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10 **Attorneys for Plaintiffs**  
11 **PROGRESSIVE GAMES, INC.**

12 **UNITED STATES DISTRICT COURT**  
13 **DISTRICT OF NEVADA**

14 PROGRESSIVE GAMES, INC.,  
15  
16 Plaintiffs,

CV-S-02-0293-PMP-PAL

17 vs.

18 GALAXY GAMING CORPORATION, a  
Nevada corporation, GALAXY GAMING  
19 LLC, a Nevada limited liability company;  
GALAXY GAMING OF NEVADA, a Nevada  
20 limited liability company; and ROBERT B.  
SAUCIER, an individual,

**COMPLAINT AND JURY DEMAND**

21  
22 Defendants.

23  
24 Plaintiff, PROGRESSIVE GAMES, INC., ("Plaintiff"), by and through its undersigned  
25 attorneys, hereby states its Complaint against Defendants as follows. All of the allegations and other  
26 factual contentions are likely to have evidentiary support after a reasonable opportunity for further  
27 investigation or discovery.

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I.  
PARTIES

1. Plaintiff, Progressive Games, Inc., is a corporation organized and existing under the laws of the State of Delaware and has a place of business at 920 Pilot Road, Las Vegas, Nevada 89193.

2. Plaintiff believes, after an inquiry reasonable under the circumstances, and as will likely have evidentiary support after a reasonable opportunity for further investigation or discovery, that Defendant GALAXY GAMING CORPORATION is a corporation organized under the laws of the State of Nevada whose corporate status has been revoked, and has had a principal place of business at 1621 E. Flamingo Road, Building 15-A, Las Vegas, Nevada 89119.

3. Plaintiff believes, after an inquiry reasonable under the circumstances, and as will likely have evidentiary support after a reasonable opportunity for further investigation or discovery, that Defendant GALAXY GAMING LLC is a limited liability company organized under the laws of the State of Nevada and has a principal place of business at 1621 East Flamingo Road, Building 15-A, Las Vegas, Nevada 89119.

4. Plaintiff believes, after an inquiry reasonable under the circumstances, and as will likely have evidentiary support after a reasonable opportunity for further investigation or discovery, that Defendant GALAXY GAMING OF NEVADA is a limited liability company organized under the laws of the State of Nevada and has a principal place of business at 1621 East Flamingo Road, Building 15-A, Las Vegas, Nevada 89119.

5. Plaintiff believes, after an inquiry reasonable under the circumstances, and as will likely have evidentiary support after a reasonable opportunity for further investigation or discovery, that Defendant ROBERT B. SAUCIER is an individual residing in Nevada who has been a Director, President, Secretary, Treasurer, and sole shareholder of Defendant GALAXY GAMING CORPORATION and who has been and is the registered agent and managing agent of Defendants GALAXY GAMING LLC and GALAXY GAMING OF NEVADA.

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II.

JURISDICTION AND VENUE

6. Count One is a civil action for the infringement of claim 4 of U.S. Patent No. 5,795,225, arising under the patent laws of the United States, 35 U.S.C. § 1 et seq. This Court has jurisdiction over the subject matter of Count One under the provisions of 28 U.S.C. § 1338(a). Venue is proper under 28 U.S.C. § 1400(b).

7. Count Two is a civil action for the infringement of claim 25 of U.S. Patent No. 5,913,726, arising under the patent laws of the United States, 35 U.S.C. § 1 et seq. This Court has jurisdiction over the subject matter of Count Two under the provisions of 28 U.S.C. § 1338(a). Venue is proper under 28 U.S.C. § 1400(b).

8. Count Three is a civil action for the infringement of claim 3 of U.S. Patent No. 6,045,130, arising under the patent laws of the United States, 35 U.S.C. § 1 et seq. This Court has jurisdiction over the subject matter of Count Three under the provisions of 28 U.S.C. § 1338(a). Venue is proper under 28 U.S.C. § 1400(b).

III.

COUNT ONE: INFRINGEMENT OF CLAIM 4 OF U.S. PATENT NO. 5,795,225

9. Plaintiff is the owner of the entire right, title, and interest in and to U.S. Patent No. 5,795,225, issued August 18, 1998, and entitled "Methods of Progressive Jackpot Gaming", a copy of which is attached as Exhibit A.

10. Upon information and belief, formed after an inquiry reasonable under the circumstances, and as will likely have evidentiary support after a reasonable opportunity for further investigation or discovery, Defendants' activities in connection with a live casino table card game known as "Lucky Ladies" constitutes an infringement of claim 4 of Plaintiffs patent pursuant to the provisions of 35 U.S.C. § 1 et seq. Defendants are liable for direct infringement, contributory infringement, and inducing infringement of claim 4 of Plaintiff's patent pursuant to 35 U.S.C. § 271.

11. Upon information and belief, formed after an inquiry reasonable under the circumstances, and as will likely have evidentiary support after a reasonable opportunity for further investigation or discovery, Defendants have infringed claim 4 of said patent by inter alia making,

1 using, offering for sale, offering for lease, selling, leasing, and importing into the United States the  
2 invention described and claimed in claim 4 of said patent without the authority or approval of Plaintiff.

3 12. Upon information and belief, formed after an inquiry reasonable under the  
4 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
5 investigation or discovery, the infringing activities of Defendants have been deliberate, knowing, and  
6 willful.

7 13. Upon information and belief, formed after an inquiry reasonable under the  
8 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
9 investigation or discovery, Defendants will continue to infringe upon claim 4 of said patent to  
10 Plaintiff's irreparable injury and other damage unless enjoined by the Court. Plaintiff has no adequate  
11 remedy at law.

12 **IV.**

13 **COUNT TWO: INFRINGEMENT OF CLAIM 25 OF U.S. PATENT NO. 5,913,725**

14 14. Plaintiff is the owner of the entire right, title, and interest in and to U.S. Patent No.  
15 5,913,726, issued June 22, 1999, and entitled "Methods of Progressive Jackpot Gaming," a copy of  
16 which is attached as Exhibit B.

17 15. Upon information and belief, formed after an inquiry reasonable under the  
18 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
19 investigation or discovery, Defendants' activities in connection with a live casino table card game  
20 known as "Lucky Ladies" constitute an infringement of claim 25 of Plaintiff's patent pursuant to the  
21 provisions of 35 U.S.C. § 1 et seq. Defendants are liable for direct infringement, contributory  
22 infringement, and inducing infringement of claim 25 of Plaintiff's patent pursuant to 35 U.S.C. § 271.

23 16. Upon information and belief, formed after an inquiry reasonable under the  
24 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
25 investigation or discovery, Defendants have infringed claim 25 of said patent by inter alia making,  
26 using, offering for sale, offering for lease, selling, leasing, and importing into the United States the  
27 invention described and claimed in claim 25 of said patent without the authority or approval of  
28 Plaintiff.

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1 17. Upon information and belief, formed after an inquiry reasonable under the  
2 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
3 investigation or discovery, the infringing activities of Defendants have been deliberate, knowing and  
4 willful.

5 18. Upon information and belief, formed after an inquiry reasonable under the  
6 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
7 investigation or discovery, Defendants will continue to infringe upon claim 25 of said patent to  
8 Plaintiff's irreparable injury and other damage unless enjoined by the Court. Plaintiff has no adequate  
9 remedy at law.

10 V.

11 **COUNT THREE: INFRINGEMENT OF CLAIM 3 OF U.S. PATENT NO. 6,045,130**

12 19. Plaintiff is the owner of the entire right, title, and interest in and to U.S. Patent No.  
13 6,045,130, issued April 4, 2000, and entitled, "Methods of Progressive Jackpot Gaming," a copy of  
14 which is attached as Exhibit C.

15 20. Upon information and belief, formed after an inquiry reasonable under the  
16 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
17 investigation or discovery, Defendants' activities in connection with a live casino table card game  
18 known as "Lucky Ladies" constitute an infringement of claim 3 of Plaintiff's patent pursuant to the  
19 provisions of 35 U.S.C. § 1 et seq. Defendants are liable for direct infringement, contributory  
20 infringement, and inducing infringement of claim 3 of Plaintiff's patent pursuant to 35 U.S.C. § 271.

21 21. Upon information and belief, formed after an inquiry reasonable under the  
22 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
23 investigation or discovery, Defendants have infringed claim 3 of said patent by inter alia making,  
24 using, offering for sale, offering for lease, selling, leasing, and importing into the United States the  
25 invention described and claimed in claim 3 of said patent without the authority or approval of Plaintiff.

26 22. Upon information and belief, formed after an inquiry reasonable under the  
27 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
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1 investigation or discovery, the infringing activities of Defendants have been deliberate, knowing, and  
2 willful.

3 23. Upon information and belief, formed after an inquiry reasonable under the  
4 circumstances, and as will likely have evidentiary support after a reasonable opportunity for further  
5 investigation or discovery, Defendants will continue to infringe upon claim 3 of said patent to  
6 Plaintiff's irreparable injury and other damage unless enjoined by the Court. Plaintiff has no adequate  
7 remedy at law.

8 VI.

9 PRAYER FOR RELIEF

10 As to Count One

11 WHEREFORE, Plaintiff demands the following relief with respect to U.S. Patent No.  
12 5,795,225 against each Defendant:

- 13 (a) That this Court enter judgment that Defendant has infringed claim 4 of said patent.
- 14 (b) That Defendant, its successors, privies, and all through or under Defendant, and all  
15 those acting for Defendant or on Defendant's behalf, be preliminarily, and thereafter permanently,  
16 enjoined and infringing claim 4 of said patent.
- 17 (c) That Defendant be required to account to Plaintiff for all damages suffered by Plaintiff  
18 resulting from the infringement of claim 4 of said patent and that the awarded damages be trebled  
19 because of the willful nature of the infringement.
- 20 (d) That Plaintiff be granted such other and further relief as to which this Court may seem  
21 just and proper, together with costs and disbursements of this action, including attorneys' fees.

22 As to Count Two

23 WHEREFORE, Plaintiff demands the following relief with respect to U.S. Patent No.  
24 5,913,726 against each Defendant:

- 25 (a) That this Court enter judgment that Defendant has infringed claim 25 of said patent.
- 26 (b) That Defendant, its successors, privies, and all through or under Defendant, and all  
27 those acting for Defendant or on Defendant's behalf, be preliminarily, and thereafter permanently,  
28 enjoined from infringing claim 25 of said patent.



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1 (c) That Defendant be required to account to Plaintiff for all damages suffered by Plaintiff  
2 resulting from the infringement of claim 25 of said patent and that the awarded damages be trebled  
3 because of the willful nature of the infringement.

4 (d) That Plaintiff be granted such other and further relief as to which this Court may seem  
5 just and proper, together with costs and disbursements of this action, including attorneys' fees.

6 As to Count Three

7 WHEREFORE, Plaintiff demands the following relief with respect to U.S. Patent No.  
8 6,045,130 against each Defendant:

9 (a) That this Court enter judgment that Defendant has infringed claim 3 of said patent.

10 (b) That Defendant, its successors, privies, and all through or under Defendant, and all  
11 those acting for Defendant or on Defendant's behalf, be preliminarily, and thereafter permanently,  
12 enjoined from infringing claim 3 of said patent.

13 (c) That Defendant be required to account to Plaintiff for all damages suffered by Plaintiff  
14 resulting from the infringement of claim 3 of said patent and that the awarded damages be trebled  
15 because of the willful nature of the infringement.

16 (d) The Plaintiff be granted such other and further relief as to which this Court may seem  
17 just and proper, together with costs and disbursements of this action, including attorneys' fees.

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VII.

DEMAND FOR A JURY TRIAL

Plaintiff demands a trial by jury on all issues so triable.

RESPECTFULLY SUBMITTED this 5<sup>th</sup> day of March, 2002.

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**PROGRESSIVE GAMES, INC.**



**United States Patent** [19]

[11] Patent Number: **5,795,225**

Jones et al.

[45] Date of Patent: **\*Aug. 18, 1998**

[54] **METHODS OF PROGRESSIVE JACKPOT GAMING**

[75] Inventors: Daniel A. Jones, James P. Suttle, both of Las Vegas, Nev.

[73] Assignee: Progressive Games, Inc., Ft. Lauderdale, Fla.

[\*] Notice: The term of this patent shall not extend beyond the expiration date of Pat. No. 4,861,041.

[21] Appl. No.: 811,364

[22] Filed: Mar. 6, 1997

**Related U.S. Application Data**

[60] Continuation of Ser. No. 337,661, Nov. 9, 1994, Pat. No. 5,626,341, which is a division of Ser. No. 40,925, Mar. 31, 1993, Pat. No. 5,364,104, which is a division of Ser. No. 800,631, Nov. 27, 1991, Pat. No. 5,288,077, which is a continuation-in-part of Ser. No. 361,276, Jun. 5, 1989, Pat. No. 5,078,405, which is a division of Ser. No. 214,934, Jul. 5, 1988, Pat. No. 4,861,041, which is a continuation-in-part of Ser. No. 182,374, Apr. 18, 1988, Pat. No. 4,836,553.

[51] Int. Cl.<sup>5</sup> ..... A63F 1/00; A63F 9/24

[52] U.S. Cl. .... 463/13; 463/12; 463/25; 463/29; 273/292; 273/309

[58] Field of Search ..... 273/292, 274, 273/304, 309, 138.1; 463/12, 13, 25, 29

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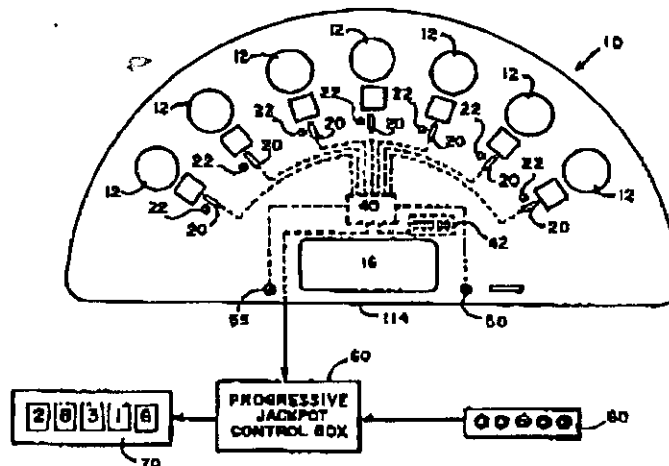
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Primary Examiner—Benjamin H. Layno

[57] **ABSTRACT**

A method and apparatus for including a progressive jackpot component in a live casino table game. In addition to playing a live casino table game, each player makes an additional wager at the beginning of each hand that makes that player eligible to win all or part of a jackpot. If during the play of the hand a player is dealt a predetermined arrangement of cards, the player wins a preselected percentage of the jackpot amount. The jackpot is progressive in that unwon amounts of the jackpot carry over to the next hand. Apparatus is provided to receive each gaming token wagered for the jackpot component, to increment the jackpot meter which displays the jackpot amount, to decrement the jackpot meter whenever a winning hand is paid and to reset the apparatus for the next hand.

20 Claims, 4 Drawing Sheets



Ex. A

5,795,225

Page 2

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U.S. Patent

Aug. 18, 1998

Sheet 1 of 4

5,795,225

FIGURE 1.

