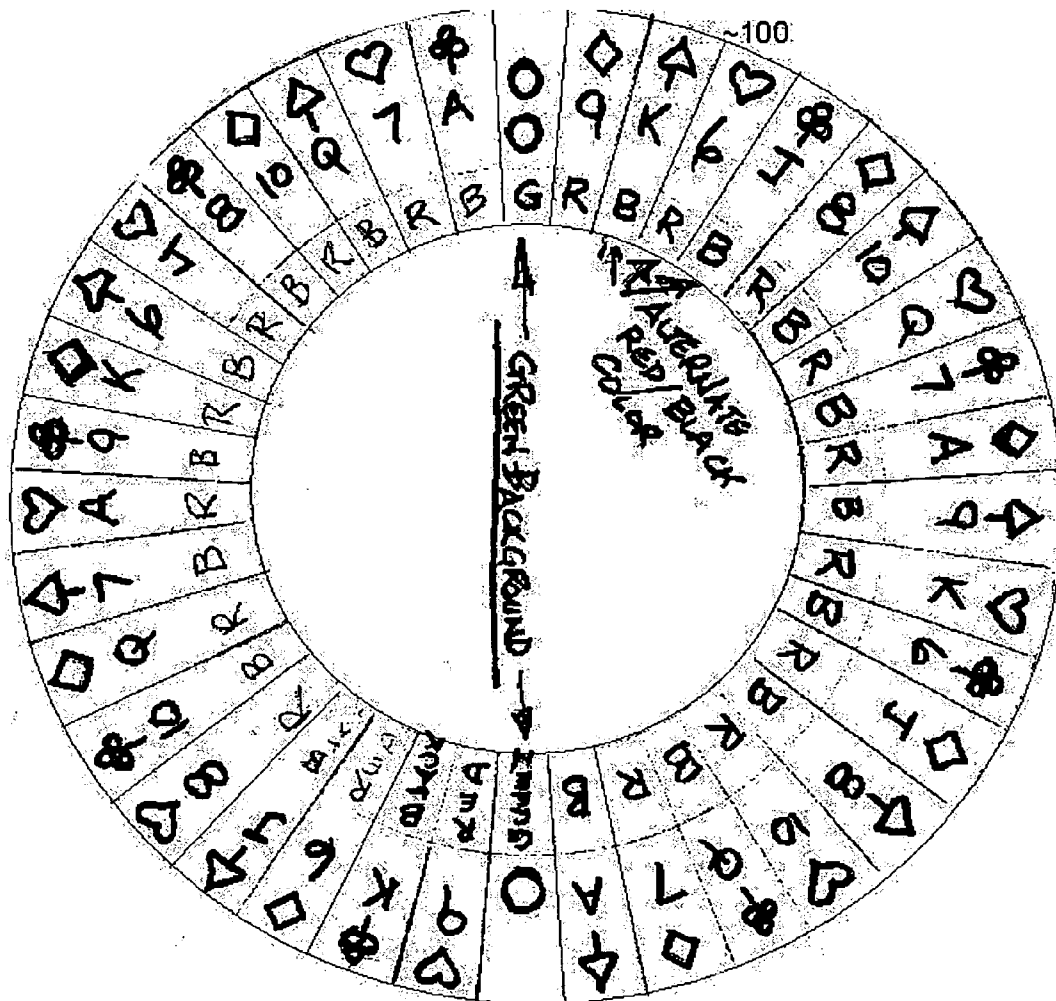(76) Inventor: **Stan Dargue**, Toronto (CA)

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(57) **ABSTRACT**

A roulette game which can form poker hands. A roulette wheel has card values on the outside as opposed to the standard numbered values. The wheel can be spun a plurality of times in sequence, and each spin can be used as a card value. After five such spins, a five card poker hand can be created, although with less spins, a smaller poker hand can also be created.

FIGURE 1

FIGURE 2

	PAIR JJ-AA	TWO PAIR	THREE OF A KIND	STRAIGHT	FLUSH	JACKPOT
5 BALL	3/2	7/1	10/1	125/1	300/1	5 OF A KIND 8000/1
4 BALL	3/1	33/1	20/1	50/1	75/1	STRAIGHT FLUSH OR BETTER 700/1
3 BALL	6/1	90/1	90/1	19/1	16/1	STRAIGHT FLUSH 300/1
2 BALL	BLACKJACK 10/1		PAIR JJ-AA 20/1		0+0 00+00 COMBO ZEROS 300/1 00+0 0+00	

