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(54) **TRIPLE ACES CARD GAME**

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(57) **ABSTRACT**

(73) Assignee: **TRIPLE ACES CARD GAME**  
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A card game has three card hands in a round. A player compares three card hands for hand strength first categorizing hands into classes; wherein the highest special hand is the three of a kind. The second highest special class is the three face card hand. A standard hand class is below two special hand classes.

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Numerical Value	Card
1	A
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
10	J
10	Q
10	K

Hand #	Example Hand
1	A, A, A
2	K, Q, J
3	K, Q, 9
4	A, 8, 10
5	K, 10, 9
6	10, 10, 9
7	9, 5, 5
8	8, 7, 4
9	7, 6, 6
10	5, 2, 2
11	4, 3, 2
12	4, 4, 2

FIG. 2

Numerical Value	Card
1	A
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
10	J
10	Q
10	K

FIG. 1

Qualifying Hand	Option 1	Option 2	Option 3
Triple Aces: AAA	100:1	100:1	99:1
Triple Two thru Kings: 222-KKK	40:1	40:1	33:1
Three Face Cards	10:1	20:1	10:1
Hand Totals Nine Points	3:1	2:1	3:1
Hand Has a Nine	1:1	1:1	1:1

FIG. 3

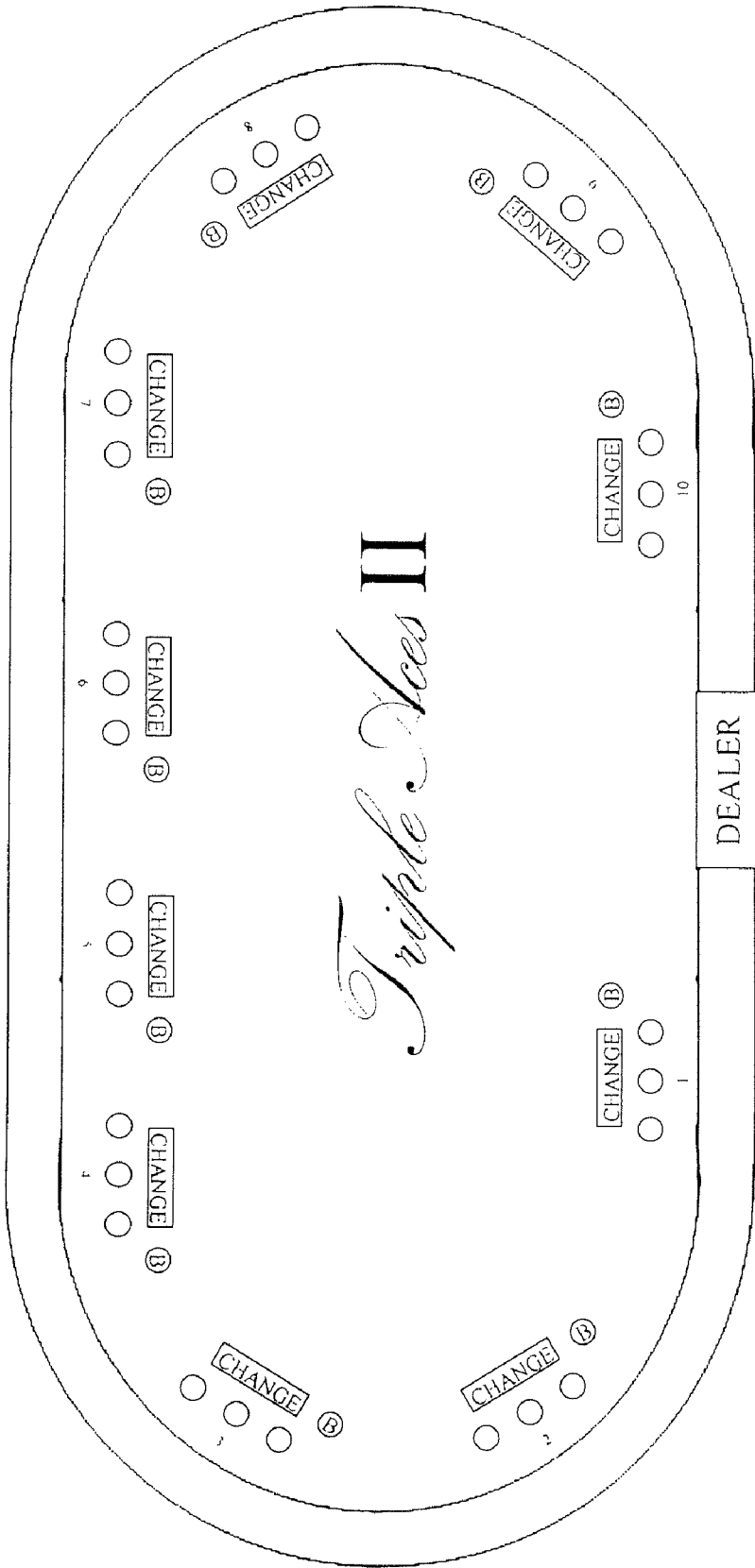


FIG. 4

**TRIPLE ACES CARD GAME**

**CROSS REFERENCE OF RELATED APPLICATION**

**[0001]** This is a Continuation-In-Part application that claims the benefit of priority under 35 U.S.C. §119 to a non-provisional application having an application Ser. No. 12/386,419 and a filing date of Apr. 16, 2009.

**BACKGROUND OF THE PRESENT INVENTION**

**[0002]** 1. Field of Invention

**[0003]** The present invention relates to a card game, and more particularly to a triple to aces card game.

**[0004]** 2. Description of Related Arts

**[0005]** A variety of card games have been used in Game Systems that include poker and a variation on poker. The game of poker is fun but often produces a draw or push. To understand the typical card game system one may categorize the various games systems into three kinds. The first kind is a card game system typical in Las Vegas where the House places a bet and participates in the game by wagering money. The second kind of system is where the House operates by charging a service charge. The third type of system is where the players are casual and players rotate as House, and the House does not require a service charge or place a bet. There are typical House rules that apply in a service charge arrangement. These games are well suited for tournament play.

**[0006]** Typical house rules for a service charge arrangement are as follows. No wager can be removed until all hands are opened. No players play against or make a wager against the House. The House does not place a bet, collect winnings or pay losses. The house dealer acts as a referee and game administrator. All cash will be changed to chips and all bets will be paid off in chips. No other side bets or proposition bets are allowed.