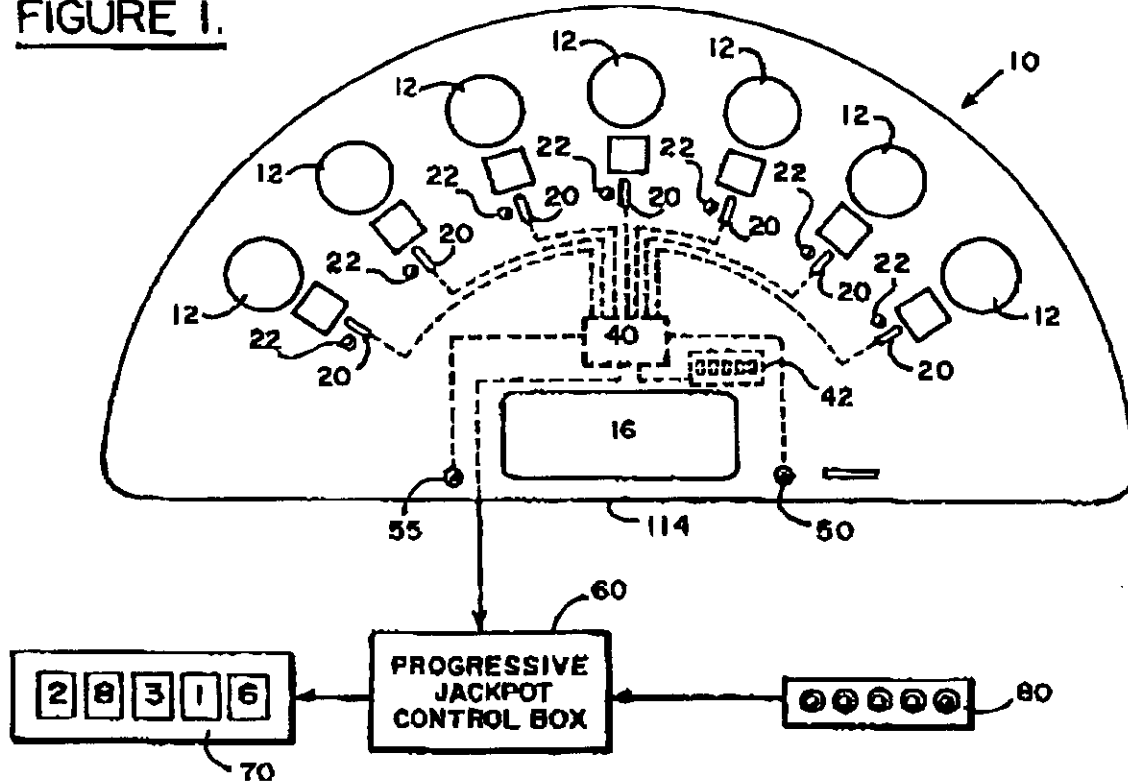
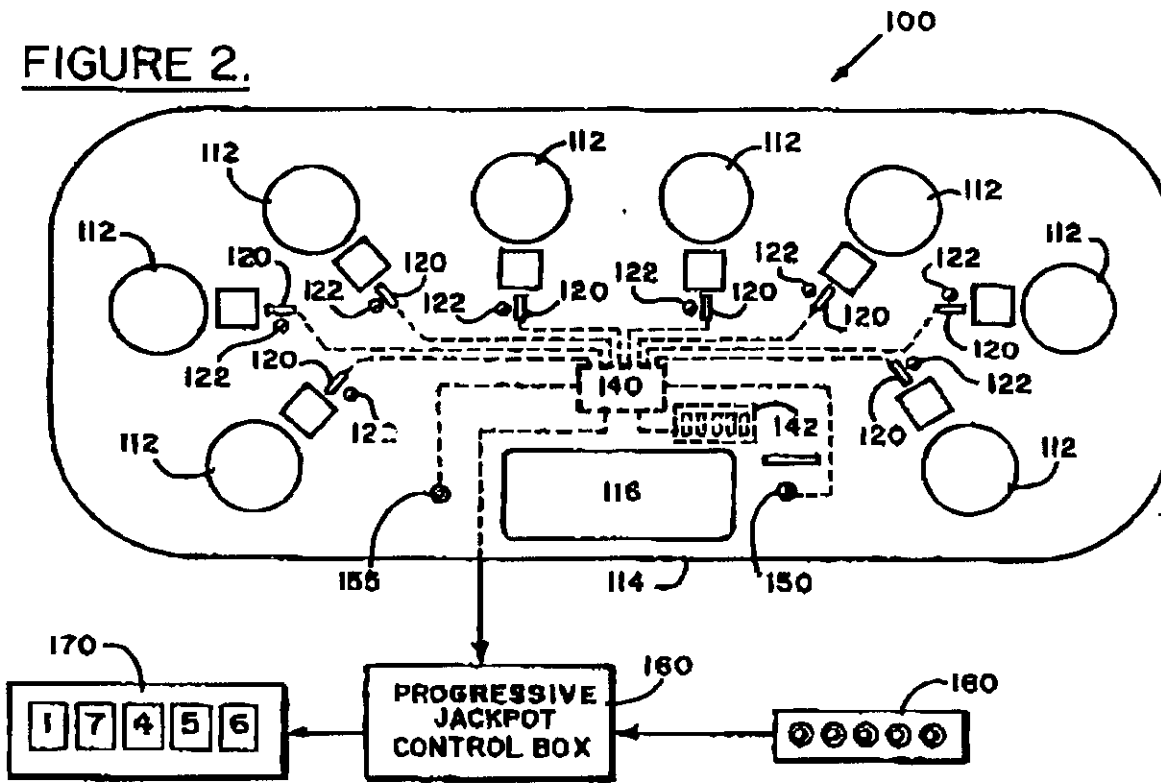


FIGURE 2.



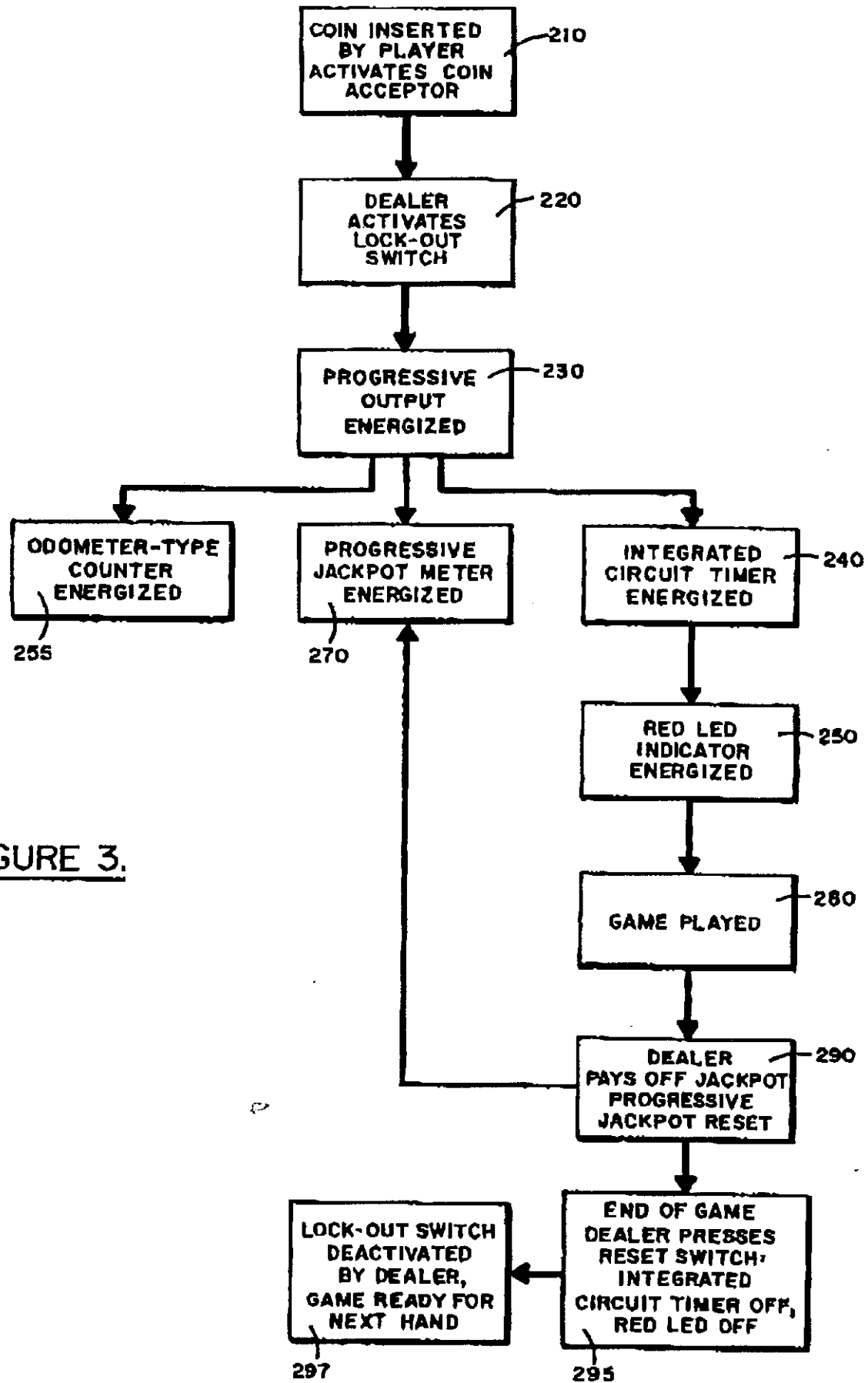


FIGURE 3.

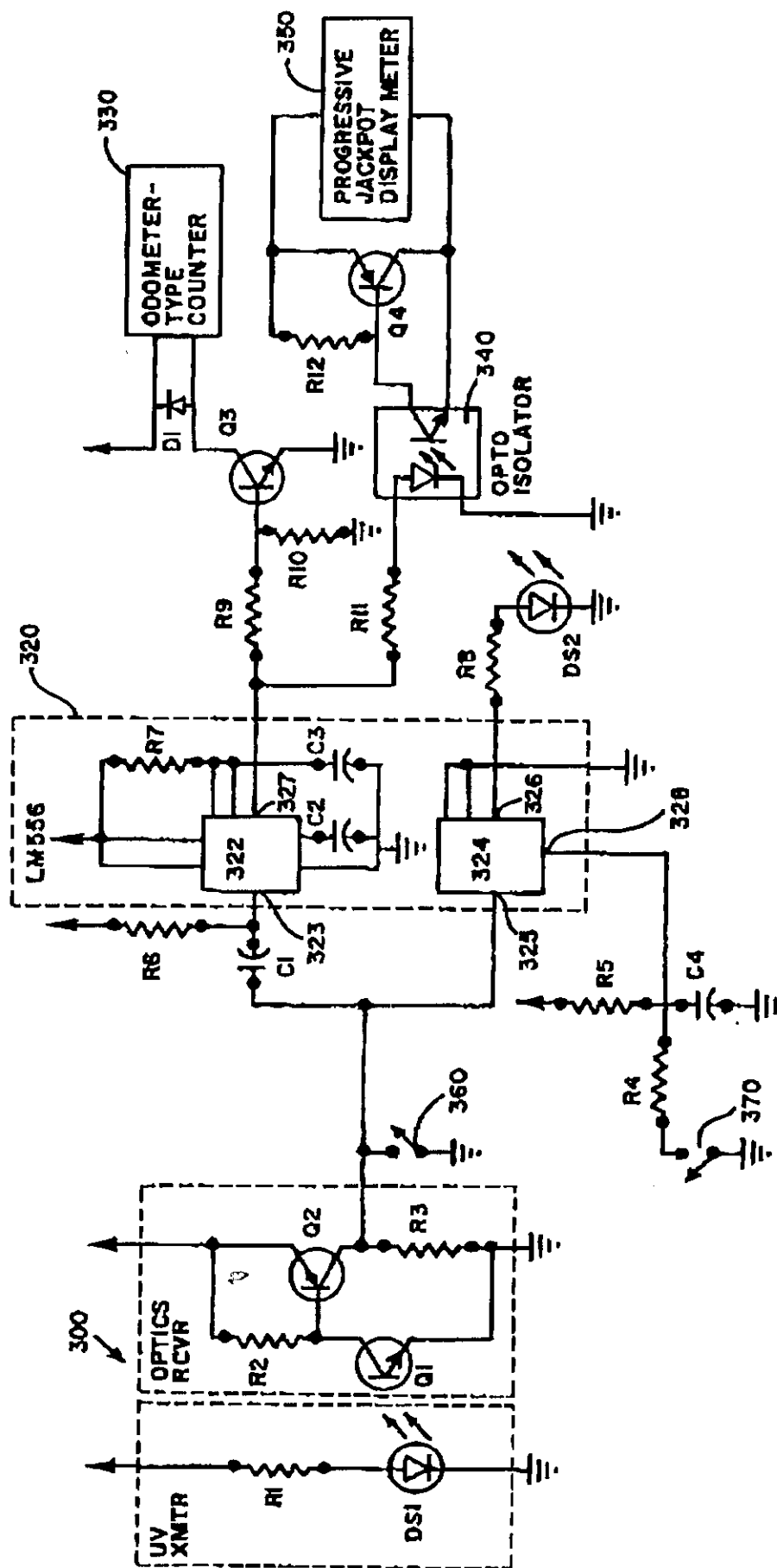


FIGURE 4.



**U.S. Patent**

**Aug. 18, 1998**

**Sheet 4 of 4**

**5,795,225**

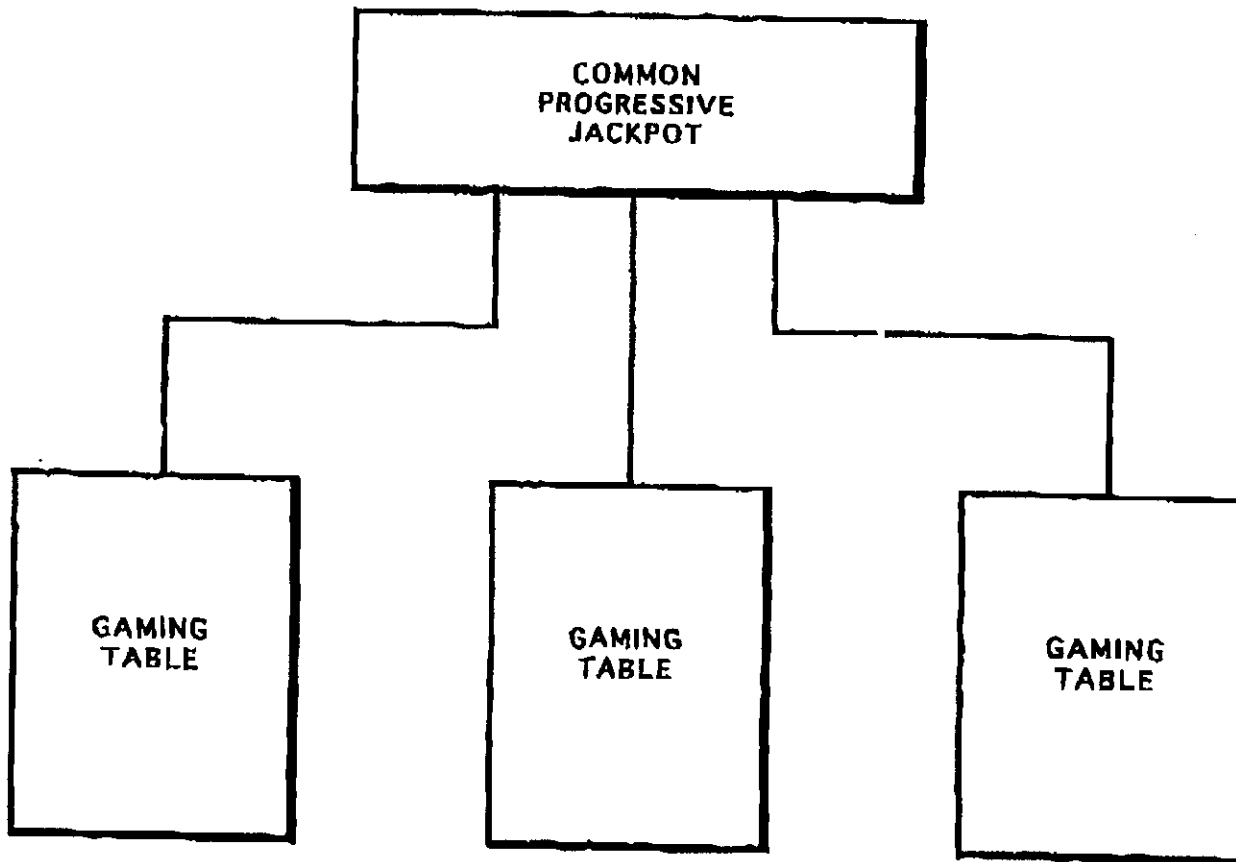


FIGURE 5.

