



US 20120034970A1

(19) **United States**

(12) **Patent Application Publication**
Stephens

(10) **Pub. No.: US 2012/0034970 A1**

(43) **Pub. Date: Feb. 9, 2012**

(54) **CRAPS GAME**

Publication Classification

(75) Inventor: **Bart Stephens**, San Diego, CA
(US)

(51) **Int. Cl.**
A63F 9/24 (2006.01)

(73) Assignee: **Megaroll, LLC**, San Diego, CA
(US)

(52) **U.S. Cl.** **463/22**

(21) Appl. No.: **13/194,081**

(57) **ABSTRACT**

(22) Filed: **Jul. 29, 2011**

Certain inventive embodiments disclosed herein relate to an optional side bet in a game of Craps. Certain embodiments discussed herein provide a Craps player with the possibility of winning a large pay-out based upon the number of rolls a shooter makes before a seven-out. Conventional wagers in Craps are dependent on what number the shooter rolls. Some embodiments of the present invention provide a new method of wagering a side bet that is dependent on how many times a shooter rolls before a seven-out occurs.

Related U.S. Application Data

(60) Provisional application No. 61/370,787, filed on Aug. 4, 2010.

	UNIT COST	1		PAYOUT 100	20000		
ROLLS BEFORE 7 OUT	COME OUT ROLL	6 OR 8	5 OR 9	4 OR 10	TOTAL	PAYOUT	
0	1	0	0	0	100.00%		
1	0.333333333333333	0.2777777778	0.2222222222	0.1666666667	100.00%	-1	
2	0.188271604838272	0.2854938272	0.2345679012	0.1805555556	88.89%	-1	
3	0.143518518518519	0.2505572702	0.2112482853	0.1667952675	77.21%	-1	
4	0.120010764365188	0.2138643595	0.1844612102	0.1490162037	66.74%	-1	
5	0.10262087837728	0.1818532397	0.1598910439	0.1317639468	57.61%	-1	
6	0.0882102876454065	0.154792716	0.1382814602	0.1159264065	49.72%	-1	
7	0.0759275581209666	0.1319977994	0.1194722296	0.1016465195	42.90%	-1	
8	0.0653874492037588	0.1127561268	0.1031582899	0.0888894826	37.02%	-1	
9	0.0563258786657104	0.0964660462	0.0890337536	0.0775650202	31.94%	-1	
10	0.0485297458312873	0.0826363873	0.0768190173	0.0675614116	27.55%	-1	
11	0.041819421951951	0.070866865	0.0662647894	0.0587593497	23.77%	-1	
12	0.0360417942997806	0.0608296068	0.0571511083	0.0510394159	20.51%	-1	
13	0.0310658957348077	0.052254392	0.0492850881	0.0442865276	17.69%	-1	
14	0.0267795178915465	0.0449171877	0.0424983182	0.038392545	15.26%	-1	
15	0.0230864183662804	0.0386312464	0.0366442338	0.0332576617	13.16%	-1	
16	0.0199039770282004	0.0332401485	0.0315955952	0.0287909827	11.35%	-1	
17	0.0171612165385602	0.0286123189	0.027242147	0.0249105665	9.79%	-1	
18	0.0147971244603211	0.0246366705	0.0234884876	0.0215431277	8.45%	-1	
19	0.0127592272071339	0.0212191113	0.0202521576	0.0186235332	7.29%	-1	
20	0.0110023753581159	0.0182797238	0.0174619421	0.0160941877	6.28%	-1	
21	0.00948770707162074	0.015750468	0.0150563749	0.01390437	5.42%	-1	
22	0.00818176206981058	0.0135732992	0.0129824279	0.012009562	4.67%	-1	
23	0.00705572328894044	0.0116986139	0.0111943673	0.0103707985	4.03%	-1	
24	0.00608476704527916	0.0100839606	0.0096527593	0.0089540528	3.48%	-1	
25	0.00524750563798753	0.0086929635	0.0083236077	0.0077296674	3.00%	24	
26	0.00452550883851243	0.0074944206	0.0071776066	0.0066718348	2.59%	25	
27	0.00390289280928061	0.0064615446	0.0061894958	0.0057581276	2.23%	26	
28	0.00336596673664645	0.0055713206	0.0053375009	0.0049690778	1.92%	27	
29	0.00290292891988663	0.0048039634	0.0046028544	0.0042878028	1.66%	28	
30	0.00250360528138794	0.0041424548	0.003969379	0.0038996736	1.43%	29	
31	0.0021592242942763	0.0035721507	0.0034231305	0.0031920228	1.23%	30	