FIGURE 3

400 ⟶ RECEIVE 1 BALL AND/OR 2 BALL AND/OR 3 BALL AND/OR 4 BALL AND/OR 5 BALL WAGERS

402 ~ SPIN WHEEL AND PAY THE 1 BALL WAGERS

404 ~ SPIN WHEEL AND PAY THE 2 BALL WAGERS

406 ~ SPIN WHEEL AND PAY THE 3 BALL WAGERS

408 ~ SPIN WHEEL AND PAY THE 4 BALL WAGERS

410 ~ SPIN WHEEL AND PAY THE 5 BALL WAGERS
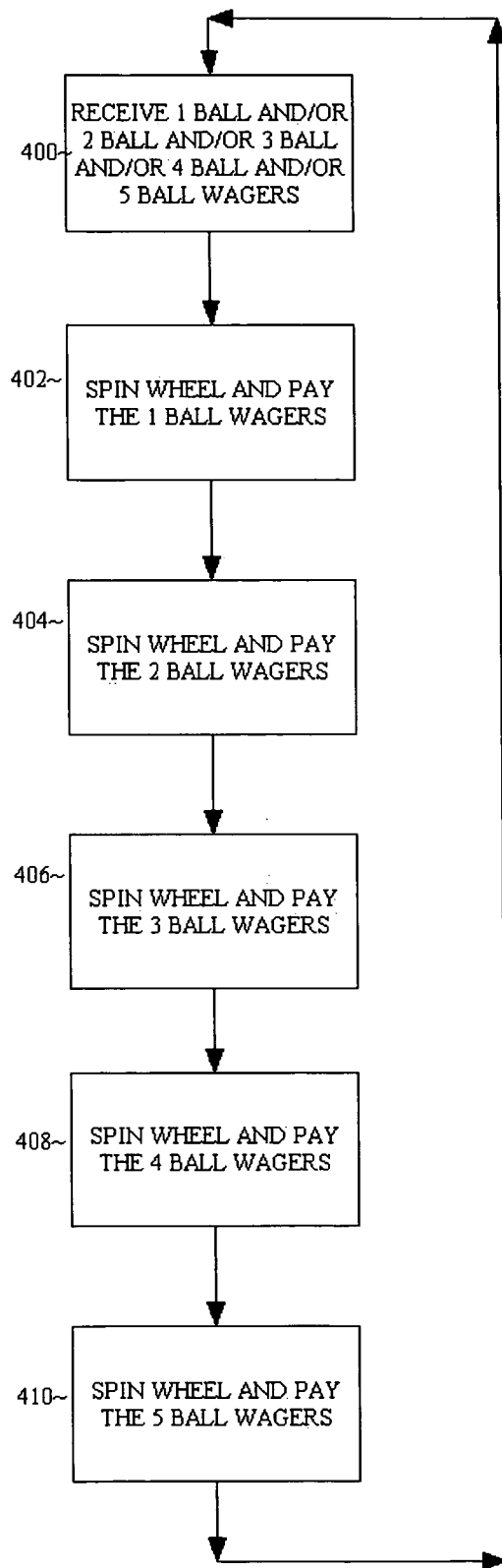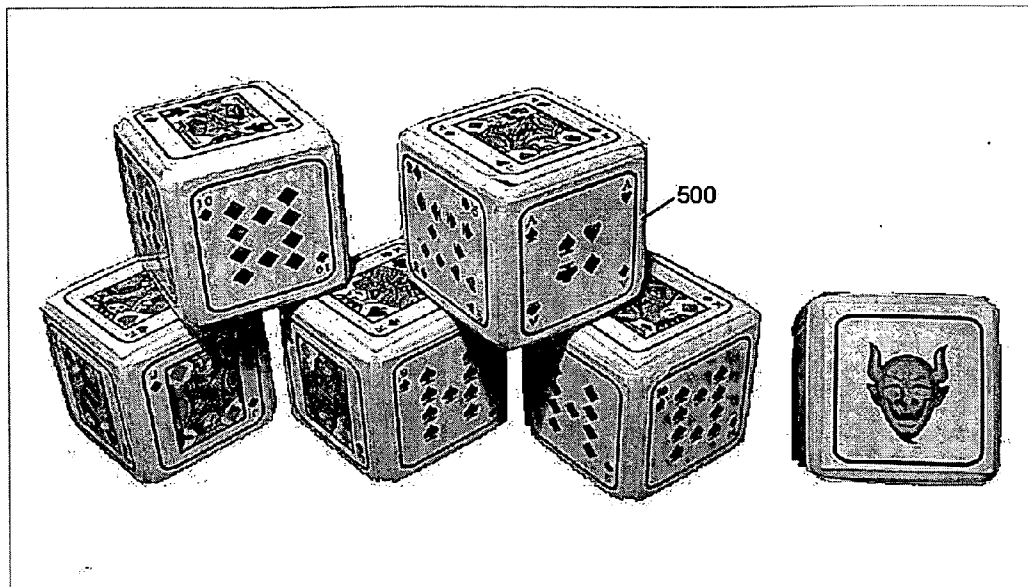
FIGURE 4

FIGURE 5

610

#1 600	9h	10c	Jd	Qs	Kh	Ac	H
602 #2	9c	10d	Js	Qh	Kc	Ad	C
604 #3	9d	10s	Jh	Qc	Kd	As	D
606 #4	9s	10h	Jc	Qd	Ks	Ah	S
608 #5	9 (all suit)	10 (all suit)	J (all suit)	Q (all suit)	K (all suit)	A (all suit)	RED / BLACK

FIGURE 6

	2 Dice Bets	3 Dice Bets	4 Dice Bets	5 Dice Bets
High Card				
Pair				
2 Pair	X	X		
3 of a Kind	X		10:1	
Straight	X		50:1	125:1
Flush	X			
Full House	X			300:1
4 of a Kind	X	X		
Straight Flush	X			
Royal Flush	X	X	X	
5 of a Kind	X	X	X	8,000:1
5 Aces	X	X	X	25,000:1