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1

## METHODS OF PROGRESSIVE JACKPOT GAMING

### CROSS REFERENCE TO RELATED APPLICATIONS

This application is a continuation of application Ser. No. 08/337,661, filed Nov. 9, 1994 now U.S. Pat. No. 5,626,341, which is a division of application Ser. No. 08/040,925 filed Mar. 31, 1993, and now U.S. Pat. No. 5,364,104; which is a division of application Ser. No. 07/800,631 filed Nov. 27, 1991 now U.S. Pat. No. 5,288,077; which is a continuation-in-part of application Ser. No. 07/361,276, filed Jun. 5, 1989 and now U.S. Pat. No. 5,078,405; which is a division of application Ser. No. 07/214,934, filed Jul. 5, 1988 and now U.S. Pat. No. 4,861,041; which is a continuation-in-part of application Ser. No. 07/182,374, filed Apr. 18, 1988 and now U.S. Pat. No. 4,836,553. The entire disclosures of each of the above-listed applications and patents are hereby incorporated by reference herein. The entire disclosure of copending application Ser. No. 07/814,712 filed Dec. 30, 1991 is also hereby incorporated by reference herein.

### BACKGROUND OF THE INVENTION

The present invention generally relates to casino or cardroom gaming involving a progressive jackpot. More particularly, it relates to a progressive jackpot that is available to be played by participants in various casino or cardroom table games.

It has become common practice in gaming establishments to provide a progressive jackpot component in connection with electronic or mechanical gaming devices, such as slot machines, video poker machines or keno machines. Typically a plurality or "bank" of machines are electronically interconnected to a common progressive jackpot meter. As gaming tokens are fed into each machine, the amount shown on the jackpot meter progresses incrementally until some lucky player lines up the winning combination, such as three or four 7's on the same row of a slot machine. In video poker, a Royal Flush normally wins the jackpot, although in some variations, a player must achieve a Royal Flush in an exact order, such as A-K-Q-J-10 from left to right, or in a particular suit, such as Spades. In video keno, a player typically must match 15 out of 15 numbers to win the progressive jackpot.

It is an object of the present invention to provide a progressive jackpot component to typical casino or cardroom table games such as poker or Twenty-One.

It is a feature of the present invention to have each participant in the progressive jackpot component win all or part of the amount shown on the progressive jackpot meter if the participant achieves a particular predetermined playing hand.

It is an advantage of the present invention that when the progressive jackpot component is added to typical table games such as poker or Twenty-One that the players will enjoy these games more and that the amount of play will increase.

It is a further object of the present invention to provide apparatus useful in providing the progressive jackpot component to casino or cardroom table games such as poker or Twenty-One.

It is a further feature of the present invention to have a progressive jackpot meter electronically interconnected to one or more gaming tables to allow each player at his playing location to participate in the progressive jackpot

2

component by wagering a gaming token which automatically activates an indicator showing the player's participation and also automatically increments the progressive jackpot meter.

It is an advantage of the present invention that the apparatus makes it easy for each player to participate in the progressive jackpot component of the game.

### BRIEF SUMMARY OF THE INVENTION

The method of the present invention generally involves a typical casino or cardroom game modified to include a progressive jackpot component. During the play of a Twenty-One game, for example, in addition to his normal wager, a player will have the option of making an additional wager that becomes part of, and makes the player eligible to win, the progressive jackpot. If the player's Twenty-One hand comprises a particular, predetermined arrangement of cards, the player will win all, or part of, the amount showing on the progressive jackpot. This progressive jackpot feature is also adaptable to any other casino or cardroom game such as Draw Poker, Stud Poker, Lo-Ball Poker or Caribbean Stud™ Poker.

The apparatus used to practice the present invention comprises a gaming table, such as those used for Twenty-One or poker, modified with the addition of a coin acceptor that is electronically connected to a progressive jackpot meter. When a player drops a coin into the coin acceptor, a light is activated at the player's location indicating that he is participating in the progressive jackpot component of the game during that hand. At the same time, a signal from the coin acceptor is sent to the progressive meter to increment the amount shown on the progressive meter. At the conclusion of the play of each hand, the coin acceptor is reset for the next hand. When a player wins all or part of the progressive jackpot, the amount showing on the progressive jackpot meter is reduced by the amount won by the player. Any number of gaming tables can be connected to a single progressive jackpot meter.

### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 shows the apparatus of the present invention using a casino gaming table with coin acceptors at each playing location electronically connected to a progressive jackpot meter.

FIG. 2 shows an alternate embodiment of the present invention using a cardroom gaming table with coin acceptors at each playing location electronically connected to a progressive jackpot meter.

FIG. 3 shows a block diagram of the operation of the present invention.

FIG. 4 shows a schematic diagram of the electronic circuitry of the present invention.

FIG. 5 shows a block diagram of a plurality of gaming tables connected to a single progressive jackpot meter.

### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

As shown in FIG. 1, a casino gaming table 10 is provided having a plurality of playing locations 12 for players participating in the game being conducted, e.g., Twenty-One. A dealer is positioned at the dealer's location 14 adjacent a chip rack 16. Adjacent to each player location 12 is a coin acceptor 20. Each coin acceptor 20 is electronically connected to a main control board 40 to which is connected a number of odometer-type counters 42 corresponding to the

5.795.225

3

number of playing locations 12 provided on the gaming table 10. As shown in FIG. 1, seven playing locations 12 are preferably provided, although the number of playing locations can be more or less than seven. A reset switch 50 is located adjacent the dealer's location 14 and is electronically connected to the main control board 40 and provides a means whereby the dealer can reset the coin acceptors 20 prior to the beginning of the play of each hand. A lockout switch 55, is also provided adjacent to the dealer's location 14 which is activated by the dealer to prevent later wagering as will be more fully explained herein.

A main control board 40 is electronically connected to a progressive jackpot control box 60 which receives the signals from each coin acceptor 20 and in response to those signals increments the progressive jackpot meter 70, as will be more fully explained herein. Also electronically connected to the progressive control box 60 is the jackpot reset control 80 which provides means for resetting the amount shown on the progressive jackpot meter whenever a player wins all, or part of, the amount shown on the progressive, jackpot meter 70.

In operation, the present invention operates as follows. A conventional Twenty-One game is conducted on gaming table 10. At the beginning of each hand, each player, in addition to making his usual wager for the play of the Twenty-One hand, may also make an additional wager to be eligible to participate in the progressive jackpot component of the game during that hand. To do so, a player places a gaming token into the coin acceptor 20 associated with that player's particular playing location 12. As will be more fully explained herein, the coin acceptor 20 "recognizes" that a gaming token has been placed therein and an indicator signal 22, preferably a light, adjacent to the coin acceptor 20 is activated showing that that particular player is participating in the progressive jackpot component of the game during the play of that hand.

Besides activating the indicator signal 22, the coin acceptor 20 also sends an electronic signal to the main control board 40. This signal is sent by the main control board 40 to the odometer-type counter 42 corresponding to the particular playing location 12 to keep a sequential count of the number of gaming tokens that are placed in the particular coin acceptor 20.

The main control board 40 also activates the progressive jackpot control box 60 which in turn controls the progressive jackpot meter 70. Each gaming token placed in a coin acceptor 20 results in the amount shown on the progressive jackpot meter being increased by a predetermined amount. If, for example, each gaming token has a value of one dollar, then the amount shown on the progressive jackpot meter would be increased by any amount up to one dollar for each gaming token placed into a coin acceptor 20. In the preferred embodiment of the present invention, the progressive jackpot would be increased between 93% to 97% of the amount of each gaming token being wagered, the balance representing the house's share of the amount wagered for providing the progressive jackpot component of the game.

When each player has had a reasonable opportunity to make a progressive jackpot wager, the dealer activates lockout switch 55 which deactivates each coin acceptor 20. Any tokens placed in a coin acceptor 20 after lockout switch 55 is activated will not register. This prevents late wagering after the cards are dealt.

The amount shown on the progressive jackpot meter will continue to increase for each gaming token wagered until a player achieves a winning hand. Preset winning hands

4

earn a player all or part of the amount shown on the progressive jackpot meter. In a preferred embodiment, the preselected winning hands and payoff amounts in Twenty-One game are as follows:

Winning Hand	Amount of Jackpot
Four 3's and an Ace	100%
Ace, two three, four, five and six	4%
Six, seven and eight of same suit	100 tokens
Three 7's	50 tokens

The invention is not limited to these particular combinations of winning hands or payoffs; other winning hand combinations or payoff amounts can be utilized.

When a player achieves a winning hand, the jackpot reset control 80 is manually activated by pushing a button that corresponds to the type of hand that the player achieved. The amount won by the player is thus electronically deducted from the amount showing on the progressive jackpot meter.

When a particular hand is completed at gaming table 101, the dealer presses the reset switch 50, which deactivates the indicator signal 22. Lockout switch 55 is also manually deactivated by the dealer. The coin acceptor 20 is thus readied to receive another gaming token for the next hand.

The progressive jackpot component of the present invention can also be used in connection with other types of casino games, e.g., Caribbean Stud™ Poker, which is the subject matter of U.S. Pat. application Ser. No. 182,374 filed Apr. 18, 1988, which is incorporated herein by reference thereto. Caribbean Stud™ Poker is a modification of conventional five-card stud poker. Each player makes an ante and a dealer deals five cards to each player and to himself.

The player's cards are dealt face down and the dealer's cards are dealt four cards face down and one card face up. Each player views his hand and then decides whether to continue to play by making an additional bet or to fold or drop, in which case he loses his ante. The dealer then reveals his entire hand; if the dealer's hand does not have a poker value of at least Ace-King, then the dealer is not permitted to continue to play. In that case, the dealer pays even money on the remaining players' antes, and returns their bets to them.

If the dealer's hand has a poker value of Ace-King or better, the dealer compares his hand to each player's hand, paying or collecting the bets as appropriate. The dealer also pays odds of more than even money on each winning player's hand of two pair or better according to a bonus payment schedule. This game can be played using the gaming table shown in FIG. 1. Each player makes a progressive jackpot wager by placing a gaming token in the coin acceptor 20 which makes that player eligible to participate in the progressive jackpot amount shown on the meter 70. The winning hands and amounts for Caribbean Stud Poker are preferably as follows:

Hand	Amount
Royal Flush	100%
Straight Flush	10%
Four of a Kind	1%
Full House	50 tokens
Flush	25 tokens

Again the invention is not limited to these particular combinations of hands or payoff amounts; other hand combinations or payoff amounts can be utilized.

5.795.225

5

The invention can also be adapted to other casino or cardroom poker games such as Stud Poker, Draw Poker or Lo-Ball Poker. The gaming table 100 used to play each of these games is modified as shown in FIG. 2 by the addition of coin acceptors 120 and indicator signals 122 at each player's location 112. The electronics is the same as that shown in FIG. 1 and includes a main control board 140, an odometer-type counter 142, a progressive jackpot control box 160, a progressive jackpot meter 170 and a jackpot reset control 180. A reset switch 150 and a lockout switch 155 are located adjacent the dealer's location 114 next to the chip rack 116.

The progressive jackpot meter 170 is incrementally increased in the same manner as that described in connection with FIG. 1 by each player placing a gaming token in the coin acceptor 120.

The winning hands and payoff amounts are preselected as appropriate for the type of game being played. In the preferred embodiment, the winning hands and payoff amounts are as follows:

I. Five Card Draw Poker

Hand	Amount
Royal Flush	100%
Straight Flush	10%
Four of a Kind	100 tokens
Full House	25 tokens

II. Five Card Stud Poker

Hand	Amount
Royal Flush	100%
Straight Flush	10%
Four of a Kind	100 tokens
Full House	25 tokens

III. Seven Card Stud Poker

Hand	Amount
Royal Flush	100%
Straight Flush	10%
Four of a Kind	100 tokens
Full House	25 tokens

IV. Lo-Ball Poker

Hand	Amount
5-4-3-2-Ace	100%
6-4-3-2-Ace	5%
6-5-3-2-Ace	100 tokens
7-4-3-2-Ace	25 tokens

These winning hands and payoff amounts are merely preferred embodiments and the invention may be practiced using any appropriate combination of winning hands and payoff amounts.

As an alternative embodiment, progressive jackpot component of the game may be utilized as a consolation payoff for a player who otherwise loses during the play of the regular game. For example, assume the regular game being played is Five Card Stud. Players A and B are both eligible for the progressive jackpot amount because each has placed a gaming token in the coin acceptor prior to the beginning

6

of the play of the hand. Player A holds a hand having Four of a Kind. Player B holds a Full House. Because Player A's hand is higher according to the customary poker hand ranking priority, Player A wins the pot wagered on the Five Card Stud game. As a consolation, however, Player B receives a payoff amount from the progressive jackpot for his Full House, e.g., 25 tokens. Player A does not receive a payoff from the progressive jackpot because he already has won the pot from the regular Five Card Stud game. Thus, under this alternative embodiment, a player only receives a payoff from the progressive jackpot if the player both has a hand of the preselected type and loses to a higher hand in the game being played.

Another modification would have the two players sharing in the progressive jackpot amount; the player with the preselected type of hand receiving a percentage of the progressive jackpot amount and the player with the higher poker hand receiving the rest of the progressive jackpot amount. With reference to the example above, Player B would receive 80% of the progressive jackpot amount for a Full House and Player A would receive 20% of the progressive jackpot amount for a Full House.

FIG. 3 shows in block diagram form the operation of the present invention. Each playing location has a coin acceptor 210 into which a player places a gaming token in order to be eligible for the progressive jackpot amount. When all players have had sufficient time to decide whether to participate in the progressive jackpot for that hand the dealer activates the lockout switch 220 which prevents late wagers. Each gaming token placed in a coin acceptor 210 energizes the progressive output control 230 which in turn activates three separate devices. An integrated circuit timer is energized which causes an indicator light 250 to be illuminated at the location on the coin acceptor in front of the player. This gives a visual indication to the dealer that that player is participating in the progressive jackpot during the play of that hand.

The signal from the progressive jackpot control 230 also activates an odometer-type counter 255 which increments by one unit for each gaming token wagered through the coin acceptor. This allows the gaming establishment to keep an accurate count of the number of wagers made on the progressive jackpot.

The third signal from the progressive jackpot control 230 goes directly to the progressive jackpot meter 270. The progressive jackpot meter 270 shows the total amount available to be won by a player who obtains one of the preselected winning hands. The amount of the progressive jackpot meter 270 automatically increases a predetermined amount for each gaming token placed in a coin acceptor. The progressive jackpot meter 270 is programmed to increase a specified percentage of the amount wagered in the coin acceptor 210. In the preferred embodiment, the progressive jackpot meter will be increased between about 93% to 97% of the amount wagered in the coin acceptor 210.

The dealer then deals the cards to each player and the hand is played 280. If a player has a preselected winning hand, the player is paid the amount corresponding to the type of winning hand that the player has. The jackpot reset control 290 is manually activated which results in the amount of the payoff being automatically deducted from the amount displayed on the progressive jackpot meter 270.

After the winning players have been paid, the dealer activates the reset switch 295 which both turns off the integrated circuit timer 240 and turns off the indicator light 250 and the dealer deactivates the lockout switch 297 thereby activating the coin acceptor 210 for the next hand.



5.795.225

7

FIG. 4 in schematic form depicts the electronic circuitry to operate the apparatus of the present invention. The coin acceptor circuitry 300 is activated when a gaming token is dropped into the slot on the gaming table where the coin acceptor is mounted. The gaming token passes between an ultraviolet transmitter DS1 and an optic receiver Q1 (Model #MRD 300 transistor). This causes a pulse to be passed from the collector of Q1 to the base of receiver Q2. Q2 is a Model #2N3906 transistor and acts as an emitter follower and sends a pulse which is received by the integrated circuit 322.324 of the main control board 320. The integrated circuit 322.324 is a Model #LM-556 Timer. The pulse from Q2 is received at pin 325 of the lower portion 324 of the integrated circuit and this pulse causes pin 326 of the lower portion 324 to go high and turn on diode DS2 (a Model F367 diode). This diode DS2 is the indicator light 22 shown in FIG. 1 and this indicator light 22 stays on until the play of the hand is finished.

The pulse from Q2 also is received by pin 323 on the upper portion 322 of the integrated circuit and this pulse creates a pulse at pin 327 of the upper portion 322 which causes transistor Q3 (a Model #T1P120 transistor) to turn on, then off for the duration of the pulse created at pin 327. The turning on and off of transistor Q3 causes the odometer-type counter 42 shown in FIG. 1 to increment one digit. The odometer-type counter 330 is a six-digit non-resettable electron 12VDC counter, WICO Model #31-443400.