ROLLS BEFORE 7 OUT	COME OUT ROLL	UNIT COST	6 OR 8	5 OR 9	4 OR 10	TOTAL	PAYOUT
0	1	0	0	0	0	100.00%	-1
1	0.333333333333333	0.2777777778	0.2222222222	0.1666666667	0.100000%	-1	
2	0.186271604938272	0.2854938272	0.2345679012	0.1805555556	86.89%	-1	
3	0.143518518518519	0.2505572702	0.2112482853	0.1667952675	77.21%	-1	
4	0.120010764365188	0.2138643595	0.1844612102	0.1490162037	66.74%	-1	
5	0.10262067837728	0.1818532397	0.1598910439	0.1317639468	57.61%	-1	
6	0.0882102876454065	0.154792716	0.1362814602	0.1159264065	49.72%	-1	
7	0.0759275581209666	0.1319877994	0.1194722296	0.1016465195	42.90%	-1	
8	0.0653874492037588	0.1127561268	0.1031582899	0.0888894826	37.02%	-1	
9	0.0563258786657104	0.0964660462	0.0890337536	0.0775650202	31.94%	-1	
10	0.0486297458312873	0.0826363873	0.0768190173	0.0675614116	27.55%	-1	
11	0.041819421951951	0.070866865	0.0662647894	0.0587593497	23.77%	-1	
12	0.0360417942987806	0.0608296068	0.0571511083	0.0510394159	20.51%	-1	
13	0.0310658957348077	0.052254392	0.0492850881	0.0442865276	17.69%	-1	
14	0.0267795178915465	0.0449171877	0.0424983182	0.039392545	15.26%	-1	
15	0.0230864183662804	0.0386312464	0.0366442338	0.032578617	13.16%	-1	
16	0.0199039770282004	0.0332401485	0.0315955952	0.0287909827	11.35%	-1	
17	0.0171612165385602	0.0286123189	0.027242147	0.0249105665	9.79%	-1	
18	0.0147971244603211	0.0246366705	0.0234884876	0.0215431277	8.45%	-1	
19	0.0127592272071339	0.0212191113	0.0202521576	0.0186235332	7.29%	-1	
20	0.0110023753581159	0.0182797238	0.0174619421	0.0160941877	6.28%	-1	
21	0.00948770707162074	0.015750468	0.0150563749	0.01390437	5.42%	-1	
22	0.00818176206981058	0.0135732992	0.0129824279	0.012009562	4.67%	-1	
23	0.00705572328894044	0.0116986139	0.0111943673	0.0103707985	4.03%	-1	
24	0.00608476704527916	0.0100839606	0.0096527593	0.0089540528	3.48%	-1	
25	0.00524750563798753	0.0086929636	0.0083236077	0.0077296674	3.00%	24	
26	0.00452550883851243	0.0074944206	0.0071776068	0.0066718348	2.59%	25	
27	0.00390289280928061	0.0064615446	0.0061894958	0.0057561276	2.23%	26	
28	0.00336596678664645	0.0055713206	0.0053375009	0.0049690778	1.92%	27	
29	0.00290292891988663	0.0048039634	0.0046028544	0.0042878028	1.66%	28	
30	0.00250360528138794	0.0041424548	0.003969379	0.0038996736	1.43%	29	
31	0.0021592242942763	0.0035721507	0.0034231305	0.0031920228	1.23%	30	