FIGURE 7

800 — RECEIVE 1 CARD AND/OR 2 CARD AND/OR 3 CARD AND/OR 4 CARD AND/OR 5 CARD WAGERS

802 ~ ROLL FIRST DIE AND PAY THE 1 CARD WAGERS

804 ~ ROLL SECOND DIE AND PAY THE 2 CARD WAGERS

806 ~ ROLL THIRD DIE AND PAY THE 3 CARD WAGERS

808 ~ ROLL FOURTH DIE AND PAY THE 4 CARD WAGERS

810 ~ ROLL FIFTH DIE AND PAY THE 5 CARD WAGERS
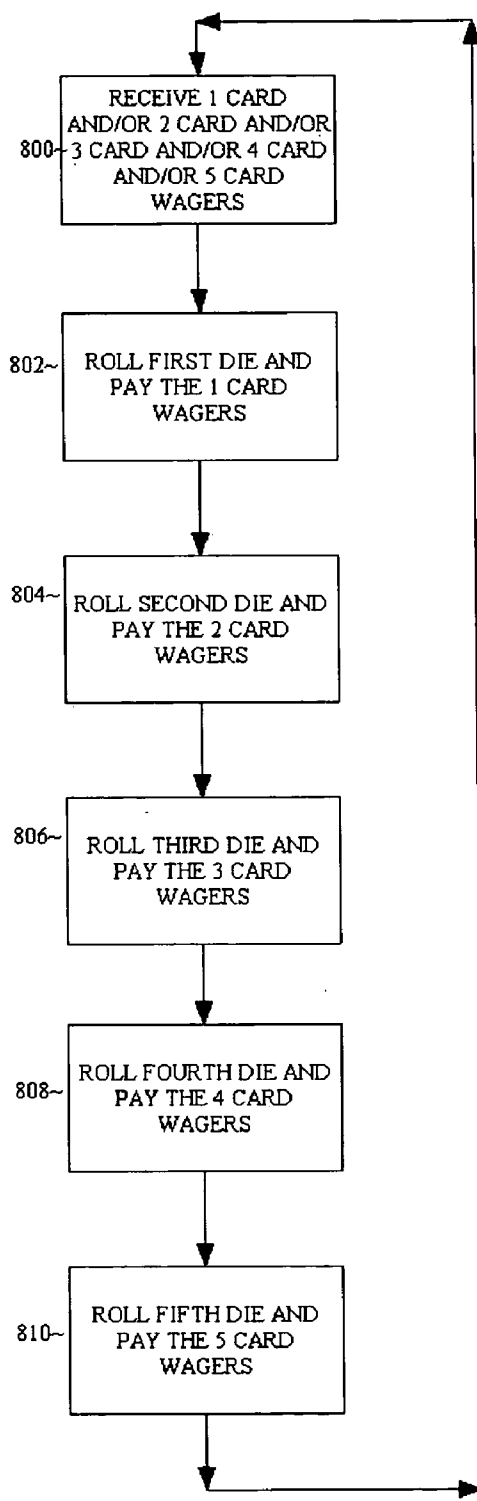
FIGURE 8

ROULETTE AND DICE GAME WITH POKER HANDS

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] The present invention is directed to a method, apparatus, and computer readable storage medium directed to a casino wagering game which is related to roulette and allows the player to make poker hands.

[0003] 2. Description of the Related Art

[0004] Casino games are currently a billion dollar industry. Casinos are always looking for new games to attract players to their casinos. The game of roulette has grown stale as players have become attracted to other more exciting wagering games.

[0005] Therefore, what is needed is a new variation of roulette which players will find more exciting than the standard version and can also encourage additional wagers from players.

SUMMARY OF THE INVENTION

[0006] It is an aspect of the present invention to provide an enjoyable and novel roulette game that can be used for wagering and can attract additional bets over a standard roulette game.

[0007] The above aspects can be obtained by a method that includes (a) receiving a first wager on a selected card value, the selected card value comprising a card rank and a suit; (b) spinning a roulette wheel comprising a plurality of slots, each slot marked with card values, each card value comprising a card rank and a suit, the wheel stopping when a ball lands in a result slot with a result slot card value; and (c) paying the first wager, if the selected card value matches the result slot card value.

[0008] The above aspects can also be obtained by a method that includes (a) receiving a first wager for a first proposition involving two cards; (b) spinning a roulette wheel comprising a plurality of slots, each slot marked with card values, each card value comprising a card rank and a suit, the wheel stopping when a ball lands in a first result slot with a first result slot card value; (c) spinning the roulette wheel to rest on a second result slot with a second result card value; and (d) if the first result card value and the second result card value render true the first proposition, then paying the first wager.

[0009] The above aspects can also be obtained by a method that includes (a) receiving a first wager for a first proposition involving two cards; (b) rolling a first die, each side of the first die marked with card values, each card value comprising a card rank and a suit, which results in a first roll; (c) receiving a second wager on a selected outcome for a second roll; (d) rolling a second die, each side of the second die marked with card values, each card value comprising a card rank and a suit, which results in a second roll; (e) if the first roll and the second roll render true the first proposition, then paying the first wager; and (f) if the second roll matches the selected outcome for the second roll, the paying the second wager.