**[0007]** The house dealer will collect a service fee from each player based upon the amount of the player wager up to a maximum service fee amount. For example, the service fee can be \$1 for each bet placed. The service fee is collected in advance for each bet before the cards are distributed to each player. Each player must have the full minimum bet after paying the service fee.

**[0008]** Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot. This spread limits shall be displayed at each table. Each player must bet at least the table minimum. Bets less than the table minimum posted will be ignored and receive no action. Likewise, bets that are over the maximum table limit will also be ignored and receive no action. Only the amount over the table maximum will be ignored.

**[0009]** The house can establish typical card game rules such as the following. Any attempts to switch, pass and/or holdout cards will cause a hand to be fowled and the forfeiture of that wager to the extent that money covers. Any player removing a losing bet may be barred. Any player replacing House cards with their own cards may also be barred. A player who removes the winnings wager from the betting circle may be paid the minimum bet if the correct amount of the wager cannot be determined. All players are forbidden to show or discuss with their hands with any other player. In the event that's players have discussed their hands, the hand will be played according to a predetermined 'House Way'. A round of play terminates either when all players' hands are played or

wagers are settled. Management may generally reserve the right to make the judgments that are in the best interests of the game.

**SUMMARY OF THE PRESENT INVENTION**

**[0010]** An object of the present invention is to provide a method of playing card game which is easy to play, full of fun and excited. Accordingly, the card game of the present invention is operated at least one player or up to ten players. Preferably, at least two players should join the card game.

**[0011]** The method of card game is basically an improved three-hand card game using one or more decks of 52 cards, preferably six decks of cards, such as poker deck. Each deck of card includes four sets of cards and each set of cards includes and Ace, two to ten numerical value cards having a sequence of numerical values from 2 to 10, and three face cards i.e. Jack, Queen, and King. The point value of each numerical value card is counted as its face numerical value.

**[0012]** In each round of game, one of the players is assigned to be a dealer in turn the rest of the players are playing against the dealer. The dealer can be assigned by rolling the dice. In each single round of game, three cards are dealt to each player and dealer to form a three-card hand, wherein the three-card hands between the players and the dealer for hand strength are compared.