The pulse created at pin 327 of the upper portion 322 of the integrated circuit also goes to the opto isolator 340 (which is a Model #H11A16B Opto Isolator). The opto isolator 340 passes this pulse to the base of transistor Q4 (a Model #2N3906 transistor) thereby turning on transistor Q4 for the duration of the pulse. When transistor Q4 is turned on, the pulse is passed to the progressive jackpot display meter 350 where the amount shown on the display meter 350 is increased by a predetermined percentage, of the value of the gaming token placed in the coin acceptor 300. The progressive jackpot display meter 350 can typically be a Game Technology Model having 3" LED characters on a 44" length single progressive display.

After all bets are made, the dealer manually presses a lockout switch 360 which will clamp the output of transistor Q2 at a low level which ensures that there can be no late wagers made through the coin acceptor 300. Once the output of transistor Q2 is clamped at a low level, a gaming token placed in the coin acceptor 300 will not cause a pulse to flow through the rest of the circuitry.

The game is then played and once the game is completed, the dealer will manually press the reset switch 370 which creates a reset pulse that activates pin 328 which resets the lower portion 324 of the integrated circuit. This resetting causes pin 326 to go low which will extinguish diode DS2 which turns off the indicator light 22 on the gaming table.

The dealer also manually presses the lockout switch 360 to open the circuit and remove the clamp on the emitter of transistor Q2 which allows another hand to be played. The players commence the next hand by placing gaming tokens in the coin acceptor 300 and the process is repeated.

As will be apparent to those skilled in the art, various resistors and capacitors are provided to complete the circuitry. The specifications on the resistors and capacitors shown in FIG. 4 is as follows:

8

Resistors	Capacitors
R1 - 68 Ohm	C1-.1 ufd/35v
R2 - 3 Kohm	C2-.01 ufd/35v
R3 - 1 Kohm	C3-.1 ufd/35v
R4 - 200 Ohm	C4-.1 ufd/35v
R5 - 4.7 Kohm	
R6 - 10 Kohm	
R7 - 1 Mohm	
R8 - 240 Ohm	
R9 - 1 Kohm	
R10 - 4.7 Kohm	
R11 - 240 Ohm	
R12 - 1 Kohm	

As shown in FIG. 5, any number of gaming tables may be connected to a single progressive jackpot meter.

While the invention has been illustrated with respect to several specific embodiments thereof, these embodiments should be considered as illustrative rather than limiting. Various modifications and additions may be made and will be apparent to those skilled in the art. Accordingly, the invention should not be limited by the foregoing description, but rather should be defined only by the following claims.

We claim:

1. A method of including a jackpot component as an additional feature in a live casino table card game comprising the steps of:

(a) a player making a first wager to participate in the live casino table card game;

(b) a player optionally making a second wager to participate in said jackpot component;

(c) a dealer dealing playing cards to the player; and

(d) if the player's hand comprises a predetermined arrangement of cards, the player wins a predetermined prize if the player has optionally made the second wager, wherein the steps (a) and (b) occur prior to step (c) and step (c) occurs prior to step (d), and wherein said predetermined arrangement and said predetermined prize are each determined before steps (a) and (b).

2. The method of claim 1, wherein said predetermined arrangement consists of cards of the same suit.

3. The method of claim 2, wherein said predetermined arrangement consists of five cards of the same suit.

4. The method of claim 1, wherein said predetermined prize is at least 100 times the amount of said second wager.

5. The method of claim 4, wherein said predetermined arrangement consists of a royal flush poker rank.

6. The method of claim 1, wherein said jackpot component includes a progressive jackpot and wherein said predetermined prize is the entire amount of said progressive jackpot.

7. A method of claim 6, wherein said predetermined arrangement consists of a royal flush poker rank.

8. The method of claim 1, wherein step (a) may occur either before, concurrently with, or after step (b).

9. A method of including a jackpot component as an additional feature in a live casino table card game, said table including a plurality of player locations at which a player receives playing cards from a dealer to play said live casino table card game, comprising the steps of:

(a) a player making a jackpot wager to participate in said jackpot component;

(b) electronically registering said jackpot wager made by a player; and

(c) electronically displaying a signal at the player location to indicate registering of said jackpot wager made by that player.

5.795.225

9

10. The method of claim 9 further comprising the steps of electrically counting jackpot wagers made by players to participate in said jackpot component.

11. A method of including a jackpot component as an additional feature in a live casino table card game, said table including a plurality of player locations at which a player receives playing cards from a dealer to play said live casino table card game, comprising the steps of:

- (a) permitting a player to make a first wager to participate in said live casino table card game;
- (b) affording a player an opportunity of making a second wager to participate in said jackpot component;
- (c) electronically registering placement of said second wager by a player;
- (d) electronically displaying a signal at the player location to indicate placement of said second wager;
- (e) dealing a hand of playing cards to the player; and
- (f) if the player's hand comprises a predetermined arrangement of cards and the player has made the second wager, awarding a prize to the player.

10

12. The method of claim 11, wherein said live casino table card game is Stud Poker.

13. The method of claim 11, wherein said live casino table card game is Twenty-One.

14. The method of claim 11, wherein said live casino table card game is Draw Poker.

15. The method of claim 11, wherein said live casino table card game is Lo-Ball Poker.

16. The method of claim 11, wherein said live casino table card game is Caribbean Stud™ Poker.

17. The method of claim 11, wherein said prize has a value at least 100 times the value of said second wager.

18. The method of claim 11, wherein said predetermined arrangement consists of a royal flush poker rank.

19. The method of claim 11, further comprising the step of electronically interlinking a plurality of tables to a common jackpot.

20. The method of claim 11, wherein said prize is a predetermined fixed amount.

\* \* \* \* \*



**United States Patent** [19]  
**Goldring**

[11] **Patent Number:** 5,913,725  
 [45] **Date of Patent:** Jun. 22, 1999

[54] **SECURE MAILER/RECEIPT BUSINESS FORM**  
 [75] **Inventor:** Tony Steven Goldring, Victoria, Australia  
 [73] **Assignee:** Moore U.S.A. Inc., Grand Island, N.Y.  
 [21] **Appl. No.:** 08/875,777  
 [22] **PCT Filed:** Nov. 15, 1996  
 [86] **PCT No.:** PCT/AU96/00726

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§ 371 Date: Aug. 13, 1997  
 § 102(e) Date: Aug. 13, 1997

[87] **PCT Pub. No.:** WO97/20700  
**PCT Pub. Date:** Jun. 12, 1997

[30] **Foreign Application Priority Data**  
 Dec. 5, 1995 [AU] Australia ..... PN6985

[51] **Int. Cl.<sup>6</sup>** ..... B41L 1/00  
 [52] **U.S. Cl.** ..... 462/22; 462/6; 462/64;  
 283/116; 283/100  
 [58] **Field of Search** ..... 462/6, 22, 64,  
 462/65; 229/300, 301; 283/116, 101, 100

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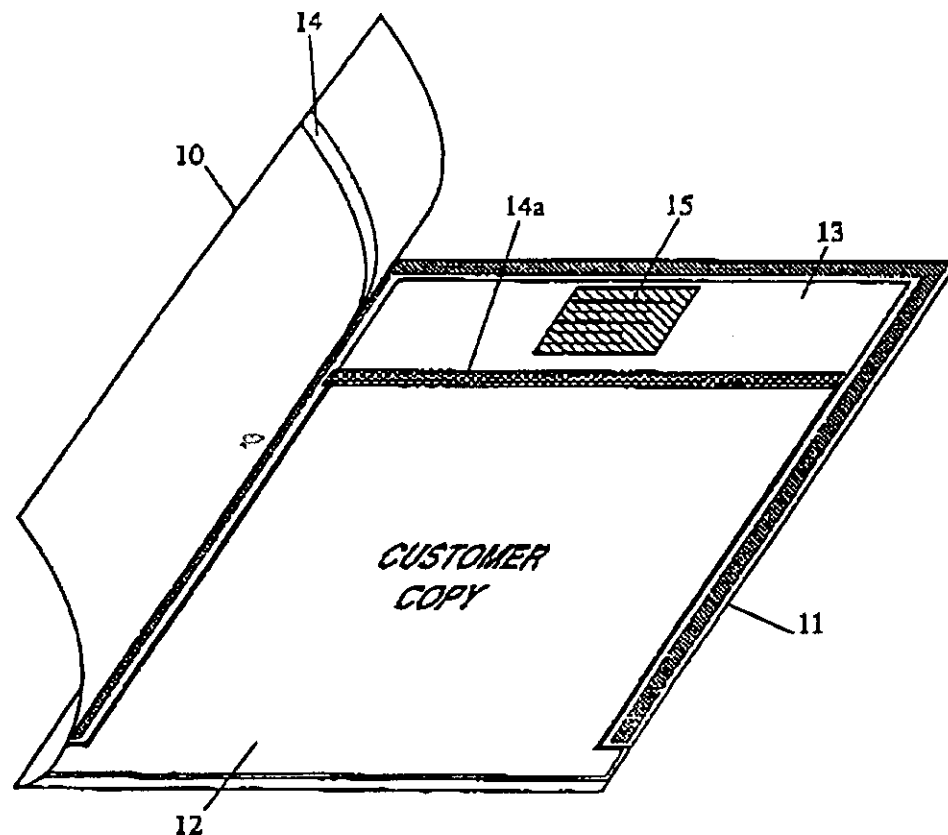
883,620 3/1908 Carraway .  
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*Primary Examiner*—Frances Han  
*Attorney, Agent, or Firm*—Nixon & Vanderhye, P.C.

[57] **ABSTRACT**

A secure mailer/receipt business form including a top and bottom ply and at least one intermediate ply constituting a separable receipt part which receipt part is associated with image transfer material for imparting information onto the bottom ply, the rear face of the top ply including a coated adhesive material covering at least part of the surface, adhesive being coated with a releasable non-adhesive backing materials connected to the separable receipt part such that withdrawal of the separable receipt part will release the backing material to expose the adhesive layer to adhere the top ply to the top face of the bottom ply thereby sealing the top and bottom plies together after removal of the receipt part to restrict tampering with the remaining business form without damage to the form.

3 Claims, 2 Drawing Sheets



Ex. B

U.S. Patent

Jun. 22, 1999

Sheet 1 of 2

5,913,725

Fig 1.

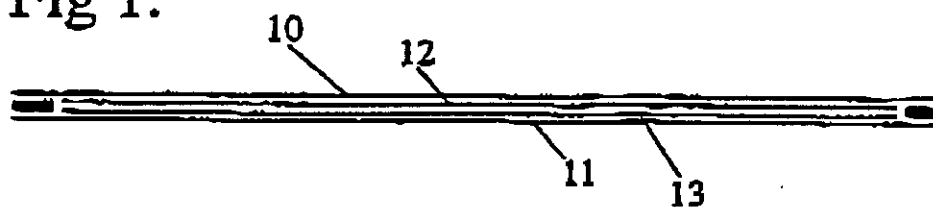
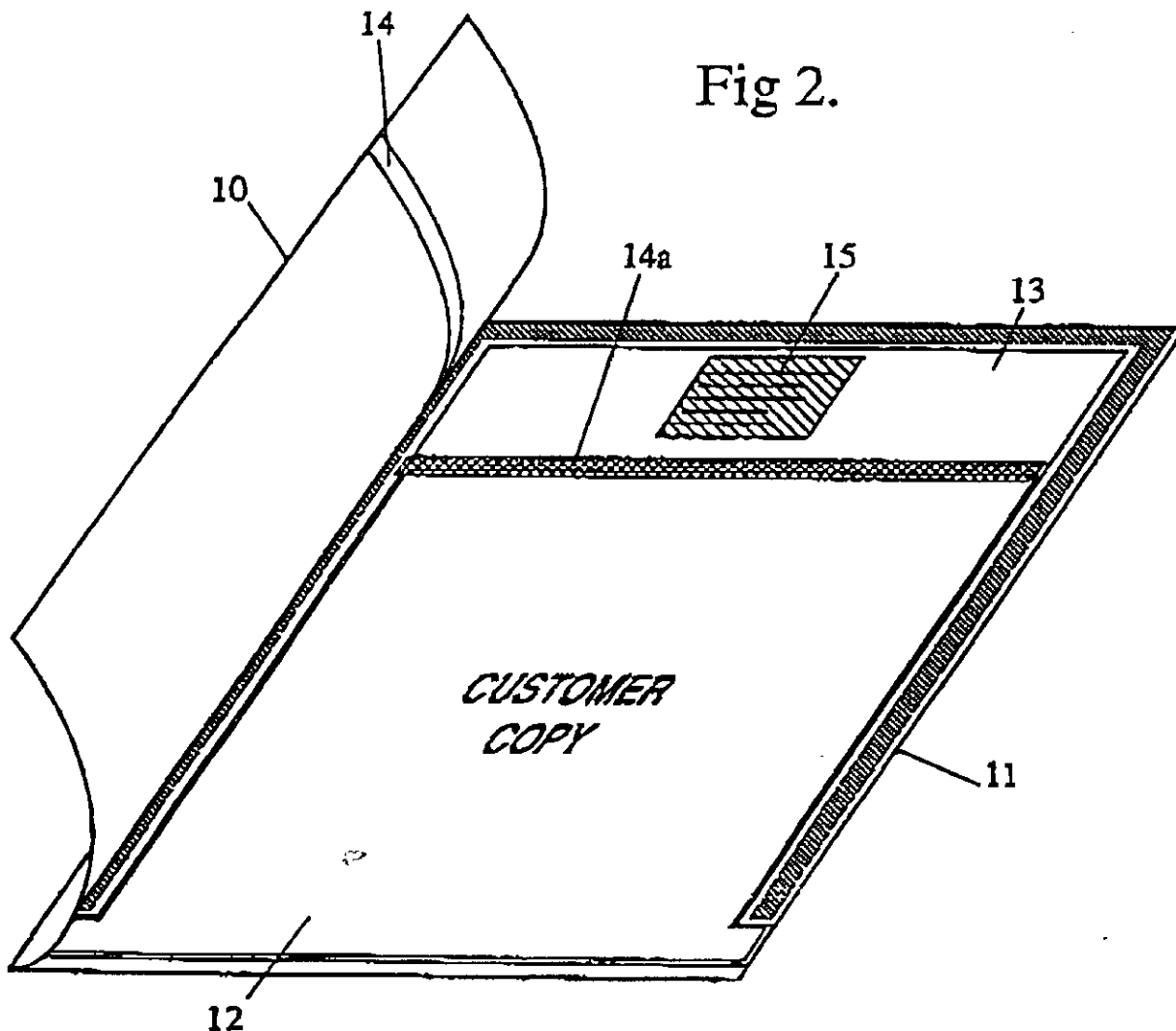


Fig 2.