[0010] The above aspects can also be obtained by an apparatus that includes (a) receiving a first wager for a first proposition involving two cards; (b) rolling a first die, each side of the first die marked with card values, each card value comprising a card rank and a suit, which results in a first roll; (c) rolling a second die, each side of the second die marked with card values, which results in a second roll; (d) if the first roll and the second roll render true the first proposition, then paying the first wager.

[0011] The above aspects can also be obtained by an apparatus that includes (a) a roulette wheel; and (b) a ball to spin inside the roulette wheel and land on one of a plurality of markings, wherein the markings are card values.

[0012] The above aspects can also be obtained by an apparatus that includes (a) a first die with different card values on each side, each card value comprising a card rank and a suit; and (b) a second die with various card values on each side, each various card value picturing four different suits.

[0013] These together with other aspects and advantages which will be subsequently apparent, reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming a part hereof, wherein like numerals refer to like parts throughout.

BRIEF DESCRIPTION OF THE DRAWINGS

[0014] Further features and advantages of the present invention, as well as the structure and operation of various embodiments of the present invention, will become apparent and more readily appreciated from the following description of the preferred embodiments, taken in conjunction with the accompanying drawings of which:

[0015] FIG. 1 is an illustration of an exemplary roulette wheel, according to an embodiment;

[0016] FIG. 2 is an illustration of an exemplary roulette individual card betting layout, according to an embodiment;

[0017] FIG. 3 is an illustration of an exemplary poker hand betting layout, according to an embodiment;

[0018] FIG. 4 is a flowchart illustrating an exemplary method of implementing a roulette wagering game, according to an embodiment;

[0019] FIG. 5 is a three-dimensional view of exemplary dice with card values;

[0020] FIG. 6 is an illustration of an exemplary betting layout for use with dice with card values;

[0021] FIG. 7 is an illustration of an exemplary poker betting layout for use with dice with card values; and

[0022] FIG. 8 is a flowchart illustrating an exemplary method of implementing a dice wagering game, according to an embodiment.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0023] Reference will now be made in detail to the presently preferred embodiments of the invention, examples of

which are illustrated in the accompanying drawings, wherein like reference numerals refer to like elements throughout.

[0024] The present general inventive concept relates to a method, apparatus, and computer readable storage medium

[0025] The present general inventive concept relates to a roulette wheel that has more interesting and exciting potential outcomes than the standard 36 number roulette wheel with two additional zeros.

[0026] In an embodiment, a poker roulette wheel can have card values as outcomes. For example, the cards 6 to ace of each of the four suits can be used, for a total of nine cards times four suits equals 36 values plus two zeros. This is the same number of possible results on a standard roulette wheel.

[0027] The poker roulette wheel can be spun consecutively, and each result can be stored and displayed. With consecutive results, a variety of interesting wagers can be made since these wagers can involve more than just one single spin on the wheel. For example, a player can wager that the next two spins will form a blackjack. If the next two spins result in cards that comprise both an ace and a 10 valued card, then this would form a blackjack and such a wager would be a winner. Contrast this with standard roulette in which each spin and wager is independent of prior spins.

[0028] FIG. 1 is an exemplary illustration of a roulette wheel, according to an embodiment.

[0029] The wheel has 38 slots, 36 card values plus a single zero and a double zero. Each slot has a respective marking. A ball will spin in the wheel and land inside a slot and the slot's respective marking is considered the result or outcome of the spin. The markings on the wheel comprise card values comprise the cards 6, 7, 8, 9, 10, jack, queen, king, and ace, in each of four different suits (for 36 card values plus two zeros=38 total slots, which is the same number of slots as a standard roulette wheel).

[0030] Note that the wheel illustrated in FIG. 1 is just one example, as other configurations can be used as well. For example, no zeros can be used, only one zero can be used, additional markings for slots can be used besides zeros and card values (e.g. a casino specific marking). The wheel is not limited to 38 slots but other numbers of slots can be used as well. For example, the wheel can comprise 2 to ace in all four suits (and one or more zeros as well).

[0031] In embodiments, any card values can be selected for inclusion on such a wheel, and can be mixed with numbers or other non-card markings for slots (e.g. such markings could be letters using in a BINGO game).

[0032] FIG. 2 is an exemplary illustration of a roulette individual card betting layout, according to an embodiment.

[0033] In this layout, bettors can select an individual card value to wager on in hopes that the result of the roulette wheel spin will match the selected card value. The layout has four rows of card values, one for each suit. Each card value is a betting area where a bettor can place a bet. The layout

has a zero and a double zero betting area to bet on these slots. The layout also has three betting areas for the color of the result, red, green, or black. The layout also has betting areas for each of the four suits.

[0034] The layout as illustrated in FIG. 2 can be used to place a bet on the next spin of the roulette wheel. Note that the payouts in FIG. 2 (and any other Figure/table herein) are just exemplary, and modifications can easily be made. For example, the green payout can also pay 15/1, 16/1, or any other reasonable payout as well as 17/1.

[0035] FIG. 3 is an exemplary illustration of a poker hand betting layout, according to an embodiment.

[0036] The layout as illustrated in FIG. 3 can be used to place a wager on two or more successive spins of the roulette wheel.