**[0013]** Accordingly, the three cards in the three card hand are categorized into one of a highest special hand class, a second highest special class and a standard hand class. For the highest special hand class, a combination of the three cards is three of a kind. For the second highest special class, a combination of the three cards is three face cards. Other combinations of the three cards are classified as the standard hand class by a point total criteria, wherein a point total of the three cards of the three-card hand equals a unit digit of a sum of a numerical value of the three cards. The standard hand class has a lower standing than the highest special hand class and the second highest special class.

**[0014]** Moreover, in every single round of game, the players play against the dealer which is one of the players. Therefore, each player can be assigned as the dealer in order to challenge the rest of the players but not the house dealer. So, if the player loses his or her money to other players, he or she is able to win the money back from these players later.

**[0015]** Another object of the present invention is to provide a card game, wherein each player is able to change one of the three cards in order to improve the hand strength of the three-card hand.

**[0016]** Another object of the present invention is to provide a card game, which is an electronic card game, wherein the player is able to play the card game versus computerized players.

**[0017]** Another object of the present invention is to provide a card game, which is an online card game, wherein the player is able to play the card game through the communication network such as Internet or cellular phone network.

**[0018]** Accordingly, in order to accomplish the above objects, the present invention provides a method of playing card game, comprising the steps of:

**[0019]** (a) assigning one of players as a dealer;

**[0020]** (b) dealing three cards in a round to form a three-card hand;

**[0021]** (c) comparing the three-card hand between the players and the dealer for hand strength, which comprises the steps of:

**[0022]** (c.1) categorizing the three cards in the three card hand into one of a highest special hand class, a second highest special class and a standard hand class, wherein for the highest special hand class, a combination of the three cards is three of a kind, wherein for the second highest special class, a combination of the three cards is three face cards, wherein other combinations of the three cards are classified as the standard hand class by a point total criteria, wherein a point total of the three cards of the three-card hand equals a unit digit of a sum of a numerical value of the three cards, wherein the standard hand class has a lower standing than the highest special hand class and the second highest special class; and

**[0023]** (d) awarding a winner of the round, wherein the winner has the highest hand strength of the three-card hand.

**[0024]** These and other objectives, features, and advantages of the present invention will become apparent from the following detailed description, the accompanying drawings, and the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

**[0025]** FIG. 1 is a numerical value chart.

**[0026]** FIG. 2 is a table of example hands.

**[0027]** FIG. 3 is a table of bonus bet pay table.

**[0028]** FIG. 4 is a top view of a table for playing the game of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

**[0029]** The game begins with a game set up. The game is played at a table with a standard deck of 52 cards having four suits of each of an ace, 2-10 cards, a Jack, a Queen and a King. The dealer shuffles the cards at the start of the game. The game proceeds in a clockwise direction. The house dealer does not participate in the actual play of the game and has no interest in the outcome of any round. Alternatively, the house dealer participates in the actual play of the game and has interest in the outcome of any round.

**[0030]** The game will be played with a Player/Dealer/Bank. The player/dealer of the first round may be determined by rolling the dice. Wagers are placed before cards are dealt. The deal starts at the start button chosen by the player/dealer. The action starts at the action button based on the dice rolled by the player/dealer. The first player starts clockwise after the dealer button based on the dice rolled by the player/dealer. The first player starts clockwise after the player/dealer button has the option to buy open seats, if he/she passes option the option goes to next the players. Each player receives three cards from the dealer one card at a time. At their discretion they may ask the dealer to change one card, therefore the player has a second chance to win. After all players change or don't change a card, player/dealer opens their hand to decide to change or not change a card. The dealer will open all hands. The winner will be decided by game ranking. After player/dealer second hand button moves to next seat and player has option to be player/dealer or pass. It is worth mentioning that when the cards are dealt to the players and the dealer, the cards can be faced upward or downward.

**[0031]** In each round of play, there is preferably a maximum of 10 hands dealt. The dealer deals cards to a predetermined number of spots, preferably 10. All actions go clockwise. The button advances a single spot each hand A player may pass the button to the next player if player does not wish to be Player/Dealer.