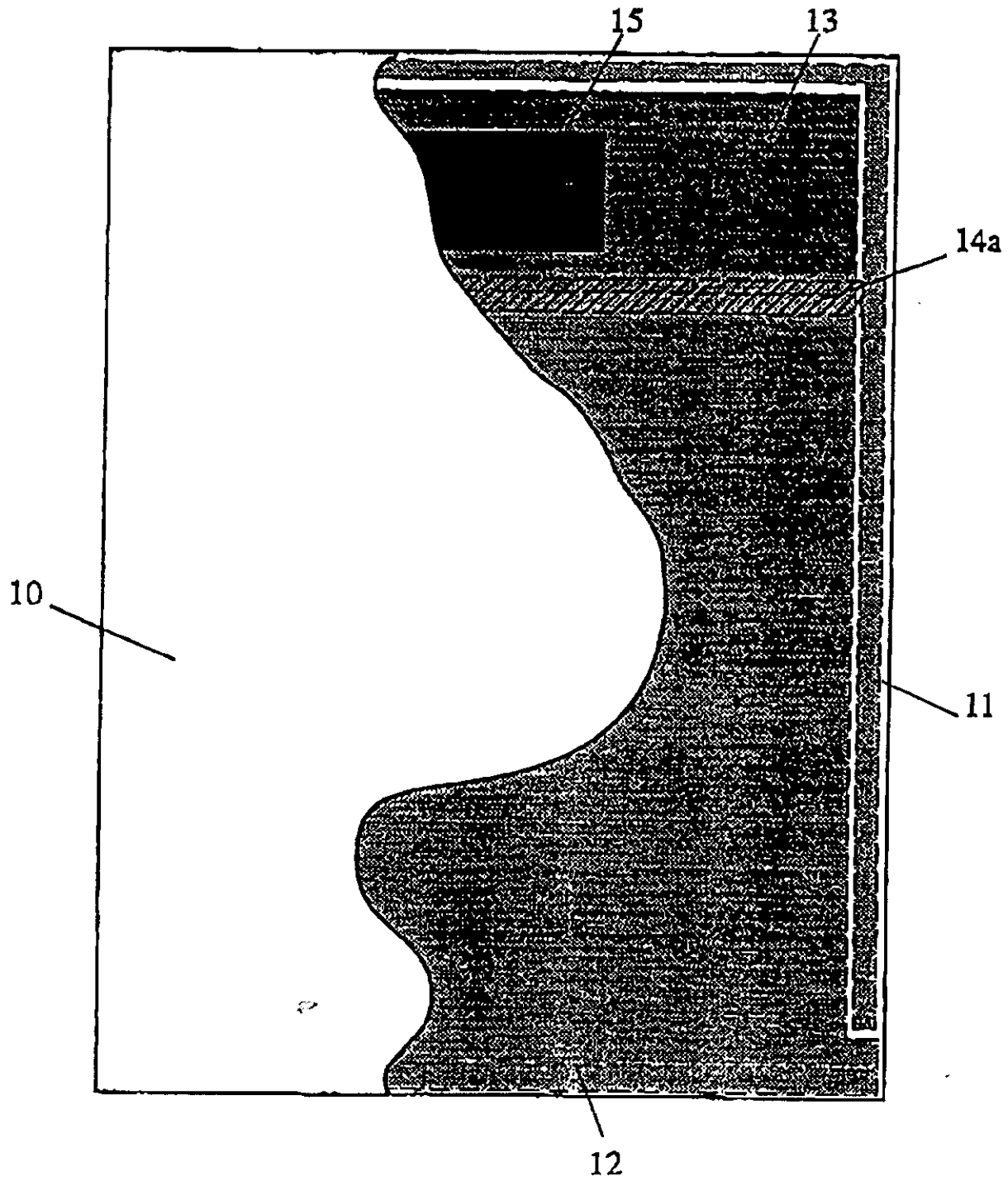
U.S. Patent

Jun. 22, 1999

Sheet 2 of 2

5,913,725

Fig 3.



5,913,725

1

## SECURE MAILER/RECEIPT BUSINESS FORM

### BACKGROUND TO THE PRESENT INVENTION

This invention relates to a combined mailer and receipt business form. The present invention relates specifically to the provision of a combined mailer receipt business form in which the receipt forms part of the return mailer, and the business form and is secured against tampering such as by alteration or obliteration in relation to information already imprinted on the receipt form.

There is a need for a security business form which includes information of a financial nature that is regulated by some government agencies, whereby accurate information about a financial transaction must be provided to the government agency for example, for taxation revenue purposes.

It is important with such documentation that the receipted amount entered into the documentation for the purposes of providing a customer receipt cannot be tampered with, altered or interfered with in any way subsequent to completion of the transaction and prior to forwarding the completed document to the government agency.

### DISCUSSION OF THE PRIOR ART

Applicants are aware of the following instances of published prior art. U.S. Pat. No. 3,111,257 "Peach" teaches the provision of an envelope with a remaining arrangement. When originally opened the adhesive 30 is uncovered.

In U.S. Pat. No. 3,062,431 "Rabenold", when the envelope is snapped open the closure flap 36, with its adhesive, are uncovered.

U.S. Pat. No. 3,942,714 "Wise" discloses an envelope which contain 3 copies of a bill, the customer removing and retaining the top sheet while the return portion comprises a middle sheet. When the original envelope is opened the closure flap (with its inherent adhesive) is exposed.

In U.S. Pat. No. 883,620 "Carraway" and U.S. Pat. No. 4,712,729 "Craig" both teach tamper evident envelopes in general.

U.S. Pat. No. 3,086,694 "Tucker et al" discloses an envelope having a separate line of adhesive 17 for receiving baggage tags.

U.S. Pat. No. 3,428,237 "Downen" teaches a remailable envelope with removable insert.

### SUMMARY OF THE PRESENT INVENTION

The present invention has as an objective, the provision of a secure mailer/receipt business form which at least in part overcomes the abovementioned problem.

In one aspect, there is provided according to the present invention, a secure mailer/receipt business form comprising a top and bottom ply and at least one intermediate ply constituting a separable receipt part which receipt part is associated with image transferring material for imparting information onto the bottom ply, the rear face of the top ply including a coated adhesive material covering at least part of the surface, the adhesive being coated with a releasable non-adhesive backing material connected to the separable receipt part such that withdrawal of the separable receipt part will release said backing material to expose the adhesive layer to adhere the top ply to the top face of the bottom ply thereby sealing the top and rear plies together after removal of the receipt part to restrict tampering in a non

2

evident manner with the remaining business form without damage to the form.

In a further aspect there is provided according to the present invention, a secure Mailer/Receipt business form comprising a top and bottom ply adhesively secured together and housing at least one removal ply, image transferring material for transferring information onto the intermediate ply and bottom ply, said removable ply being associated with a non adhesive release backing, said backing covering adhesive means on an internal surface of said business form, removal of said removable ply releasing said non adhesive backing thereby freeing the top and bottom plies to be adhered to one another by said adhesive means to prevent tamper evident opening.

Conveniently, the receipt ply includes a retained portion with a carbon patch or image transferring material for imaging on the rear face of said top ply carrying the actual receipted amount which portion is ultimately sealed against tampering upon removal of the receipt ply.

The invention will now be described with reference to the accompanying drawings in which FIG. 1 is a cross-sectional view of a secure mailer receipt business form; FIG. 2 is a partially exploded view of the secure mailer receipt form; and FIG. 2a is a plan view of the business form with a portion of the top ply cut away to reveal the intermediate ply.

The form includes a top ply 10 and a bottom ply 11 with one practical arrangement two intermediate plies 12 and 13.

The top ply may contain address information, for example, that of a Government agency to which the completed form must be mailed after completion of a transaction in the purchase of goods or services or the like, to which sales tax revenue may be applicable.

The business form constitutes a stack of plies as illustrated to which the receipted amount can be imprinted to provide a receipt for the customer and a copy of the receipt for the merchant.

For this purpose, the intermediate plies 12 and 13 are loosely fitted within the form and are removable from the business form, one for handing to the customer, and the other being retained by the merchant.

The rear face of the top ply 10 includes an adhesive strip 14 covered with a release strip 14a which is automatically uncovered as soon as the customer and/or merchant copy receipt forms 12 and 13 are removed from the business stack.

Release of the release strip 14a immediately frees the adhesive strip 14 for attachment to the rear ply 11 of the business form, thereby effectively sealing the contents of the business form and the information on the rear ply from access, without causing irreparable damage to the business form.

The top face of the merchant copy includes a carbon spot or image transferring material 15 which imparts a mark onto the rear face of the top ply. This mark, which may be the actual receipted amount, cannot be obliterated from the rear face of the top ply without reversibly damaging the business form.

A unique aspect of the mailer/receipt form is the after sealing of the product. That is, once the inside receipt plies have been pulled out of the mailer, the mailer is sealed automatically by adhesive of the strip 14 to the back ply 11 and cannot be tampered with without destroying the mailer. The information now imparted to the inner face or faces of the first and second plies cannot be tampered with in any way without effectively causing damage to the mailer form.

5,913,725

3

Thus, for example, alteration of the receipted amount prior to returning the form to the Government agency is not possible.

It will be appreciated that the dimensions of the mailer can be varied according to the information necessary to be placed onto the document, however, it will be appreciated that it can be of a standard envelope size.

I claim:

1. A secure mailer/receipt business form comprising a top and bottom ply and at least one intermediate ply constituting a separable receipt part which receipt part is associated with image transfer material for imparting information onto the bottom ply, the rear face of the top ply including a coated adhesive material covering at least part of the surface, adhesive being coated with a releasable non adhesive backing materials connected to the separable receipt part such that withdrawal of the separable receipt part will release said backing material to expose the adhesive layer to adhere the top ply to the top face of the bottom ply thereby sealing the top and rear plies together after removal of the receipt part

4

to restrict tampering with the remaining business form without damage to the form.

2. A secure mailer/receipt business form comprising a top and bottom ply adhesively secured together and housing at least one removable intermediate ply, image transferring material for transferring information onto the intermediate ply and bottom ply, said removable ply associated with a non adhesive release backing, said backing covering adhesive means on an internal surface of the business form, wherein, removal of said removable ply releases said non adhesive backing thereby freeing the top and bottom ply to be adhered to one another and said adhesive means to prevent tamper evident opening.

3. A business form is claimed in claim 1 wherein the receipt ply includes a retained portion with a carbon patch or image transferring material on the rear face of said top ply carrying the actual receipted amount which portion is ultimately sealed against tampering upon removal of the receipt ply.

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6,045,130

Page 2

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FIGURE 1.

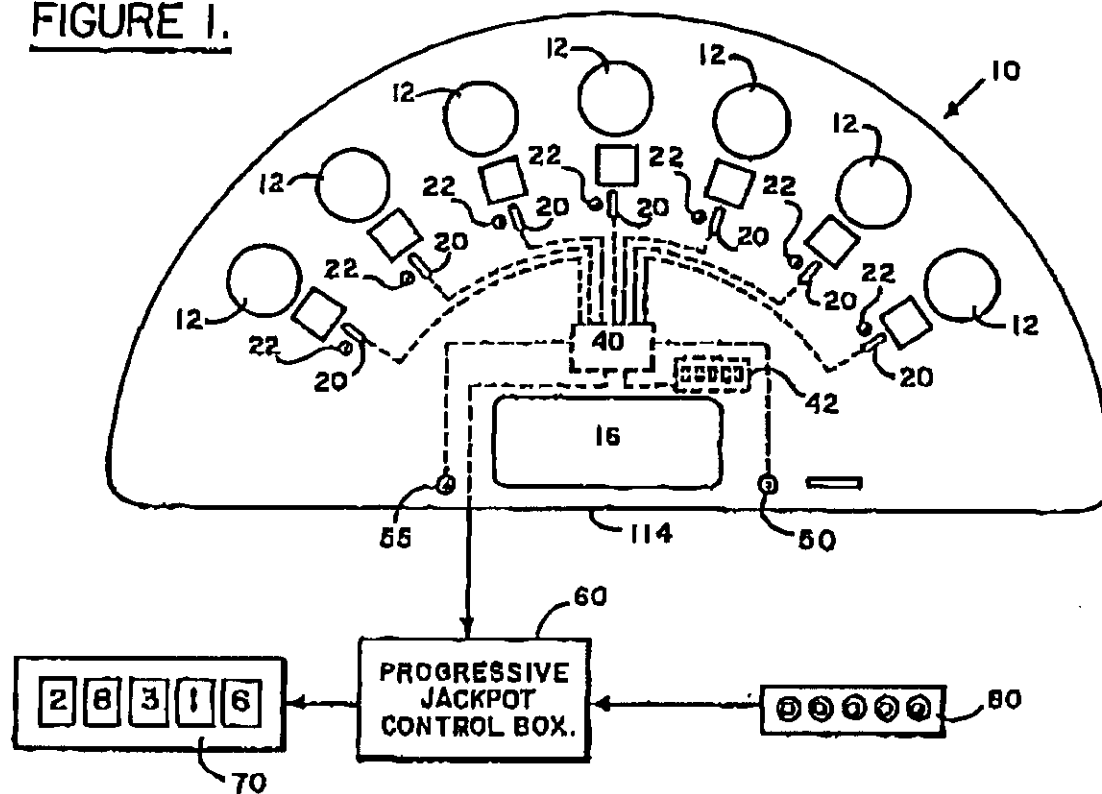
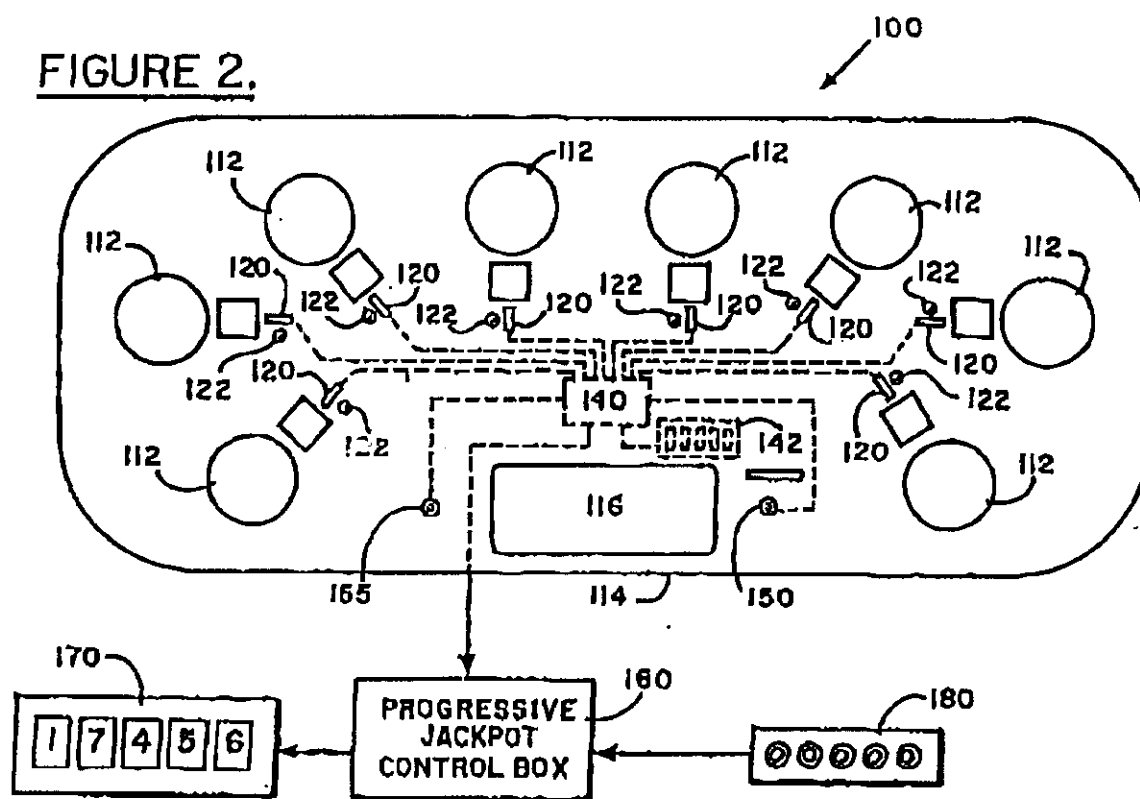


FIGURE 2.