[0037] There is a two-ball row with three events/wagers which can occur based on the next two spins of the roulette wheel. For example, a bettor can bet on a blackjack, and if the next two spins of the wheel result in a 10 value card and an ace (in either order), this is considered a blackjack and this wager has one. The bettor can also bet on a high pair (jj, qq, kk, or aa), and if the next two spins of the wheel result in such a pair the bettor has won. The bettor can also bet on a "combo zeros" bet in which the next two spins will be zeros (either single zero or double zero).

[0038] There is also a three-ball row with six events/wagers which can occur based on the next three spins of the roulette wheel. These events are: high pair, two pair, three of a kind, straight, flush, straight flush. Note these hands are made for three card values only (e.g. a 5, 6, 7 would be considered a straight). Note that the player can make a two pair wager in the three-ball row. In this case, a two pair can be considered a three of a kind, since the third card matches the first card and the second, although of course in other interpretations a two pair would not be possible with three cards.

[0039] There is also a four-ball row with six events/wagers which can occur based on the next four spins of the roulette wheel. These events are: high pair, two pair, three of a kind, straight, flush, straight flush or better. Note these hands are made for four card values only (e.g. a 5, 6, 7, 8 would be considered a straight).

[0040] There is also a five-ball row with six events/wagers which can occur based on the next five spins of the roulette wheel. These events are: high pair, two pair, three of a kind, straight, flush, five of a kind. Note these hands are made for five card values only (e.g. a 5, 6, 7, 8, 9 would be considered a straight). Note that additional wagers (also can be considered 'propositions') can be included as well in addition to those mentioned.

[0041] Note the difference in payouts across the layout. For example, a two ball high pair pays more than a five ball high pair because with five balls (cards), it is of course easier to make a high pair. On the other hand, note that a five ball flush pays more than a three ball flush, because the five ball flush is harder to achieve (since five cards need to match suit vs. three for the three ball flush). Of course, players are free to mix and match their wagers to their own preferences.

[0042] FIG. 4 is a flowchart illustrating an exemplary method of implementing a roulette wagering game, according to an embodiment.

[0043] The method can begin with operation 400, which receives one ball and/or two ball and/or three ball and/or four ball and/or five ball wagers. For example, a five ball wager is a wager which uses the next five spins before the result can be determined. For example, the player can make a five ball wager that the next five spins will result in five of a kind (five identical cards).

[0044] From operation 400, the method can proceed to operation 402, which spins the poker roulette wheel a first time and pays the one ball wagers. One ball wagers can easily be determined winners or losers based on the one ball wager and the outcome of the first spin.

[0045] From operation 402, the method can proceed to operation 404, which spins the poker roulette wheel a second time and pays the two ball wagers. Two ball wagers can be determined winners or losers based on the two ball wager and the outcome of both the first spin and the second spin.

[0046] From operation 404, the method can proceed to operation 406, which spins the poker roulette wheel a third time and pays the three ball wagers. Three ball wagers can be determined winners or losers based on the three ball wager and the previous three spins.

[0047] From operation 406, the method can proceed to operation 408, which spins the poker roulette wheel a fourth time and pays the four ball wagers. Four ball wagers can be determined winners or losers based on the four ball wager and the previous four spins.

[0048] From operation 408, the method can proceed to operation 410, which spins the poker roulette wheel a fifth time and pays the five ball wagers. Five ball wagers can be determined winners or losers based on the five ball wager and the previous five spins.

[0049] It is noted that before operations 404, 406, 408, 610, additional wagers can be received as well. For example, a one-ball wager can be placed on the next spin, regardless of any other wagers live for the round (five spins). Before the dealer spins the fourth spin, then the casino may allow a 2-ball wager on the fourth and the fifth spin.

[0050] Table I below illustrates an example paytable for the two card (two ball) wagers.

TABLE I

Hand	Pays	Combinations	Probability	Frequency	Expected Value	House Edge
0 & 00 (any order)	700	2	0.14%	722	−2.91%	2.91%
00 & 00	1400	1	0.07%	1444	−2.98%	2.98%
0 & 0	1400	1	0.07%	1444	−2.98%	2.98%
Any Two Zeros	300	4	0.28%	361	−16.62%	16.62%
JJ-AA	20	64	4.43%	23	−6.93%	6.93%
Pair	8	144	9.97%	10	−10.25%	10.25%
Blackjack	10	128	8.86%	11	−2.49%	2.49%

[0051] Table II below illustrates an example paytable for the three card (three ball) wagers.

TABLE II

Hand	Pays	Combinations	Probability	Frequency	Expected Value	House Edge
Straight Flush	300	168	0.31%	327	−7.84%	7.84%
Three of a Kind	90	576	1.05%	95	−4.48%	4.48%
Flush	16	2,916	5.31%	19	−9.66%	9.66%
Straight	19	2,688	4.90%	20	−2.03%	2.03%
Two Pairs	N/A	N/A	N/A	N/A	N/A	N/A
Pair, JJ-AA	6	6784	12.36%	8	−13.46%	13.46%
Pair	2	15,264	27.82%	4	−16.55%	16.55%

[0052] Table III below illustrates a number of possible combinations for each three card hand.