**[0032]** According to the preferred embodiment, at least one deck of card is used for playing the game. Preferably, a predetermined number of decks of cards, such as 6 decks of card, are used for the players to play the game, such that each player can actually memorize the played cards and calculate the hands. The played cards for each round of game will be discarded. The decks of cards will be continuously dealt to the players for next round of game. After all cards are finished, the cards will be shuffled in order to start a new game.

**[0033]** A three card hand is dealt to each player who plays against the player/dealer. Each player's hand is compared to the player/dealer and the best hand wins.

**[0034]** First player after the player/dealer button has the option to buy open seats. If player passes option, option goes to next player.

**[0035]** Each player is dealt three cards face down clockwise preferably, starting from the first player after the player/dealer button one card at a time. Alternatively, each player is dealt three cards at one time.

**[0036]** After each player looks at their hand, he/she has the option to change one card to improve the hand. Alternatively, each player has the option to change more than one card. In addition, each player can flip one or more cards upward for showing the cards to the other players.

**[0037]** After call players change or don't change cards, player/dealer reveals hand to decide to change or not to change one card.

**[0038]** After player/dealer has completed the action, dealer will open all players hands.

**[0039]** Winner will be decided by game ranking.

**[0040]** After player/dealer second hand, button moves to next seat. Alternatively, a new player/dealer is determined by rolling the dice.

**[0041]** A minimum wager may be set, preferably at \$10 for a given round of play.

**[0042]** Each participant is required to place a fixed wager. Anywhere from two to ten players can participate at any of the 10 spots.

**[0043]** The first player has the first right of refusal to purchase any empty spots not occupied by other players. The second player has the second right of refusal. The subsequent players are similarly ranked and may exercise their respective rights of refusal until all empty spots have been purchased, or until the latest ranked player refuses purchase.

**[0044]** The players may make a first bet. The first bet is placed in the first bet position. The first bet has a first bet service charge.

**[0045]** The house dealer takes the service charge chips. The dealer deals a hand of three cards face down to each player.

**[0046]** In any given round of play, anywhere from two hands to ten hands dealt will actually be played. Each player has a one time option to change a single replacement card in each hand dealt.

**[0047]** Player/dealer wins kicker ties.

**[0048]** Hand Hierarchy

**[0049]** More specifically, to determine the strength of the hand, the hands are categorized into a hierarchy with three criteria considering: first the hand class, then if necessary the point total, and finally if necessary the rank of the hand.

**[0050]** Each card has an individual hierarchical value. The highest cards in the deck are the aces, followed by the kings, followed by the queens, followed by the jacks, followed by the numerical cards ten through two. So the cards are in

descending order A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. K, Q, J are called picture cards (10 is 0 (zero) point, not considered a picture).

**[0051]** Each card in the deck also has a numerical value. FIG. 1 is a table showing numerical value. The numerical value for the aces is one, the numerical value for the picture cards K, Q, J are ten, and the numerical value for the numerical cards ten through two are as shown respectively ranging from ten through two.

**[0052]** The strength of the hand is determined by taking three special hand classes that are the highest, then a standard hand class below the two special hand classes. The higher classes have higher value than the lower classes irrespective of other characteristics. The highest special hand is the three of a kind. The second highest class is the three picture card hand. The third highest class is the standard hand.

**[0053]** Adding the numerical value of all of the cards in the hand and taking the last digit as a point total gives the rank of the standard hand class. Therefore, a sum total of nine, 19 or 29 would yield a point total of nine. The sum of the three card hand is truncated to retain only the first digit, which is the units digit, and discarding the tens digit. Typically, a game would have a large number of standard hands and the point total would determine the winner.

**[0054]** Sometimes, players will have similar point total standard hands. In this case, a two step sub categorization is done. First if there are two picture cards in a standard hand, this is higher than a single picture card or a single ace. This is a special rank for standard hands, not to be confused with the two special classes. In the two picture card standard hand, the player examines the rank of the highest picture card to determine rank, rather than using the highest individual card.

**[0055]** Second, below the two picture cards are standard rank hands. For standard rank hands the player examines the rank of the highest card as seen in FIG. 2. The rank is the calculated by taking the individual hierarchical value of the highest card in the hand to be the third criteria that is the rank of the hand. FIG. 2 is a table showing card rank. FIG. 2 shows the ranks from highest rank card to lowest as A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. It is simple to examine the rank of the hand that is the highest individual hierarchical value of the highest card. Thus, to tie break in the standard class, the point total criteria is used first followed by the highest rank criteria.