Fig. 1a

32	0.00186222319562388	0.0030804447	0.0029520885	0.0027538878	1.06%	31
33	0.00160608108272472	0.0026564819	0.0026458913	0.0023757864	0.92%	32
34	0.00138517519843619	0.0022909128	0.0021956062	0.00204952	0.79%	33
35	0.001194656969899	0.0019758825	0.0018935323	0.0017880025	0.68%	34
36	0.0010303453586944	0.0017038509	0.0016330304	0.0015251114	0.59%	35
37	0.00088663485228692	0.0014694368	0.0014083765	0.0013155578	0.51%	36
38	0.00076641615851737	0.0012672853	0.0012146352	0.0011347741	0.44%	37
39	0.00066100787439112	0.0010929526	0.0010475512	0.0009788166	0.38%	38
40	0.0005709756373384	0.0009426082	0.0009034554	0.0008442804	0.33%	39
41	0.00049169096043449	0.0008129494	0.0007791839	0.0007282266	0.28%	40
42	0.00042406817201335	0.000701129	0.0006720086	0.0006281184	0.24%	41
43	0.00036574591692529	0.0006046919	0.0005795769	0.0005417669	0.21%	42
44	0.0003154449629755	0.000521521	0.0004998602	0.0004672828	0.18%	43
45	0.00027206204948997	0.000449791	0.000431109	0.0004030363	0.16%	44
46	0.00023464567509162	0.0003879276	0.0003718148	0.0003476209	0.13%	45
47	0.00020237521835023	0.0003345735	0.0003206764	0.0002998233	0.12%	46
48	0.00017454293213489	0.0002885581	0.0002765719	0.0002585967	0.10%	47
49	0.00015053841586321	0.0002488717	0.0002385337	0.000223038	0.09%	48
50	0.0001298352244338	0.0002146438	0.0002057273	0.0001923682	0.07%	49
51	0.0001197931967104	0.0001851235	0.0001774331	0.0001659154	0.06%	50
52	0.00009657911065274	0.0001596634	0.0001530304	0.0001430987	0.06%	51
53	0.0000832968642345	0.0001377049	0.000131984	0.0001234213	0.05%	52
54	0.00007184129720567	0.0001187664	0.0001138322	0.0001064488	0.04%	53
55	0.00006196118747825	0.0001024326	0.0000981769	0.0000918102	0.04%	54
56	0.000053439886409617	0.0000883452	0.0000846747	0.0000791845	0.03%	55
57	0.00004609045515376	0.0000761952	0.0000730295	0.000068295	0.03%	56
58	0.00003975178935368	0.0000657163	0.0000629858	0.000058903	0.02%	57
59	0.00003428486128469	0.0000566785	0.0000543235	0.0000508025	0.02%	58
60	0.00002956978287263	0.0000488836	0.0000468525	0.0000438161	0.02%	59
61	0.00002550315412837	0.0000421608	0.000040409	0.0000377903	0.01%	60
62	0.00002199579551748	0.0000363625	0.0000348516	0.0000325933	0.01%	61
63	0.00001897079221108	0.0000313617	0.0000300586	0.0000281109	0.01%	62
64	0.00001686180732017	0.0000270486	0.0000259247	0.000024245	0.01%	63
65	0.0000141162711672	0.0000233287	0.0000223594	0.0000209107	0.01%	64
66	0.00001217090633408	0.0000201204	0.0000192843	0.000018035	0.01%	65

Fig. 1b

66	0.00001049708602823	0.0000173533	0.0000166322	0.0000155547	0.01%
67	0.0000095346026637	0.0000149668	0.0000143448	0.0000134155	0.01%
68	0.00000780837117401	0.0000129084	0.000012372	0.0000115706	0.00%
69	0.00000673451468682	0.000011332	0.0000106706	0.0000099793	0.00%
70	0.00000580834178193	0.0000096021	0.0000092031	0.0000086069	0.00%
71	0.00000500954205683	0.0000082815	0.0000079374	0.0000074232	0.00%
72	0.00000432059633157	0.0000071426	0.0000068458	0.0000064024	0.00%
73	0.00000372640250411	0.0000061603	0.0000059043	0.0000055219	0.00%
74	0.00000321392423808	0.0000053131	0.0000050923	0.0000047625	0.00%
75	0.00000277192521383	0.0000045824	0.000004392	0.0000041075	0.00%
76	0.00000239071267827	0.0000039522	0.000003788	0.0000035426	0.00%
77	0.00000206192688816	0.0000034087	0.000003267	0.0000030554	0.00%
78	0.00000177835778585	0.0000029399	0.0000028177	0.0000026352	0.00%
79	0.00000153378688689	0.0000025356	0.0000024302	0.0000022728	0.00%
80	0.00000132285091246	0.0000021869	0.000002096	0.0000019602	0.00%
81	0.00000114092417593	0.0000018861	0.0000018077	0.0000016907	0.00%
82	0.00000098401714443	0.0000016267	0.0000015591	0.0000014581	0.00%
83	0.0000008488895088	0.000001403	0.0000013447	0.0000012576	0.00%
84	0.000000731971938	0.0000012101	0.0000011598	0.0000010847	0.00%
85	0.00000063130657943	0.0000010436	0.0000010003	0.0000009355	0.00%
86	0.00000054448535102	0.0000009001	0.0000008627	0.0000008068	0.00%
87	0.00000046960432119	0.0000007763	0.0000007441	0.0000006959	0.00%
88	0.00000040502139905	0.0000006696	0.0000006417	0.0000006002	0.00%
89	0.00000034932032432	0.0000005775	0.0000005535	0.0000005176	0.00%
90	0.00000030127960975	0.0000004981	0.0000004774	0.0000004464	0.00%
91	0.00000025984575465	0.0000004296	0.0000004117	0.0000003985	0.00%
92	0.00000022411014237	0.0000003705	0.0000003551	0.0000003321	0.00%
93	0.0000001932891149	0.0000003195	0.0000003063	0.0000002864	0.00%
94	0.00000016670678781	0.0000002756	0.0000002641	0.000000247	0.00%
95	0.00000014378022851	0.0000002377	0.0000002278	0.0000002131	0.00%
96	0.00000012400667295	0.000000205	0.0000001965	0.0000001838	0.00%
97	0.00000010695250034	0.0000001788	0.0000001695	0.0000001585	0.00%
98	0.00000009224372413	0.0000001525	0.0000001462	0.0000001367	0.00%
99	0.00000007955779076	0.0000001315	0.0000001261	0.0000001179	0.00%
100	0.00000006861650622	0.0000001134	0.0000001087	0.0000001017	0.00%
101					

Fig. 1c

CRAPS GAME

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims priority under 35 U.S.C. §119(e) to U.S. Provisional Application No. 61/370,787, filed Aug. 4, 2010, entitled “Improvement For A Craps Game,” which is hereby incorporated by reference in its entirety.