TABLE III

Hand	Combinations
Straight Flush	168
Three of a Kind. Flush	36
Three of a Kind, no flush	540
Flush, 3 different cards	1,848
Flush, with pair	864
Straight	2,520
Pair, no zeros	12,960
Pair, one zero	864

[0053] Table IV below illustrates an example paytable for the four card (four ball) wagers.

TABLE IV

Hand	Pays	Combinations	Probability	Frequency	Expected Value	House Edge
Four of a Kind or Straight Flush	700	2,880	0.14%	724	−3.18%	3.18%
Four of a Kind	850	2,304	0.11%	905	−5.97%	5.97%
Straight Flush	3500	576	0.03%	3620	−3.29%	3.29%
Flush	75	26,244	1.26%	79	−4.34%	4.34%
Straight	50	36,864	1.77%	57	−9.83%	9.83%
Three of a Kind	20	80,640	3.87%	26	−18.79%	18.79%
Two Pairs	33	57,600	2.76%	36	−6.08%	6.08%
Pair, JJ-AA	3	455,168	21.83%	5	−9.74%	9.74%
Pair	1	1,024,128	49.12%	2	−1.77%	1.77%

[0054] Table V below illustrates a number of possible combinations for each 4 card hand.

TABLE V

Hand	Combinations
Straight Flush	576
Four of a Kind, flush	36
Four of a Kind, no flush	2,268

TABLE V-continued

Hand	Combinations
Flush, 4 different cards	11,520
Flush, with pair	12,096
Flush, with 2 Pairs	864
Flush, with 3 of a Kind	1,152
Straight	36,288
Three of a Kind, no zeros	72,576
Three of a Kind, one zero	4,608
Two Pairs (no zeros)	54,432
Pair, no zeros	762,048

TABLE V-continued

Hand	Combinations
Pair, one zero	110,592
Pair, two zeros	3,456

[0055] Table VI below illustrates an example paytable for the five card (five ball) wagers.

TABLE VI

Hand	Pays	Combinations	Probability	Frequency	Expected Value	House Edge
Five of a Kind or Better (Five of a Kind, Straight Flush or Royal Flush)	6000	11,616	0.01%	6821	−12.02%	12.02%
Four of a Kind or Better (Four of a Kind, Five of a Kind, Straight	175	403,296	0.51%	196	−10.42%	10.42%
Full House or Better (Full House, Four of a Kind, Five of a Kind, Straight	65	1,140,576	1.44%	69	−4.99%	4.99%

TABLE VI-continued

Hand	Pays	Combinations	Probability	Frequency	Expected Value	House Edge
Flush or Royal Flush)						
Straight Flush or Better (Straight Flush or Royal Flush)	30000	2,400	0.00%	33015	−9.13%	9.13%
Five of a Kind	8000	9,216	0.01%	8598	−6.94%	6.94%
Four of a Kind	190	400,896	0.51%	198	−3.36%	3.36%
Full House	100	746,496	0.94%	106	−4.85%	4.85%
Flush	300	236,196	0.30%	335	−10.27%	10.27%
Straight	125	614,400	0.78%	129	−2.30%	2.30%
Three of a Kind	10	7,059,456	8.91%	11	−2.00%	2.00%
Two Pairs	7	9,432,576	11.90%	8	−4.76%	4.76%
Pair, JJ-AA	1.5	24,278,016	30.64%	3	−15.48%	15.48%
Pair	0.4	54,625,536	68.94%	1.5	−3.48%	3.48%

[0056] Table VII below illustrates a number of possible combinations for each five card hand.

TABLE VII

Hand	Combinations
Royal Flush	480
Straight Flush	1,920
Five of a Kind, suited	36
Five of a Kind, off-suited	9,180
Four of a Kind, flush	1,440
Four of a Kind, no flush	367,200
Four of a Kind, one zero	23,040
Full House, flush	2,880
Full House, no flush	734,400
Flush, 5 different cards	58,080
Flush, with pair	120,960
Flush, with 2 Pairs	30,240
Flush, with 3 of a Kind	20,160
Straight	612,000
Three of a Kind, no zeros	5,140,800
Three of a Kind, one zero	737,280
Three of a Kind, two zeros	23,040
Two Pairs, no zeros	7,711,200
Two Pairs, one zero	552,960
Pair, no zeros	30,844,800
Pair, one zero	7,741,440
Pair, two zeros	552,960
Pair, three zeros	11,520

[0057] In a further embodiment, hands can be made from dice instead of spins on a roulette wheel. Dice can be used, wherein each die has card values on each side. This embodiment can be played similarly to the embodiments described herein but instead of using a roulette wheel to generate cards and then hands, dice can be used to generate cards and hands. The method described in FIG. 4 can be used with respect to dice, in that instead of spinning the wheel a successive die is rolled to generate a card value. Otherwise, the method as described in relation to FIG. 4 can be applied to the dice embodiment below described.

[0058] Table VIII illustrates one example of a set of dice with respective card values. It is noted that the layouts illustrated in Table VIII are just exemplary, and different card values and/or number of dice can be used. Note that each die is different. It does not matter which card value has which position on each die relative to the other values on that particular die. Note that the dice can be rolled simultaneously or in succession. If the dice are rolled in succession, then bets can be made on the next roll each of die in addition to any prior bets being made on hands that will be made by multiple dice.