**[0056]** The suit of the cards has no effect on the value of the cards which means, for example, a spade K, a heart K, a diamond K, and a club K contribute the same value to the hand. The hand hierarchy does not depend on the suit of the cards.

**[0057]** In actual play, the highest hand is often a standard hand of point total 8 or 9. Any given hand will likely be in the standard hand class. For example: K, 10, 9 is nine points K being the kicker, another hand being A, 8, 10, also a standard hand but Ace being the kicker makes it the winning hand. To tie break between the three of a kind and three picture card special class hands, the point total criteria is skipped and the highest individual hierarchical value of the highest card is used.

**[0058]** FIG. 2 is a table showing hand strength in hierarchical order starting with the strongest hand.

**[0059]** The first hand is a three of a kind ace hand. This is the highest hand class being in the three of the kind class.

**[0060]** The second hand is a three picture card king hand which would be lower than the first hand. The second hand has a King, Queen, Jack, which would be the second highest class.

**[0061]** The third hand is a two picture card nine point king hand and would be lower than the second hand. It is in the standard class because it has a King, Queen, and Nine, but has special rank as a two picture card. Here, KQ9 beats QQ9.

**[0062]** The fourth hand is a standard nine point ace and would be lower than the third hand. The fourth hand is a standard hand because it does not have any criteria qualifying it for a special hand, yet it has the highest point total available which is nine. The Ace=1, therefore  $1+8+10=19$  which yields a total of nine points after truncation leaving the lowest single digit. A player receiving the fourth hand would likely not elect to change any cards, since it is a decently strong hand. The fourth hand has a rank of the highest card, which is an ace.

**[0063]** The fifth hand is a standard nine point king hand, and is lower than the fourth hand. The sixth hand is a standard nine point ten hand and slightly lower than the fifth hand. The seventh hand is a standard nine point nine hand and is slightly lower than the sixth hand. The eighth hand is a standard nine point eight hand, which is slightly lower than the seventh hand. The ninth hand is a standard nine point seven hand that is slightly lower than the eighth hand. The tenth hand is a standard nine point five hand slightly lower than the ninth hand. The eleventh hand is a standard nine point four hand.

**[0064]** The twelfth hand is the lowest hand available because it is a standard hand and has a 4, 4, 2 adding up to a total of 10 which would provide a point total of zero. There is no push because of the absolute hierarchy and use of a 52 card deck with no duplicates.

**[0065]** Final Processing

**[0066]** After each player looks at their hand strength, each player can have an option to change one of the cards to try to get a better hand. The option to change requires an estimation of percentages by the player.

**[0067]** The player puts the change card on the change box and the dealer deals the player a new card while putting the change card in the discard pile. A player purchasing multiple spots is not eligible for change of cards for any spot where the player has at least a standard hand class with a point total of nine or more.

**[0068]** After the players make election regarding the change card, the players reveal the cards simultaneously and the dealer tabulates the hand strengths.

**[0069]** The winner of the round receives winnings minus a contribution to the jackpot. The jackpot will have a predetermined winning pay out upon a payout event. The payout event can be common such as when a hand of three picture cards beat another hand of three picture cards. A second more difficult payout event could be when a hand of three ace cards beat a hand of three queens.

**[0070]** There is a jackpot.

**[0071]** After the round is over, the button moves one spot clockwise.

**[0072]** Because the game is played with a single deck of 52 cards, the deck must be shuffled after each hand.

**[0073]** Game Rules

**[0074]** The game of the present invention is played with a standard deck of 52 cards having four suits of an Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K.

**[0075]** Starting from the player/dealer (option to be player/dealer for 2 hands) the button moves one seat at a time giving each player the option to be player/dealer.

**[0076]** Player/dealer has option to allow dealer to cut the cards.

**[0077]** First player after the button has option to buy as many open spots as they choose or none. Any open spots left are offered to next players and so on. After placing the bets of each player, the cards are start dealing to each player.

**[0078]** After each player looks at their hand, he/she has the option to change one card to improve the hand. At the same time, each player is able to optionally place an additional wager when changing the card. In other words, the player can put additional wager, which should be not more than the initial wager, whether the card is changed or not.