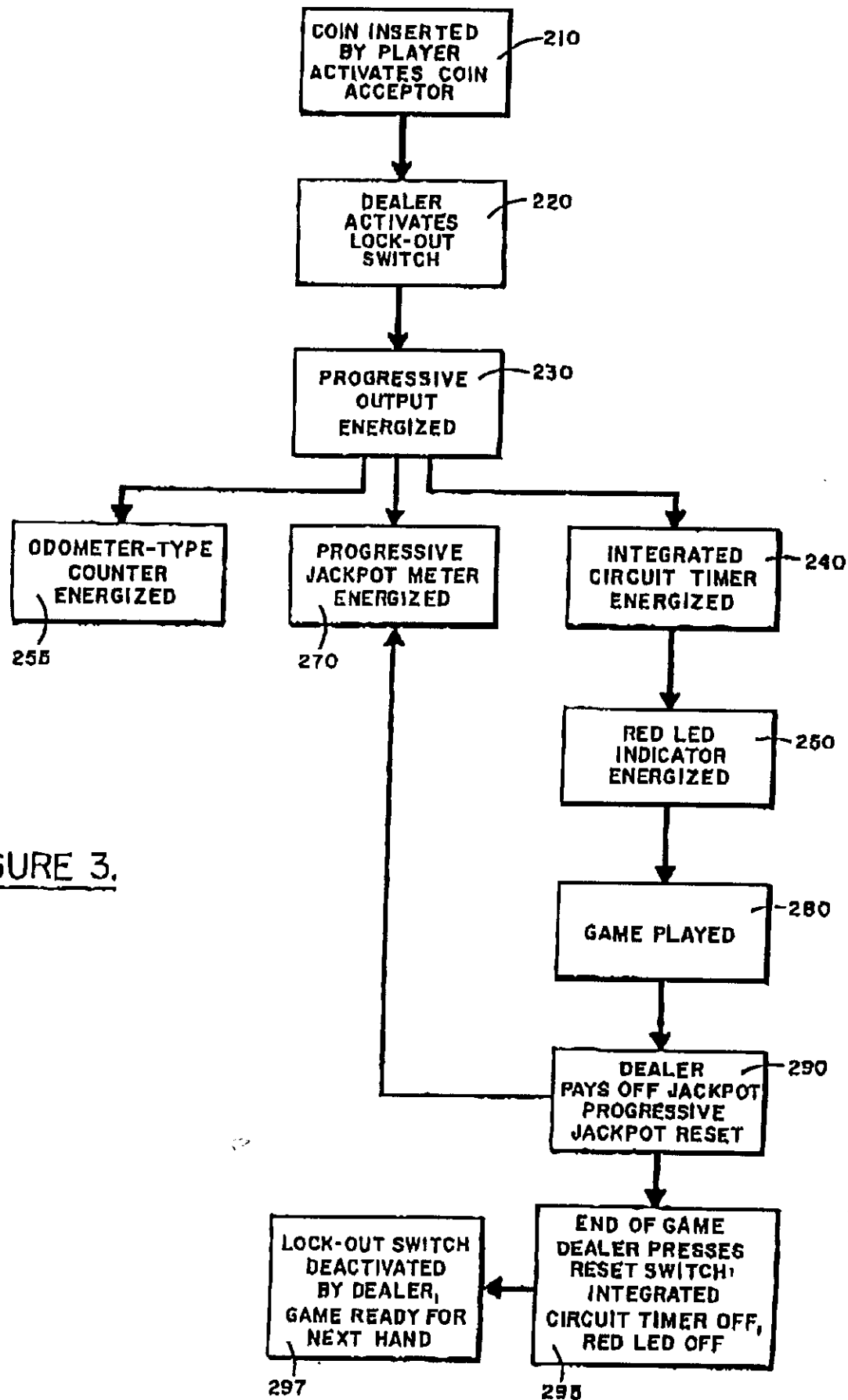


FIGURE 3.

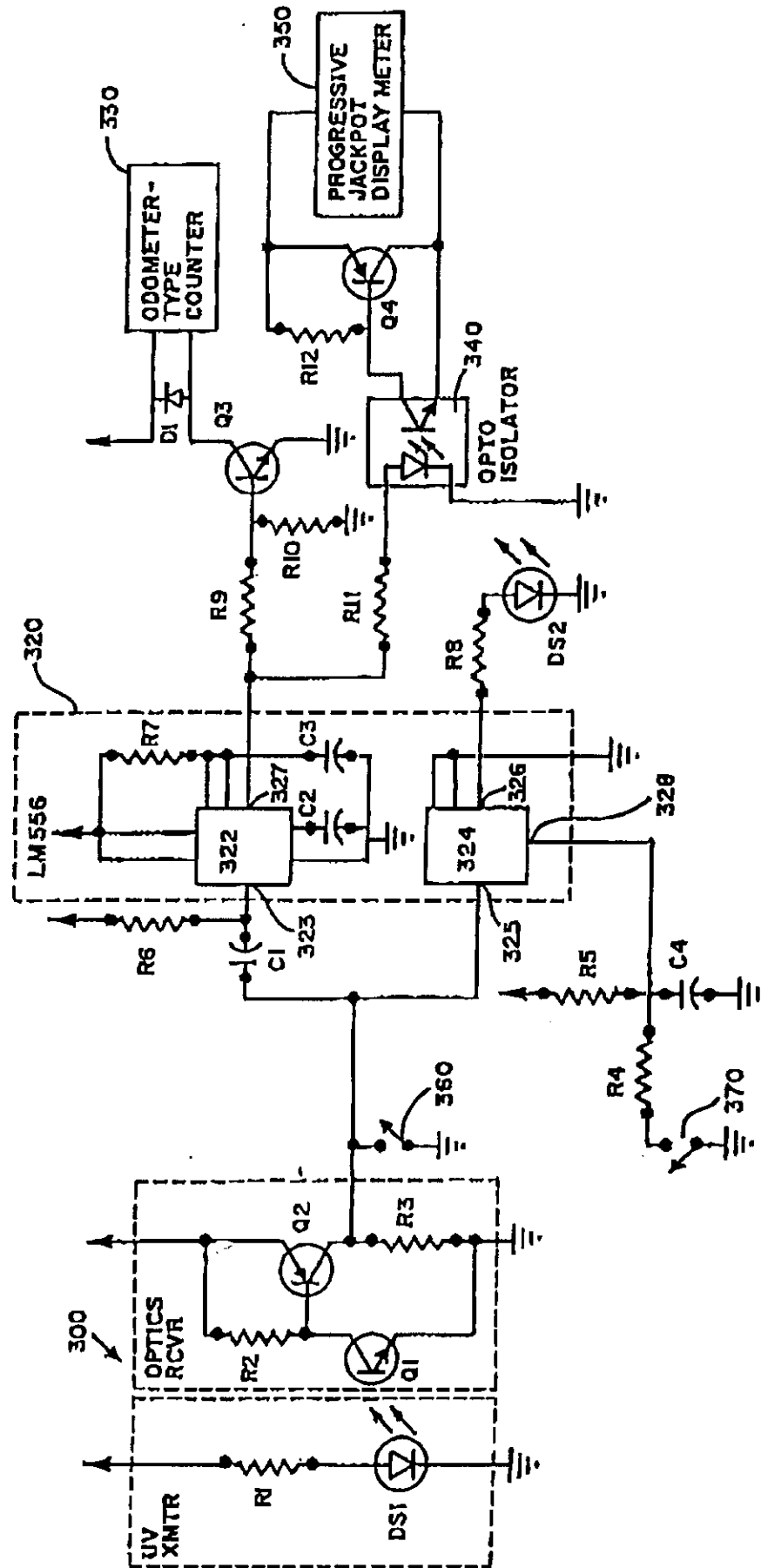


FIGURE 4.

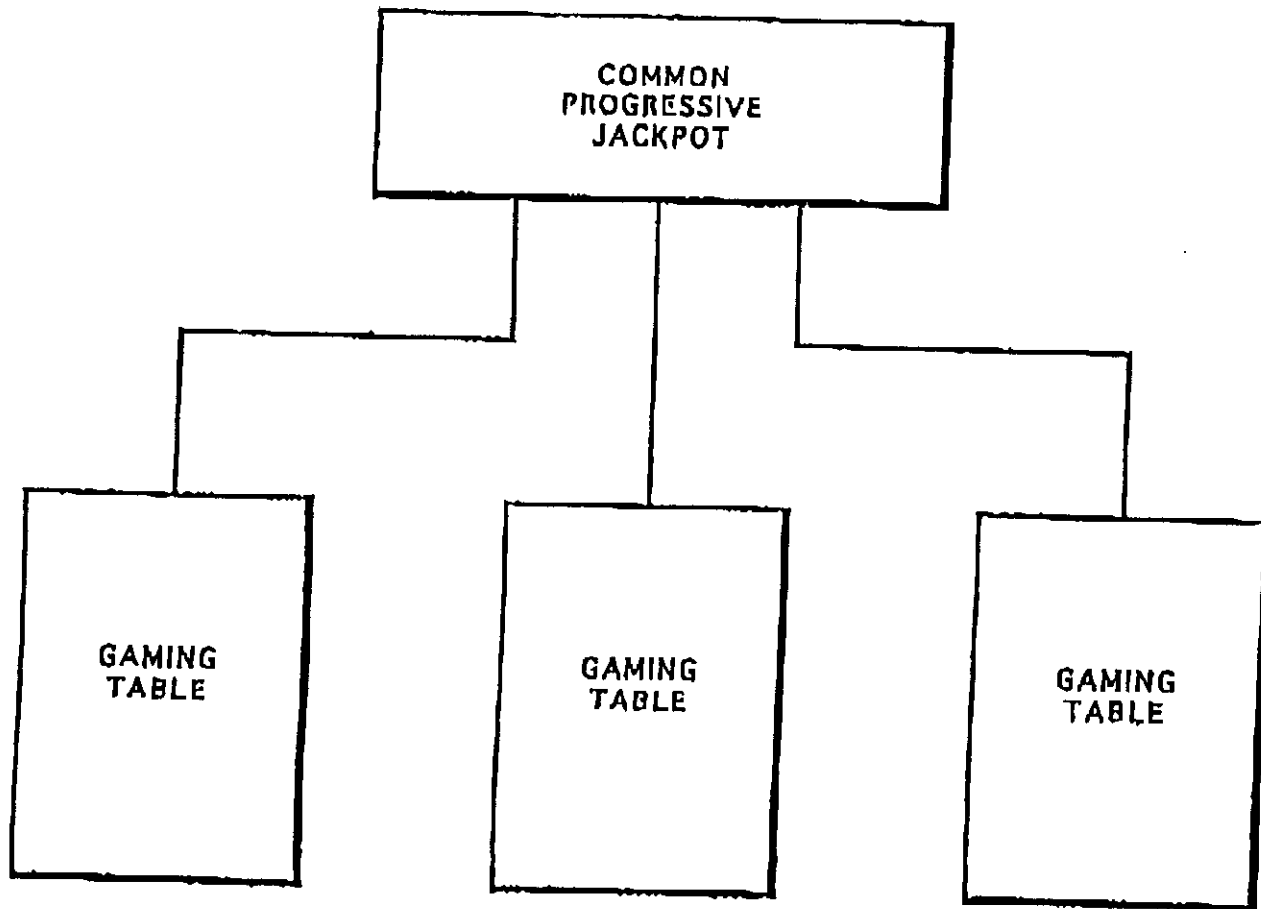


FIGURE 5.



6,045,130

1

## METHODS OF PROGRESSIVE JACKPOT GAMING

### CROSS REFERENCE TO RELATED APPLICATIONS

This application is a continuation of application Ser. No. 08/967,850, filed Nov. 12, 1997, and now U.S. Pat. No. 5,913,726, which is a continuation of application Ser. No. 08/811,364, filed Mar. 6, 1997, and now U.S. Pat. No. 5,795,225, which is a continuation of application Ser. No. 08/337,661, filed Nov. 9, 1994, and now U.S. Pat. No. 5,626,341, which is a division of application Ser. No. 08/040,925, filed Mar. 31, 1993, and now U.S. Pat. No. 5,364,104, which is a division of application Ser. No. 07/800,631 filed Nov. 27, 1991; now U.S. Pat. No. 5,288,077 which is a continuation-in-part of application Ser. No. 07/361,276, filed Jun. 5, 1989 and now U.S. Pat. No. 5,078,405; which is a division of application Ser. No. 07/214,934, filed Jul. 5, 1988 and now U.S. Pat. No. 4,861,041; which is a continuation-in-part of application Ser. No. 07/182,374, filed Apr. 18, 1988 and now U.S. Pat. No. 4,836,553. The entire disclosures of each of the above-listed applications and patents are hereby incorporated by reference herein. The entire disclosure of copending application Ser. No. 07/814,712 filed Dec. 30, 1991 is also hereby incorporated by reference herein.

### BACKGROUND OF THE INVENTION

The present invention generally relates to casino or cardroom gaming involving a progressive jackpot. More particularly, it relates to a progressive jackpot that is available to be played by participants in various casino or cardroom table games.

It has become common practice in gaming establishments to provide a progressive jackpot component in connection with electronic or mechanical gaming devices, such as slot machines, video poker machines or keno machines. Typically a plurality or "bank" of machines are electronically interconnected to a common progressive jackpot meter. As gaming tokens are fed into each machine, the amount shown on the jackpot meter progresses incrementally until some lucky player lines up the winning combination, such as three or four 7's on the same row of a slot machine. In video poker, a Royal Flush normally wins the jackpot, although in some variations, a player must achieve a Royal Flush in an exact order, such as A-K-Q-J-10 from left to right, or in a particular suit, such as Spades. In video keno, a player typically must match 15 out of 15 numbers to win the progressive jackpot.

It is an object of the present invention to provide a progressive jackpot component to typical casino or cardroom table games such as poker or Twenty-One.

It is a feature of the present invention to have each participant in the progressive jackpot component win all or part of the amount shown on the progressive jackpot meter if the participant achieves a particular predetermined playing hand.

It is an advantage of the present invention that when the progressive jackpot component is added to typical table games such as poker or Twenty-One that the players will enjoy these games more and that the amount of play will increase.

It is a further object of the present invention to provide apparatus useful in providing the progressive jackpot component to casino or cardroom table games such as poker or Twenty-One.

2

It is a further feature of the present invention to have a progressive jackpot meter electronically interconnected to one or more gaming tables to allow each player at his playing location to participate in the progressive jackpot component by wagering a gaming token which automatically activates an indicator showing the player's participation and also automatically increments the progressive jackpot meter.

It is an advantage of the present invention that the apparatus makes it easy for each player to participate in the progressive jackpot component of the game.

### BRIEF SUMMARY OF THE INVENTION

The method of the present invention generally involves a typical casino or cardroom game modified to include a progressive jackpot component. During the play of a Twenty-One game, for example, in addition to his normal wager, a player will have the option of making an additional wager that becomes part of, and makes the player eligible to win, the progressive jackpot. If the player's Twenty-One hand comprises a particular, predetermined arrangement of cards, the player will win all, or part of, the amount showing on the progressive jackpot. This progressive jackpot feature is also adaptable to any other casino or cardroom game such as Draw Poker, Stud Poker, Lo-Ball Poker or Caribbean Stud™ Poker.

The apparatus used to practice the present invention comprises a gaming table, such as those used for Twenty-One or poker, modified with the addition of a coin acceptor that is electronically connected to a progressive jackpot meter. When a player drops a coin into the coin acceptor, a light is activated at the player's location indicating that he is participating in the progressive jackpot component of the game during that hand. At the same time, a signal from the coin acceptor is sent to the progressive meter to increment the amount shown on the progressive meter. At the conclusion of the play of each hand, the coin acceptor is reset for the next hand. When a player wins all or part of the progressive jackpot, the amount showing on the progressive jackpot meter is reduced by the amount won by the player. Any number of gaming tables can be connected to a single progressive jackpot meter.

### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 shows the apparatus of the present invention using a casino gaming table with coin acceptors at each playing location electronically connected to a progressive jackpot meter.

FIG. 2 shows an alternate embodiment of the present invention using a cardroom gaming table with coin acceptors at each playing location electronically connected to a progressive jackpot meter.

FIG. 3 shows a block diagram of the operation of the present invention.

FIG. 4 shows a schematic diagram of the electronic circuitry of the present invention.

FIG. 5 shows a block diagram of a plurality of gaming tables connected to a single progressive jackpot meter.

### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

As shown in FIG. 1, a casino gaming table 10 is provided having a plurality of playing locations 12 for players participating in the game being conducted, e.g., Twenty-One. A dealer is positioned at the dealer's location 14 adjacent a

6,045,130

3

chip rack 16. Adjacent to each player location 12 is a coin acceptor 20. Each coin acceptor 20 is electronically connected to a main control board 40 to which is connected a number of odometer-type counters 42 corresponding to the number of playing locations 12 provided on the gaming table 10. As shown in FIG. 1, seven playing locations 12 are preferably provided, although the number of playing locations can be more or less than seven. A reset switch 50 is located adjacent the dealer's location 14 and is electronically connected to the main control board 40 and provides a means whereby the dealer can reset the coin acceptors 20 prior to the beginning of the play of each hand. A lockout switch 55, is also provided adjacent to the dealer's location 14 which is activated by the dealer to prevent later wagering as will be more fully explained herein.