TABLE VIII

Die #1 (9h, 10c, Jd, Qs, Kh, Ac)
Die #2 (9c, 10d, Js, Qh, Kc, Ad)
Die #3 (9d, 10s, Jh, Qc, Kd, As)
Die #4 (9s, 10h, Jc, Qd, Ks, Ah)
Die #5 (9, 10, J, Q, K, A of "All Suits", which shows a suit in each corner of face)

[0059] FIG. 5 is a three-dimensional view of exemplary dice with card values. Note that these are just examples and other combinations of card values can be used as well. Note the multi-suited ace 500, which is an card with the rank of ace but which also pictures all four suits. All of the other card ranks can be multi-suited as well. A multi suited card can have the rank of the card but can also take on any of the four suits. For example, a multi suited ace 500 can serve as an ace of diamonds, ace of clubs, ace of hearts, and ace of spades. Thus, if four other cards are: 10 hearts, jack hearts, queen hearts, king hearts, and the fifth card is a multi suited ace, then the five cards would comprise a royal flush.

[0060] FIG. 6 is an illustration of an exemplary betting layout for use with dice with card values.

[0061] A dice roll #1 row 600 can be used to receive bets on an outcome of a roll of a first die. A dice roll #2 row 602 can be used to receive bets on an outcome of a roll of a second die. A dice roll #3 row 604 can be used to receive bets on an outcome of a roll of a third die. A dice roll #4 row 606 can be used to receive bets on an outcome of a roll of a fourth die. A dice roll #5 row 608 can be used to receive bets on an outcome of a roll of a fifth die. Note the fifth die can optionally be a multi-suit die, wherein each rank can take on all suits. A suit specific bet on this die may not be possible. Note these bets can be placed at any time before the respective die is rolled. After the five dice are rolled in succession, a new round can start and the first die can be rolled again. Each of the indicia for each row matches the indicia on the respective die. This layout can be used with the dice configured as illustrated in Table VIII. A suit/color

column **610** can be used by the player to place bets on the suit or color of the next roll. The suit/color column **610** can be bet after each roll, and is typically resolved after each roll.

[0062] FIG. **7** is an illustration of an exemplary poker hand betting layout for use with dice with card values.

[0063] The layout contains betting areas (squares) in which players can place chips in order to make certain hands (or propositions). If there is an 'X' in a betting area it signifies that that particular proposition is impossible to make and is not allowed. For example, it is not possible to make three of a kind with only two cards.

[0064] The layout contains a two-dice bet column for bets after two dice have been rolled, a three-dice bet column for bets after three dice have been rolled, a four-dice bet column for bets after four dice have been rolled, and a five-dice bet column for bets after five dice have been rolled. For example, betting on a three of a kind to occur after four dice are rolled pays 10:1 (ten to one).

[0065] Note that some payouts are written in each betting circle. The payouts listed are merely examples. Any betting area that does not contain an 'X' or a payout should typically have a payout written inside the betting area when the game is in actual play (some payouts are simply not included in the figure). The casino may also decide not to offer certain wagers even though they may be possible. For example, the casino may not wish to offer a high card wager for five dice, because the payout would be too low.

[0066] FIG. **8** is a flowchart illustrating an exemplary method of implementing a dice wagering game, according to an embodiment. Note that FIG. **8** is similar to FIG. **4**, but uses dice instead of a roulette wheel.

[0067] The method can start with operation **800**, which can receive 1 card and/or 2 card and/or three card and/or four card and/or five card wagers.

[0068] From operation **800**, the method can proceed to operation **802**, which rolls the first die and pays the one card wagers. From operation **802**, the method can proceed to operation **804**, which rolls the second die and pays the two card wagers. From operation **804**, the method can proceed to operation **806**, which rolls the third die and pays the three card wagers. From operation **806**, the method can proceed to operation **808**, which rolls the fourth die and pays the four card wagers. From operation **808**, the method can proceed to operation **810**, which rolls the fifth die and pays the five card wagers.

[0069] It is noted that all of the wagers may be paid (resolved) at the end of operation **810** instead of roll by roll (this can also be the case with respect to FIG. **4** as well). It is also noted that each of the five die can be different (for example as illustrated in Table VIII), or alternatively some or all of the dice can be identical.

[0070] As with FIG. **4**, any results can typically be posted publicly so players can see the prior results so they know if they qualify to make certain bets and what cards they would need to qualify (e.g. if the first die rolls a Ac, the player knows the next roll must be an A to make a 2 card high pair). Also as with FIG. **4**, upon each operation (**802** to **810**), additional wager(s) can be taken before each roll. For example, a player can make a 1 card wager in operation **800**, and then after operation **802**, the player can make a new 1

card wager before operation **804** on the outcome of the second roll. The player can also make a new 2 card wager before operation **804** to be resolved on rolls two and three (operations **804** and **806**).

[0071] Described herein is a method in which wagers can be resolved using a roulette wheel and also dice. Any of the methods/apparatus described herein can also be used with a deck of cards, whereby cards are dealt to generate card values.

[0072] It is also noted that any and/or all of the above embodiments, configurations, variations of the present invention described above can mixed and matched and used in any combination with one another.