**[0079]** Player/dealer compares hands clockwise with each player to decide winner based on hand ranking.

**[0080]** The house dealer is not included for the purpose of playing the game. The house dealer does not participate whatsoever in the actual play of the game and has no interest in the outcome of any game.

**[0081]** In an alternative embodiment of the present invention, the house dealer is included in the game. The house participates in the actual play of the game. The house dealer acts as the player/dealer to play with other players.

**[0082]** Each table has a spread limit defining the amounts that may be wagered in each spot. This spread limit shall be displayed at each table.

**[0083]** The button is placed in front of the player/dealer, the action starts with the first player after the button.

**[0084]** The active player cannot prohibit any player from wagering on a spot if he/she is not wagering on it.

**[0085]** All players must put the entire wager in the spot, pay service fee before the dealer starts dealing the cards.

**[0086]** Any attempts to switch, pass or hold out cards will cause a hand to be fouled and the forfeiture or the wager.

**[0087]** Open spots play house way.

**[0088]** All players are forbidden to show or discuss their hands with any other players. If players have discussed their hands, the hand will be played house way.

**[0089]** Management has the right to make decisions, which are in the best interest of the game.

**[0090]** The house way is:

**[0091]** Open spot must stay 9 points, and the casino will decide house way rules.

**[0092]** The game of the present invention is a game of skill. The player can use careful calculation and exchange one card and make a losing hand to a winning hand. For example, the point of a hand of 5, 4, and 2 is 1. The player can exchange the 2 and has a great chance of catching a 10 or picture (total of 16 cards in one deck) to make a hand of one picture 9 which is a pretty high hand, the possibility is 31%. If the player exchange 4 or 5 then would have only four chances to make a 9 which is a low 9, and the possibility is 7.7%.

**[0093]** The jackpot hand is a triple 8s (eights) or better losing to a higher hand. Casino will decide money split.

**[0094]** Referring to FIG. 4, the game of the present invention is played on a table. Preferably, the table has 11 seats for 10 players and one dealer respectively. For each seat of the player, the table has a change box for placing the card need to be replaced, a bet circle marked thereon for placing the wager, and three card circles marked thereon for placing the three cards.

**[0095]** The rules of play bonus bet

**[0096]** The bonus bet is an optional bet.

**[0097]** A player must make a wager in the base game in order to make a bonus bet wager.

**[0098]** Bonus bet wagers must be placed prior to the initial deal.

**[0099]** Bonus bet wager, if made, must be a minimum of \$1.00 and may not exceed \$100.00. The maximum bonus bet payout per seated player in any round will be \$20,000.

**[0100]** The bonus bet is initialed when the player/dealer is dealt three (3) cards. At the end of play for the base game and after all base game wagers are resolved, the bonus bet is played and resolved. If the three (3) cards of the player/dealer form one of the hands listed in the FIG. 3, the player wins the designated payout. In all other cases, the bonus bet will lose. The player will always win the highest possible payout for the player/dealer's hand.

**[0101]** The player/dealer will collect all losing bonus bet wagers and will pay all winning bonus bet wagers.

**[0102]** Bonus bet wagers will be paid out whether a player wins or loses their base hand.

**[0103]** In the even that the player/dealer's wagers does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: base game wager, bonus bet wager.

**[0104]** Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

**[0105]** The player/dealer position rotated in a systematic and continuous way among the seated players and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

**[0106]** Only one payout option may be offered at any one table at any time. Patrons will be given ample notice of which option is being offered and it will be displayed prominently via printed flyers, digital display, and any other forms of advertisements.

**[0107]** According to the preferred embodiment, the card game of the present invention can be implemented as an electronic card game which includes a predetermined electronic deck of cards, wherein the game rules, as it is mentioned above, are preset in the database of the electronic card game. Each electronic deck of cards can be a convention deck of cards including fifty-two cards. Each of the playing cards has an associated face value and denomination, i.e. 2-10, J, Q, K, and Ace with Hearts, Clubs, Spades, and Diamonds respectively. As it is mentioned above, a predetermined number of electronic decks of cards, such as 6 electronic decks of card, are used for the players to play the game, such that each player, including the computerized player, can actually memorize the played cards and calculate the hands. The played cards for each round of game will be discarded. The decks of cards will be continuously dealt to the players for next round of game. After all cards are finished, the cards will be automatically shuttled in order to start a new game.