A main control board 40 is electronically connected to a progressive jackpot control box 60 which receives the signals from each coin acceptor 20 and in response to those signals increments the progressive jackpot meter 70, as will be more fully explained herein. Also electronically connected to the progressive control box 60 is the jackpot reset control 80 which provides means for resetting the amount shown on the progressive jackpot meter whenever a player wins all, or part of, the amount shown on the progressive jackpot meter 70.

In operation, the present invention operates as follows. A conventional Twenty-One game is conducted on gaming table 10. At the beginning of each hand, each player, in addition to making his usual wager for the play of the Twenty-One hand, may also make an additional wager to be eligible to participate in the progressive jackpot component of the game during that hand. To do so, a player places a gaming token into the coin acceptor 20 associated with that player's particular playing location 12. As will be more fully explained herein, the coin acceptor 20 "recognizes" that a gaming token has been placed therein and an indicator signal 22, preferably a light, adjacent to the coin acceptor 20 is activated showing that that particular player is participating in the progressive jackpot component of the game during the play of that hand.

Besides activating the indicator signal 22, the coin acceptor 20 also sends an electronic signal to the main control board 40. This signal is sent by the main control board 40 to the odometer-type counter 42 corresponding to the particular playing location 12 to keep a sequential count of the number of gaming tokens that are placed in the particular coin acceptor 20.

The main control board 40 also activates the progressive jackpot control box 60 which in turn controls the progressive jackpot meter 70. Each gaming token placed in a coin acceptor 20 results in the amount shown on the progressive jackpot meter being increased by a predetermined amount. If, for example, each gaming token has a value of one dollar, then the amount shown on the progressive jackpot meter would be increased by any amount up to one dollar for each gaming token placed into a coin acceptor 20. In the preferred embodiment of the present invention, the progressive jackpot would be increased between 93% to 97% of the amount of each gaming token being wagered, the balance representing the house's share of the amount wagered for providing the progressive jackpot component of the game.

When each player has had a reasonable opportunity to make a progressive jackpot wager, the dealer activates lockout switch 55 which deactivates each coin acceptor 20. Any tokens placed in a coin acceptor 20 after lockout switch 55 is activated will not register. This prevents late wagering after the cards are dealt.

4

The amount shown on the progressive jackpot meter will continue to increase for each gaming token wagered until a player achieves a winning hand. Preselected winning hands earn a player all or part of the amount shown on the progressive jackpot meter. In a preferred embodiment, the preselected winning hands and payoff amounts in Twenty-One game are as follows:

Winning Hand	Amount of Jackpot
Four 5's and an Ace	100%
Acc, two, three, four, five and six	4%
Six, seven and eight of same suit	100 tokens
Three 7s	50 tokens

The invention is not limited to these particular combinations of winning hands or payoffs; other winning hand combinations or payoff amounts can be utilized.

When a player achieves a winning hand, the jackpot reset control 80 is manually activated by pushing a button that corresponds to the type of hand that the player achieved. The amount won by the player is thus electronically deducted from the amount showing on the progressive jackpot meter.

When a particular hand is completed at gaming table 101, the dealer presses the reset switch 50, which deactivates the indicator signal 22. Lockout switch 55 is also manually deactivated by the dealer. The coin acceptor 20 is thus readied to receive another gaming token for the next hand.

The progressive jackpot component of the present invention can also be used in connection with other types of casino games, e.g., Caribbean Stud™ poker, which is the subject matter of U.S. patent application Ser. No. 182,374 filed Apr. 18, 1988, which is incorporated herein by reference thereto. Caribbean Stud™ Poker is a modification of conventional five-card stud poker. Each player makes an ante and a dealer deals five cards to each player and to himself. The player's cards are dealt face down and the dealer's cards are dealt four cards face down and one card face up. Each player views his hand and then decides whether to continue to play by making an additional bet or to fold or drop, in which case he loses his ante. The dealer then reveals his entire hand; if the dealer's hand does not have a poker value of at least Acc-King, then the dealer is not permitted to continue to play. In that case, the dealer pays even money on the remaining players' antes, and returns their bets to them. If the dealer's hand has a poker value of Acc-King or better, the dealer compares his hand to each player's hand, paying or collecting the bets as appropriate. The dealer also pays odds of more than even money on each winning player's hand of two pair or better according to a bonus payment schedule. This game can be played using the gaming table shown in FIG. 1. Each player makes a progressive jackpot wager by placing a gaming token in the coin acceptor 20 which makes that player eligible to participate in the progressive jackpot amount shown on the meter 70. The winning hands and amounts for Caribbean Stud Poker are preferably as follows:

Hand	Amount
Royal Flush	100%
Straight Flush	10%

6,045,130

5

6

-continued

Hand	Amount
Four of a Kind	1%
Full House	50 tokens
Flush	25 tokens

Again the invention is not limited to these particular combinations of hands or payoff amounts; other hand combinations or payoff amounts can be utilized.

The invention can also be adapted to other casino or cardroom poker games such as Stud Poker, Draw Power or Lo-Ball Poker. The gaming table 100 used to play each of these games is modified as shown in FIG. 2 by the addition of coin acceptors 120 and indicator signals 122 at each player's location 112. The electronics is the same as that shown in FIG. 1 and includes a main control board 140, an odometer-type counter 142, a progressive jackpot control box 160, a progressive jackpot meter 170 and a jackpot reset control 180. A reset switch 150 and a lockout switch 155 are located adjacent the dealer's location 114 next to the chip rack 116.

The progressive jackpot meter 170 is incrementally increased in the same manner as that described in connection with FIG. 1 by each player placing a gaming token in the coin acceptor 120.

The winning hands and payoff amounts are preselected as appropriate for the type of game being played. In the preferred embodiment, the winning hands and payoff amounts are as follows:

Hand	Amount
<u>I. Five Card Draw Poker</u>	
Royal Flush	100%
Straight Flush	10%
Four of a Kind	100 tokens
Full House	25 tokens
<u>II. Five Card Stud Poker</u>	
Royal Flush	100%
Straight Flush	10%
Four of a Kind	100 tokens
Full House	25 tokens
<u>III. Seven Card Stud Poker</u>	
Royal Flush	100%
Straight Flush	10%
Four of a Kind	100 tokens
Full House	25 tokens
<u>IV. Lo-Ball Poker</u>	
5-4-3-2-Ace	100%
6-4-3-2-Ace	7%
6-5-3-2-Ace	100 tokens
7-4-3-2-Ace	25 tokens

These winning hands and payoff amounts are merely preferred embodiments and the invention may be practiced using any appropriate combination of winning hands and payoff amounts.

As an alternative embodiment, progressive jackpot component of the game may be utilized as a consolation payoff for a player who otherwise loses during the play of the regular game. For example, assume the regular game being played is Five Card Stud. Players A and B are both eligible for the progressive jackpot amount because each has placed a gaming token in the coin acceptor prior to the beginning

of the play of the hand. Player A holds a hand having Four of a Kind. Player B holds a Full House. Because Player A's hand is higher according to the customary poker hand ranking priority, Player A wins the pot wagered on the Five Card Stud game. As a consolation, however, Player B receives a payoff amount from the progressive jackpot for his Full House, e.g., 25 tokens. Player A does not receive a payoff from the progressive jackpot because he already has won the pot from the regular Five Card Stud game. Thus, under this alternative embodiment, a player only receives a payoff from the progressive jackpot if the player both has a hand of the preselected type and loses to a higher hand in the game being played.

Another modification would have the two players sharing in the progressive jackpot amount; the player with the preselected type of hand receiving a percentage of the progressive jackpot amount and the player with the higher poker hand receiving the rest of the progressive jackpot amount. With reference to the example above, Player B would receive 80% of the progressive jackpot amount for a Full House and Player A would receive 20% of the progressive jackpot amount for a Full House.

FIG. 3 shows in block diagram form the operation of the present invention. Each playing location has a coin acceptor 210 into which a player places a gaming token in order to be eligible for the progressive jackpot amount. When all players have had sufficient time to decide whether to participate in the progressive jackpot for that hand the dealer activates the lock-out switch 220 which prevents late wagers. Each gaming token placed in a coin acceptor 210 energizes the progressive output control 230 which in turn activates three separate devices. An integrated circuit timer is energized which causes an indicator light 250 to be illuminated at the location on the coin acceptor in front of the player. This gives a visual indication to the dealer that that player's participating in the progressive jackpot during the play of that hand.

The signal from the progressive jackpot control 230 also activates an odometer-type counter 255 which increments by one unit for each gaming token wagered through the coin acceptor. This allows the gaming establishment to keep an accurate count of the number of wagers made on the progressive jackpot.

The third signal from the progressive jackpot control 230 goes directly to the progressive jackpot meter 270. The progressive jackpot meter 270 shows the total amount available to be won by a player who obtains one of the preselected winning hands. The amount of the progressive jackpot meter 270 automatically increases a predetermined amount for each gaming token placed in a coin acceptor. The progressive jackpot meter 270 is programmed to increase a specified percentage of the amount wagered in the coin acceptor 210. In the preferred embodiment, the progressive jackpot meter will be increased between about 93% to 97% of the amount wagered in the coin acceptor 210.

The dealer then deals the cards to each player and the hand is played 280. If a player has a preselected winning hand, the player is paid the amount corresponding to the type of winning hand that the player has. The jackpot reset control 290 is manually activated which results in the amount of the payoff being automatically deducted from the amount displayed on the progressive jackpot meter 270.

After the winning players have been paid, the dealer activates the reset switch 295 which both turns off the integrated circuit timer 240 and turns off the indicator light 250 and the dealer deactivates the lockout switch 297 thereby activating the coin acceptor 210 for the next hand.



6,045,130

7

FIG. 4 in schematic form depicts the electronic circuitry to operate the apparatus of the present invention. The coin acceptor circuitry 300 is activated when a gaming token is dropped into the slot on the gaming table where the coin acceptor is mounted. The gaming token passes between an ultraviolet transmitter DS1 and an optic receiver Q1 (Model #MRD 300 transistor). This causes a pulse to be passed from the collector of Q1 to the base of receiver Q2. Q2 is a Model #2N3906 transistor and acts as an emitter follower and sends a pulse which is received by the integrated circuit 322, 324 of the main control board 320. The integrated circuit 322, 324 is a Model #LM-556 Timer. The pulse from Q2 is received at pin 325 of the lower portion 324 of the integrated circuit and this pulse causes pin 326 of the lower portion 324 to go high and turn on diode DS2 (a Model P367 diode). This diode DS2 is the indicator light 22 shown in FIG. 1 and this indicator light 22 stays on until the play of the hand is finished.

The pulse from Q2 also is received by pin 323 on the upper portion 322 of the integrated circuit and this pulse creates a pulse at pin 327 of the upper portion 322 which causes transistor Q3 (a Model #T1P120 transistor) to turn on, then off for the duration of the pulse created at pin 327. The turning on and off of transistor Q3 causes the odometer-type counter 42 shown in FIG. 1 to increment one digit. The odometer-type counter 330 is a six-digit non-resettable electronic 12VDC counter, WICO Model #31-443400.

The pulse created at pin 327 of the upper portion 322 of the integrated circuit also goes to the opto isolator 340 (which is a Model #H11A16E Opto Isolator). The opto isolator 340 passes this pulse to the base of transistor Q4 (a Model #2N3906 transistor) thereby turning on transistor Q4 for the duration of the pulse. When transistor Q4 is turned on, the pulse is passed to the progressive jackpot display meter 350 where the amount shown on the display meter 350 is increased by a predetermined percentage of the value of the gaming token placed in the coin acceptor 300. The progressive jackpot display meter 350 can typically be a Game Technology Model having 3" LCD characters on a 44" length single progressive display.

After all bets are made, the dealer manually presses a lockout 360 which will clamp the output of transistor Q2 at a low level which ensures that there can be no late wagers made through the coin acceptor 300. Once the output of transistor Q2 is clamped at a low level, a gaming token placed in the coin acceptor 300 will not cause a pulse to flow through the rest of the circuitry.

The game is then played and once the game is completed, the dealer will manually press the reset switch 370 which creates a reset pulse that activates pin 320 which resets the lower portion 324 of the integrated circuit. This resetting causes pin 326 to go low which will extinguish diode DS2 which turns off the indicator light 22 on the gaming table.

The dealer also manually presses the lockout switch 360 to open the circuit and remove the clamp on the emitter of transistor Q2 which allows another hand to be played. The players commence the next hand by placing gaming tokens in the coin acceptor 300 and the process is repeated.

As will be apparent to those skilled in the art, various resistors and capacitors are provided to complete the circuitry. The specifications on the resistors and capacitors shown in FIG. 4 is as follows:

8

Resistors	Capacitors
R1 - 68 Ohm	C1-.1 ufd/35 v
R2 - 3 Kohm	
R3 - 1 Kohm	C2-.01 ufd/35 v
R4 - 200 Ohm	
R5 - 4.7 Kohm	C3-.1 ufd/35 v
R6 - 10 Kohm	
R7 - 1 Mohm	C4-.1 ufd/35 v
R8 - 240 Kohm	
R9 - 1 Kohm	
R10 - 4.7 Kohm	
R11 - 240 Kohm	
R12 - 1 Kohm	

As shown in FIG. 5, any number of gaming tables may be connected to a single progressive jackpot meter.

While the invention has been illustrated with respect to several specific embodiments thereof, these embodiments should be considered as illustrative rather than limiting. Various modifications and additions may be made and will be apparent to those skilled in the art. Accordingly, the invention should not be limited by the foregoing description, but rather should be defined only by the following claims.

We claim:

1. A method of including a jackpot component as an additional feature in a live casino table card game, said table including a plurality of player locations at which a player receives playing cards from a dealer to play said live casino table card game, comprising the steps of:
  - a) affording a player an opportunity to make a first wager to participate only in said live casino table card game;
  - b) affording a player an opportunity to optionally make a second, jackpot wager to participate in said jackpot component, wherein no portion of said second wager contributes to the play or winnings of said live casino table card game;
  - c) dealing playing cards to form a player's hand only after the player has made said first wager and has decided whether to optionally make said second wager;
  - d) determining whether the player's hand comprises a preselected winning hand; and
  - e) paying to a player achieving a preselected winning hand a jackpot amount, wherein said jackpot amount is at least 100 times the amount of said second wager, only if the player opted to make said second wager.
2. The method of claim 1, wherein said live casino table card game is Stud Poker.
3. The method of claim 1, wherein said live casino table card game is Twenty-One.
4. The method of claim 1, wherein said live casino table card game is Draw Poker.
5. The method of claim 1, wherein said live casino table card game is Caribbean Stud™.
6. The method of claim 1, wherein said preselected winning hand consists of a royal flush poker rank.
7. The method of claim 1, wherein said preselected winning hand consists of five cards of the same suit.
8. The method of claim 1, wherein said preselected winning hand consists of three 7's suited.
9. The method of claim 1, wherein said jackpot component includes a progressive jackpot and wherein said jackpot amount is the entire amount of said progressive jackpot.
10. The method of claim 1, wherein said preselected winning hand comprises a predetermined arrangement of cards.