[0073] Moreover, any description of a component or embodiment herein also includes hardware, software, and configurations which already exist in the prior art and may be necessary to the operation of such component(s) or embodiment(s).

[0074] Further, the operations described herein can be performed in any sensible order. For example, when a player wins a particular stage the player can be paid at that point in time or when the entire game (all stages) is over. As another example, if the player exceeds a current respective point threshold for that stage, the dealer can take the players respective wager at that point or continue to play out the entire game before taking the wager. Further, cards can be dealt face down and revealed at a later time or dealt face up, as each of these variations are interchangeable. Any operations not required for proper operation can be optional. Further, all methods described herein can also be stored on a computer readable storage to control a computer.

[0075] The many features and advantages of the invention are apparent from the detailed specification and, thus, it is intended by the appended claims to cover all such features and advantages of the invention that fall within the true spirit and scope of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation illustrated and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

1. A method to play a roulette game, the method comprising:

receiving a first wager on a selected card value, the selected cad value comprising a card rank and a suit;

spinning a roulette wheel comprising a plurality of slots, each slot marked with card values, each card value comprising a card rank and a suit, the wheel stopping when a ball lands in a result slot with a result slot card value;

paying the first wager, if the selected card value matches the result slot card value.

2. A method as recited in claim 1, wherein the card values on the roulette wheel are limited to cards 6, 7, 8, 9, ten, jack, queen, king, ace in four different suits.

3. A method to play a roulette game, the method comprising:

receiving a first wager for a first proposition involving two cards;

spinning a roulette wheel comprising a plurality of slots, each slot marked with card values, each card value comprising a card rank and a suit, the wheel stopping when a ball lands in a first result slot with a first result slot card value;

spinning the roulette wheel to rest on a second result slot with a second result card value; and

if the first card value and the second result card value render true the first proposition, then paying the first wager.

4. A method as recited in claim 3, wherein the first proposition is whether the first result card and the second result card form a blackjack.

5. A method as recited in claim 3, wherein the first proposition is whether the first result card and the second result card form a pair.

6. A method as recited in claim 3, wherein the first proposition is whether the first result card and the second result card both comprise a zero or a double zero.

7. A method as recited in claim 3, further comprising:

before the spinning a roulette wheel comprising a plurality of slots, receiving a second wager for a second proposition involving three cards;

spinning the roulette wheel to rest on a third result slot with a third result card value; and

if the first result card value and the second result card value and the third result card value render true the second proposition, then paying the second wager.

8. A method as recited in claim 7, wherein the second proposition is a straight.

9. A method as recited in claim 7, wherein the second proposition is a flush.

10. A method to play a dice game, the method comprising:

receiving a first wager on a selected poker hand involving two cards;

rolling a first six sided die, sides of the first six sided die marked with card ranks Ar, Br, Cr, Dr, Er, Fr and respective suits As1, Bs1, Cs1, Ds1, Es1, Fs1, which results in a first roll;

rolling a second six sided die, sides of the second six sided die marked with the card ranks Ar, Br, Cr, Dr, Er, Fr, and respective suits As2, Bs2, Cs2, Ds3, Es2, Fs2, wherein As1 is a different suit than As2, Bs1 is a different suit than Bs2, Cs1 is a different suit than Cs2, Ds1 is a different suit than Ds2, Es1 is a different suit than Es2, Fs1 is a different suit than Fs2, which results in a second roll;

forming a revealed poker hand with the first roll and the second roll; and

if the revealed poker hand matches the selected poker hand, then paying the first wager.

11. A method as recited in claim 10, wherein the first die and the second die are not rolled simultaneously, and after the rolling a first die and before the rolling a second die, a second wager can be placed on the second roll.

12. A method as recited in claim 10, wherein Ar=9, Br=10, Cr=Jack, Dr=Queen, Er=King, Fr=Ace.

13. A method to play a wagering game, the method comprising:

receiving a first wager for a first proposition involving only a first card;

receiving a second wager for a second proposition involving only the first card and a second card;

revealing the first card after the receiving the first wager and the receiving the second wager;

receiving a third wager, after the revealing, on a third proposition involving only the second card;

revealing the second card;

if the first card renders the first proposition true, then paying the first wager;

if the first card and the second card render true the second proposition, then paying the second wager; and

if the second card renders true the third proposition, then paying the third wager.

14. An apparatus, comprising:

a roulette wheel; and

a ball to spin inside the roulette wheel and land on one of a plurality of markings, wherein the markings are card values.

15. An apparatus as recited in claim 14, further comprising:

a layout comprising a plurality of card values and a plurality of betting areas each marked with respective propositions involving card values.

16. An apparatus as recited in claim 15, wherein one of the plurality of propositions is whether outcomes of two next spins will form a pair.

17. An apparatus as recited in claim 15, wherein one of the plurality of propositions is whether outcomes of two next spins will form a pair.

18. A set of dice apparatus used for wagering, the apparatus comprising:

a first die with different card values on each side, each card value comprising a card rank and a suit; and

a second die with various card values on each side, each various card value picturing four different suits.

19. A method as recited in claim 10, further comprising:

rolling a third six-sided die, sides of the third six-sided die each having multi suited card ranks.

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