**[0108]** The card game further comprises an electronic playing area shown on a display of an electronic device through a platform. The electronic device provides a plurality of selection buttons in order for the player to select the cards shown on the display and to place the wager at each round of the card game. The processor will determine the winner of each round in responsive to the game rules as mentioned above. The

electronic device can be a computer, a notebook, a PDA, A cellular phone, a portable game device, home entertainment game device, or an electronic game machine in casino. The electronic card game can be a software installed into the electronic device such that the player is able to play the card game versus computerized players. Likewise, the player is able to play the card game through communication network, such as Internet, "WiFi", GPRS, 3G, 4G phone network, or other communication device. In other words, the player is able to join the game with other players all over the world or within a designated community, such as players in Casino or players in Las Vegas between different Casinos.

**[0109]** The house dealer of the card game is preferably a web base platform and the dealer can be the computer or server. Therefore, even one player can join and play the card game to play with other computerized players assigned by the computer. For the players playing the card game through the casino game machine, the players can simply deposit a pre-determined amount of money into the electronic game machine. Therefore, the players can place the wager at each round of the game through the electronic game machine.

**[0110]** For the internet or online players, each player should create a personal account to become a member player. In other words, a registration is provided for the player to become the member player in order to play the card game through the communication network. Accordingly, the personal account should contain personal information of the player and a player ID for personal identification. Therefore, once the player logs in the platform, the player is able to join the card game. It is worth mentioning that the player can sign out the card game anytime and join another card game. In particular, the player can leave the electronic game table and join another electronic game table to play the card game with other players anytime. Therefore, the player can select different players to play with. In addition, when there is an open seat in the card game, the platform can provide the computerized player to fill up the open seat such that the player will not have to wait for other players to start the card game.

**[0111]** The players can also form a playing community that only players with permission can join the playing community. Accordingly, the players can select the electronic game table with permission that only friends or designated players of the players can join the card game. In other words, the player can join the card game with the open seat at the electronic game table with the permission of the current players. Therefore, all the players are friends and are free to play together. For tournament, the platform will randomly assign the players at the designated electronic game tables such that each player will sit at a designate electronic game table to play with other players.

**[0112]** The platform further provides a chat room in order for the players chatting with each other through the communication network. During the card game, the players can do chatting and the chatting content can be published to all the players in the card game. In other words, the players can chat through the communication network while playing card game just like friends chatting at home or a bar and playing card game at the same time. Preferably, the chatting content is published in the chat room such that all the players at the same electronic game table can read the chatting content so as to prevent any cheating of the card game. In addition, the platform further provides a video conference for video chatting, wherein when the players connect the webcam to the plat-

form, the players are able to see each other during the card game. Therefore, the players can see and talk to each other at the electronic game table during the card game.

**[0113]** The platform further provides a player record showing the player profile which includes number of round of the card game have been played, a win-loss ratio of the card game, and the ranking of the player. Therefore, the player record will show how good the player is, such as representing by number of stars, such that the player can select the right group of people to play with.

**[0114]** It is worth mentioning that the players can place the actual money to bet on the card game in some States, such as Las Vegas, according to the State Law. Otherwise, the player can obtain virtual credits through the platform to play the card game.

**[0115]** One skilled in the art will understand that the embodiment of the present invention as shown in the drawings and described above is exemplary only and not intended to be limiting.

**[0116]** It will thus be seen that the objects of the present invention have been fully and effectively accomplished. It embodiments have been shown and described for the purposes of illustrating the functional and structural principles of the present invention and is subject to change without departure from such principles. Therefore, this invention includes all modifications encompassed within the spirit and scope of the following claims.