6,045,130

9

11. The method of claim 1, wherein said preselected winning hand consists of a predetermined arrangement of cards.
12. The method of claim 1 further comprising the step of electronically, visually displaying said jackpot amount on a jackpot meter prior to the step (e) of paying to a player.
13. The method of claim 12 wherein said live casino table game is Stud Poker.
14. The method of claim 13, wherein if a player opts to make a jackpot wager, such jackpot wager is electronically recognized.
15. The method of claim 14 comprising the further steps of
- providing at least one light on said table at each player location for indicating the player's making of said jackpot wager; and
- indicating the making of said jackpot wager by illuminating the light at the player's location.
16. The method of claim 12, wherein said live casino table card game is Twenty-One.
17. The method of claim 12, wherein said live casino table card game is Draw Poker.
18. The method of claim 12, wherein said live casino table card game is Caribbean Stud™.
19. The method of claim 12, wherein said preselected winning hand consists of a royal flush poker rank.
20. The method of claim 12, wherein said preselected winning hand consists of five cards of the same suit.
21. The method of claim 12 wherein said preselected winning hand consists of a three 7's suited.
22. The method of claim 12, wherein said jackpot component includes a progressive jackpot and wherein said jackpot amount is the entire amount of said progressive jackpot.
23. The method of claim 12, wherein said preselected winning hand comprises a predetermined arrangement of cards.
24. The method of claim 12, wherein said preselected winning hand consists of a predetermined arrangement of cards.
25. The method of claim 12, wherein if a player opts to make a jackpot wager, such jackpot wager is electronically recognized.
26. The method of claim 25 comprising the further steps of
- providing at least one light on said table at each player location for indicating the player's making of said jackpot wager; and
- indicating the making of said jackpot wager by illuminating the light at the player's location.
27. A method of including a jackpot component as an additional feature in a live casino table card game, which game includes the steps of:
- (1) affording a player an opportunity to make a first game wager to participate only in said live casino table game;
  - (2) dealing a preselected number of playing cards to form a player's hand only after the player has made said first wager;
  - (3) after step (2), affording the player an opportunity to optionally make at least one second game wager by which the player will be awarded one of a plurality of different bonus payments corresponding to one of a plurality of preselected winning hands, if the player achieves one of said preselected winning hands; and

10

- (4) resolving all wagers for the game; the method comprising the steps of:
    - (a) prior to step (2), affording the player an opportunity to optionally make a jackpot wager to participate in said jackpot component, wherein no portion of said jackpot wager contributes to the play or winnings of said live casino table card game
    - (b) determining whether the player achieves a preselected winning hand associated with said jackpot wager; and
    - (c) paying to a player achieving said preselected winning hand associated with said jackpot wager a jackpot amount, wherein said jackpot amount is at least 100 times the amount of said jackpot wager, only if the player opted to make said jackpot wager.
28. The method of claim 27, wherein said live casino table card game is Caribbean Stud™.
29. The method of claim 27, wherein one of said preselected winning hands in step (3) and said preselected winning hand in step (c) each consists of a royal flush poker rank.
30. The method of claim 27, wherein each of said preselected winning hands in step (3) and said preselected winning hand in step (c) each comprises a predetermined arrangement of cards.
31. The method of claim 27, wherein each of said preselected winning hands in step (3) and said preselected winning hand in step (c) each consists of a predetermined arrangement of cards.
32. The method of claim 27, wherein said jackpot component includes a progressive jackpot and wherein said jackpot amount is the entire amount of said progressive jackpot.
33. The method of claim 27, wherein said live casino table card game is Caribbean Stud™, wherein said preselected winning hand in step (c) consists of a royal flush rank, wherein said jackpot component includes a progressive jackpot, and wherein said jackpot amount is the entire amount of said progressive jackpot.
34. A method of including a jackpot component as an additional feature in a live casino table card poker game, said table including a plurality of player locations at which a player receives playing cards from a dealer to play said live casino table card poker game, which poker game includes the steps of:
- (1) affording each player an opportunity to make a game wager to participate only in said live casino table card poker game;
  - (2) dealing a preselected number of playing cards to form a player's hand only after said player has made said game wager;
  - (3) determining a winning player in said live casino table card poker game based upon the cards comprising the player's hand; and
  - (4) paying a winning player one of a plurality of fixed, preselected payoff amounts corresponding to one of a plurality of predetermined winning arrangements of cards, each of said predetermined winning arrangements of cards comprising a poker hand and the corresponding fixed, preselected payoff amount for a higher ranked poker hand being greater than the corresponding fixed, preselected payoff amount for a lower ranked poker hand; the method comprising the steps of:
    - (a) prior to step (2), affording each player an opportunity to optionally make a jackpot wager to participate

6,045,130

11

in said jackpot component, wherein no portion of said jackpot wager contributes to the play or winnings of said live casino table card poker game;

(b) determining whether said player's hand achieves a preselected arrangement of cards associated with said jackpot wager; and

(c) paying to said player achieving a preselected arrangement of cards associated with said jackpot wager a preselected jackpot payoff amount for said jackpot component, only if said player opted to make said jackpot wager.

35. The method of claim 34, wherein said live casino table card poker game is Caribbean Stud™.

36. The method of claim 34, wherein said jackpot payoff amount is a predetermined fixed amount.

37. The method of claim 36, wherein said jackpot payoff amount is at least 100 times the amount of said jackpot wager.

38. The method of claim 34, wherein said jackpot component includes a progressive jackpot and wherein said jackpot payoff amount is the entire amount of said progressive jackpot.

39. The method of claim 34, wherein said plurality of predetermined winning arrangements of cards in step (4) includes:

- Royal Flush
- Straight Flush
- Four of a Kind
- Full House
- Flush
- Straight
- Three of a Kind
- Two Pair.

40. The method of claim 39, wherein said live casino table card poker game is Caribbean Stud™.

41. The method of claim 39, wherein step (c) comprises paying to said player one of a plurality of fixed, preselected jackpot payoff amounts corresponding to one of a plurality of preselected arrangements of cards comprising a poker hand and the corresponding fixed, preselected jackpot payoff amount for a higher ranked poker hand being greater than the corresponding fixed, preselected jackpot payoff amount for a lower ranked poker hand.

42. The method according to claim 41, wherein the number of cards comprising the player's hand in step (3) consists of five cards.

43. The method of claim 41, wherein said live casino table card poker game is Caribbean Stud™.

44. The method of claim 41, wherein said jackpot component includes a progressive jackpot, and wherein step (c) further comprises paying to said player the entire amount of said progressive jackpot if said player's hand consists of a royal flush.

45. The method of claim 41, wherein at least one of said plurality of fixed, preselected jackpot payoff amounts is at least 100 times the amount of said jackpot wager.

46. The method of claim 34, wherein if a player opts to make a jackpot wager, such jackpot wager is electronically recognized.

47. The method of claim 46, wherein said jackpot payoff amount is at least 100 times the amount of said jackpot wager.

48. The method of claim 46, comprising the further steps of

providing at least one light on said table at each player location for indicating the player's making of said jackpot wager; and

12

indicating the making of said jackpot wager by illuminating the light at the player's location.

49. The method of claim 48, wherein said jackpot payoff amount is at least 100 times the amount of said jackpot wager.

50. A method of including a jackpot component as an additional feature in a live casino table card poker game, said table including a plurality of player locations at which a player receives playing cards from a dealer to play said live casino table poker card game, which poker game includes the steps of:

- (1) affording each player an opportunity to make a game wager to participate only in said live casino table card poker game;
- (2) dealing a preselected number of playing cards to a player only after said player has made said game wager; and
- (3) paying a winning player one of a plurality of fixed, preselected payoff amounts corresponding to one of a plurality of predetermined winning arrangements of cards, each of said predetermined winning arrangements of cards comprising a poker hand and the corresponding fixed, preselected payoff amount for a higher ranked poker hand being greater than the corresponding fixed, preselected payoff amount for a lower ranked poker hand;

the method comprising the steps of:

- (a) prior to step (2), affording each player an opportunity to optionally make a jackpot wager to participate in said jackpot component, wherein no portion of said jackpot wager contributes to the play or winnings of said live casino table card poker game;
- (b) using the cards dealt to the player in said game in forming a hand of playing cards, determining whether said player's hand achieves a preselected arrangement of cards associated with said jackpot wager; and
- (c) paying to said player achieving a preselected arrangement of cards associated with said jackpot wager a preselected jackpot payoff amount for said jackpot component, only if said player opted to make said jackpot wager.

51. The method of claim 50, wherein said live casino table card poker game is Caribbean Stud™.

52. The method of claim 50, wherein said jackpot payoff amount is a predetermined fixed amount.

53. The method of claim 52, wherein said jackpot payoff amount is at least 100 times the amount of said jackpot wager.

54. The method of claim 50, wherein said jackpot component includes a progressive jackpot and wherein said jackpot payoff amount is the entire amount of said progressive jackpot.

55. The method of claim 50, wherein step (c) comprises paying to said player one of a plurality of fixed, preselected jackpot payoff amounts corresponding to one of a plurality of preselected arrangements of cards comprising a poker hand and the corresponding fixed, preselected jackpot payoff amount for a higher ranked poker hand being greater than the corresponding fixed preselected, jackpot payoff amount for a lower ranked poker hand.

56. The method of claim 53, wherein said plurality of preselected arrangements of cards in step (c) includes:

- Full House
- Flush.

57. The method of claim 56, wherein said live casino table card poker game is Caribbean Stud™.



6,045,130

13

58. The method of claim 55, wherein at least one of said plurality of fixed, preselected jackpot payoff amounts is at least 100 times the amount of said jackpot wager.

59. The method according to claim 50, wherein the number of cards comprising the player's hand in step (c) consists of five cards.

60. The method of claim 57, wherein said jackpot component includes a progressive jackpot, and wherein step (c) further comprises paying to said player the entire amount of said progressive jackpot if said player's hand consists of a royal flush.

61. The method of claim 59, wherein at least one of said plurality of fixed, preselected jackpot payoff amounts is at least 100 times the amount of said jackpot wager.

62. The method of claim 50, wherein if a player opts to make a jackpot wager, such jackpot wager is electronically recognized.

63. The method of claim 62, comprising the further steps of

providing at least one light on said table at each player location for indicating the player's making of said jackpot wager; and

indicating the making of said jackpot wager by illuminating the light at the player's location.

64. The method of claim 63, wherein said jackpot payoff amount is at least 100 times the amount of said jackpot wager.

65. The method of claim 62, wherein said jackpot payoff amount is at least 100 times the amount of said jackpot wager.

66. A method of including a jackpot component as an additional feature in a card game, which game includes the steps of:

(1) affording a player an opportunity to make a first game wager to participate only in said card game;

(2) a dealer dealing a hand comprising a predetermined number of cards to each of the players and the dealer;

(3) affording each player an opportunity to review such player's hand;

(4) each player deciding either to fold, in which case the player loses his first game wager to the dealer, or to make a second game wager;

(5) for each player who has made said second game wager, comparing such player's hand to the hand of the dealer using a predetermined ranking as the criterion for comparison;

(6) if the dealer's hand is not at least a predetermined rank, the player wins a preselected amount based on the player's first game wager, and the player keeps his second game wager;

(7) if the dealer's hand is at least a predetermined rank, and the dealer's hand is a higher rank than the player's hand, the player loses both his first game wager and his second game wager; and

(8) if the dealer's hand is at least a predetermined rank, and the player's hand is a higher rank than the dealer's hand, then the player wins a first predetermined amount on his first game wager and the player wins a second predetermined amount on his second game wager;

the method comprising the steps of:

(a) prior to step (2), affording the player an opportunity to optionally make a jackpot wager to participate in said jackpot component, wherein no portion of said jackpot wager contributes to the play or winnings of said live casino table card game

14

(b) determining whether the player achieves a preselected winning hand associated with said jackpot wager; and

(c) paying to a player achieving said preselected winning hand associated with said jackpot wager a jackpot amount, only if the player opted to make said jackpot wager.

67. The method of claim 66, wherein said card game is stud poker.

68. The method of claim 67, wherein said card game is Caribbean Stud™.

69. The method of claim 66, wherein said card game is a live casino table card game.

70. The method of claim 69, wherein said live casino table card game is stud poker.

71. The method of claim 70, wherein said live casino table card game is Caribbean Stud™.

72. The method of claim 69, wherein one of the dealer's cards is dealt face up and the rest of the dealer's cards are dealt face down.

73. The method of claim 66, wherein said jackpot amount is at least 100 times the amount of said jackpot wager.

74. The method of claim 66, wherein each of said hands in step (2) and said preselected winning hand in step (b) each consists of a predetermined number of cards.

75. The method of claim 66, wherein said jackpot component includes a progressive jackpot and wherein said jackpot amount is the entire amount of said progressive jackpot.

76. The method of claim 66, wherein said card game is a live casino table card stud poker game, wherein each of said hands in step (2) and said preselected winning hand in step (b) each consists of a predetermined number of cards, wherein said jackpot amount is a fixed, preselected amount, wherein said preselected winning hand in step (b) is determined by using the player's hand in said live casino table card stud poker game.

77. The method of claim 76, wherein step (c) comprises paying to said player one of a plurality of fixed, preselected jackpot payoff amounts corresponding to one of a plurality of preselected jackpot hand rankings, said jackpot hand rankings including a straight flush, flush, straight, and three of a kind.

78. The method of claim 76, wherein said predetermined number of cards is five.

79. The method of claim 77, wherein the preselected amount that a player wins in step (6) on the player's first game wager is one-to-one odds, and wherein the first predetermined amount that a player wins in step (8) on his first game wager is one-to-one odds.

80. The method of claim 66, wherein the player's cards are dealt face down.

81. The method of claim 66, wherein some of the dealer's cards are dealt face up and the remainder of the dealer's cards are dealt face down.

82. The method of claim 66, wherein the second game wager is a multiple of the first game wager.

83. The method of claim 82, wherein the second game wager is double the first game wager.

84. The method of claim 66, wherein the dealer deals hands from a single standard deck of fifty-two playing cards.

85. The method of claim 66, wherein the predetermined rank in steps (6), (7) and (8) is an Ace-King combination.

86. The method of claim 66, wherein the preselected amount that a player wins in step (6) on the player's first game wager is one-to-one odds.

87. The method of claim 66, wherein the first predetermined amount that a player wins in step (8) on his first game wager is one-to-one odds.

6,045,130

15

88. A casino card stud poker game, which game includes the steps of:
- (1) affording a player an opportunity to make a first wager;
  - (2) affording a player an opportunity to optionally make a second wager;
  - (3) after steps (1) and (2), a dealer dealing a hand comprising a predetermined number of cards to each of the players and the dealer;
  - (4) affording each player an opportunity to review such player's hand;
  - (5) after steps (3) and (4), if the player opted to make said second wager, determining whether the player achieves a preselected winning hand, and if so, paying to such player a prize;
  - (6) after steps (3) and (4), each player deciding either to fold, in which case the player loses his first wager to the dealer, or to make a third wager;
  - (7) after step (6), revealing all of the cards forming the dealer's hand for the players to see;
  - (8) for each player who has made said third wager, comparing such player's hand to the hand of the dealer using a predetermined ranking as the criterion for comparison, and resolving the first and third wagers as follows:
    - (a) if the dealer's hand is not at least a predetermined rank, the player wins a preselected amount based on the player's first wager, and the player keeps his third wager;
    - (b) if the dealer's hand is at least a predetermined rank, and the dealer's hand is a higher rank than the player's hand, the player loses both his first wager and his third wager; and
    - (c) if the dealer's hand is at least a predetermined rank, and the player's hand is a higher rank than the dealer's hand, then the player wins a first predetermined amount on his first wager and the player wins a second predetermined amount on his third wager.
89. The game of claim 88, wherein said game is a live casino table card stud poker game.
90. The game of claim 88, wherein said prize is at least 100 times the amount of said second wager.

16

91. The game of claim 88, wherein said prize is the entire amount of a progressive jackpot.
92. The game of claim 88, wherein step (5) comprises paying to said player one of a plurality of fixed, preselected payoff amounts corresponding to one of a plurality of preselected hand rankings, said hand rankings including a straight flush, flush, straight, and three of a kind.
93. The game of claim 92, wherein said third wager is a multiple of said first wager, wherein the preselected amount that a player wins in step (a) on the player's first wager is one-to-one odds, and wherein the first predetermined amount that a player wins in step (c) on his first wager is one-to-one odds.
94. The game of claim 93, wherein said predetermined number of cards is five and wherein the player's cards are dealt face down.
95. The game of claim 88, wherein said predetermined number of cards is five.
96. The game of claim 88, wherein the player's cards are dealt face down.
97. The game of claim 88, wherein some of the dealer's cards are dealt face up and the remainder of the dealer's cards are dealt face down.
98. The game of claim 88, wherein the third wager is a multiple of the first wager.
99. The game of claim 98, wherein the third wager is double the first wager.
100. The game of claim 88, wherein the dealer deals hands from a single standard deck of fifty-two playing cards.
101. The game of claim 88, wherein the predetermined rank in steps (a), (b) and (c) is an Ace-King combination.
102. The game of claim 88, wherein the preselected amount that a player wins in step (a) on the player's first wager is one-to-one odds.
103. The game of claim 88, wherein the first predetermined amount that a player wins in step (c) on his first wager is one-to-one odds.
104. The method of claim 88, wherein the preselected amount that a player wins in step (a) on the player's first wager is one-to-one odds, and wherein the first predetermined amount that a player wins in step (c) on his first wager is one-to-one odds.

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