What is claimed is:

1. A method of playing card game, comprising the steps of:
  - (a) assigning one of players as a dealer;
  - (b) dealing three cards in a round to form a three-card hand;
  - (c) comparing said three-card hand between said players and said dealer for hand strength, which comprises the steps of:
    - (c.1) categorizing said three cards in said three card hand into one of a highest special hand class, a second highest special class and a standard hand class, wherein for said highest special hand class, a combination of said three cards is three of a kind, wherein for said second highest special class, a combination of said three cards is three face cards, wherein other combinations of said three cards are classified as said standard hand class by a point total criteria, wherein a point total of said three cards of said three-card hand equals a unit digit of a sum of a numerical value of said three cards, wherein said standard hand class has a lower standing than said highest special hand class and said second highest special class; and
    - (d) awarding a winner of said round, wherein said winner has the highest hand strength of said three-card hand.
2. The method, as recited in claim 1, wherein suits of said cards have the same ranking.
3. The method, as recited in claim 1, wherein the step (a) further comprises a step of rolling one or more dice to assign said dealer among said players.
4. The method, as recited in claim 2, wherein the step (a) further comprises a step of rolling one or more dice to assign said dealer among said players.
5. The method, as recited in claim 1, before the step (d), further comprising a step of allowing each said players to change a single card for said three-card hand.
6. The method, as recited in claim 4, before the step (d), further comprising a step of allowing each said players to change a single card for said three-card hand.



7. The method, as recited in claim 1, wherein the step (c) further comprises the steps of:

(c.2) when said three-card hand forms said highest special hand class, tie-breaking said three of a kind of said highest special hand class by rank by an individual hierarchical value of a highest card among said three of a kind of said cards of said highest special hand class;

(c.3) when said three-card hand forms said second highest special class, tie-breaking said three face cards by rank by an individual hierarchical value of a highest card among said three cards of said three face cards of said second highest special class; and

(c.4) when said three-card hand forms said standard hand class, tie-breaking said three cards of said standard hand class by the steps of: (c.4.1) tie-breaking said three cards of said standard hand class by a point total criteria, wherein a point total of said three cards of said three cards of said three class hand equals a unit digit of a sum of a numerical value of said three cards, (c.4.2) tie breaking said three cards of said standard hand class by rank by assigning a special two face card rank higher than a standard rank, (c.4.3) tie-breaking said special two face card rank of said standard hand class by an individual hierarchical value of said cards having a highest face card.

8. The method, as recited in claim 6, wherein the step (c) further comprises the steps of:

(c.2) when said three-card hand forms said highest special hand class, tie-breaking said three of a kind of said highest special hand class by rank by an individual hierarchical value of a highest card among said three of a kind of said cards of said highest special hand class;

(c.3) when said three-card hand forms said second highest special class, tie-breaking said three face cards by rank by an individual hierarchical value of a highest card among said three cards of said three face cards of said second highest special class; and

(c.4) when said three-card hand forms said standard hand class, tie-breaking said three cards of said standard hand class by the steps of: (c.4.1) tie-breaking said three cards of said standard hand class by a point total criteria, wherein a point total of said three cards of said three cards of said three class hand equals a unit digit of a sum of a numerical value of said three cards, (c.4.2) tie breaking said three cards of said standard hand class by rank by assigning a special two face card rank higher than a

standard rank, (c.4.3) tie-breaking said special two face card rank of said standard hand class by an individual hierarchical value of said cards having a highest face card.

9. The method, as recited in claim 1, further comprising the steps of offering a first bet option before said three cards are initially dealt and offering a second bet option before one of said cards is changed.

10. The method, as recited in claim 10, further comprising the steps of offering a first bet option before said three cards are initially dealt and offering a second bet option before one of said cards is changed.

11. The method, as recited in claim 1, further comprising a step of providing a jackpot that accumulates from a set contribution from the winner of each round.

12. The method, as recited in claim 10, further comprising a step of providing a jackpot that accumulates from a set contribution from the winner of each round.

13. The method, as recited in claim 1, wherein said card game is an electronic card game.

14. The method, as recited in claim 12, wherein said card game is an electronic card game.

15. The method, as recited in claim 1, wherein said card game is an online card game that said players play said card game through a communication network.

16. The method, as recited in claim 12, wherein said card game is an online card game that said players play said card game through a communication network.

17. The method, as recited in claim 15, further comprising a step of providing a chat room for said players chatting with each other through said communication network during playing said card game.

18. The method, as recited in claim 16, further comprising a step of providing a chat room for said players chatting with each other through said communication network during playing said card game.

19. The method, as recited in claim 14, wherein, before the step (a), further comprising a step of shuffling two or more decks of cards, wherein said cards are kept dealing to each said player for a predetermined round.

20. The method, as recited in claim 18, wherein, before the step (a), further comprising a step of shuffling two or more decks of cards, wherein said cards are kept dealing to each said player for a predetermined round.

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