BACKGROUND

[0002] 1. Related Field

[0003] Certain embodiments disclosed herein relate to the game of Craps and novel and inventive bets therefor.

[0004] 2. Description of the Related Art

[0005] Craps is a popular dice game, in which players place wagers on the outcome of one or more rolls of a pair of dice. Craps is commonly played as a “bank” or “casino” game, in which players bet against the casino or “house,” and in which the casino covers all player bets at the table.

[0006] A round of Craps begins when the dice are assigned to a player, designated the “shooter.” Commonly, house rules require that the shooter be selected from the set of players who have bet at least the table minimum on either the “Pass” line or the “Don’t Pass” line (the pair of bets are also occasionally referred to as “Win”/“Don’t Win” or “Right”/“Wrong”).

[0007] Once a shooter is selected, the round begins and progresses with a series of rolls of the dice or “throws.” On each throw, the shooter rolls a pair of dice, allowing the dice to come to rest on the playing surface. In some instances, based on a set of house rules, the dealer may determine that the dice have not landed properly and/or been thrown properly, and deems the throw a “no throw.” Such no-throws are usually not used to determine the outcome of bets, and the shooter is normally permitted to rethrow the dice, with only the subsequent valid throw being counted.

[0008] Once the shooter makes a valid throw, a dealer reads the number indicated by the pair of dice, and announces the result. Dealers evaluate the bets on the table, and pay, collect, leave in play, or otherwise act on each bet based on the outcome of the throw and the rules of the table.

[0009] Within each round, there are two phases—“come-out” and “point”—through which the game alternates until the round ends by “seven-out” or forfeit. Each round begins in the come-out phase. In the come-out phase, no “point” has been selected. During the come-out phase it is common for a disc called the “On” button to be placed, inverted, on the surface of the table to display the reverse-side text (usually “Off”). The come-out phase continues through multiple throws as long as a valid point is thrown (in traditional Craps, the valid points are 4, 5, 6, 8, 9, and 10). In standard Craps, during the come-out phase a throw of 2, 3, or 12 results in a loss for bettors on the “Pass line” (and a win for bettors on the “Don’t pass line”, except for the 12, which results in a tie or “push”), while a “natural” 7, or 11, results in a win for bettors on the “Pass line” (and a loss for “Don’t pass” bettors).

[0010] Once a number corresponding to a valid point is thrown, the come-out phase ends, and the game enters the point phase. When a point is established in this way, the On button is usually inverted to display the text “On” and placed in a portion of the playing surface designated for the number thrown. The point phase continues through subsequent throws until the player either wins by throwing the same

number as was thrown to set the point (the number currently indicated by the “On” button), or the player loses by throwing a seven. If the player wins, the game reverts to the come-out phase, and the On button is flipped to “Off.” If the player loses, the round ends, and a new shooter is selected.

SUMMARY

[0011] The methods, systems, and devices of the present disclosure have several features, no single one of which is solely responsible for its desirable attributes. Without limiting the scope of this invention as expressed by the claims which follow, its more prominent features will now be discussed briefly. After considering this discussion, and particularly after reading the section entitled “Detailed Description,” one will understand how the features of this disclosure provide several advantages over other games.

[0012] In one aspect, a method of administering a game of craps having one or more turns is disclosed. The method comprises commencing a round, wherein the round ends with a turn that results in a seven-out, initiating a first turn count, incrementing the first turn count for each turn during the round that does not result in a seven-out, indicating a status of the first turn count, and comparing the first turn count to a first predetermined number.

[0013] In another aspect, a method of administering a game of craps having one or more turns is disclosed. The method comprises commencing a round; receiving a bet that corresponds to a threshold value of turns for the round, initiating a turn count, incrementing the turn count for each turn during the round that does not result in an end to the round, comparing the turn count to the threshold value of turns, and allocating the bet.

[0014] In yet another aspect, a method of administering a game of craps having one or more turns is disclosed. The method comprises commencing a first round, initiating a first turn count for each turn during the first round that does not result in a seven-out, identifying a total first turn count at the end of the first round, commencing a second round, initiating a second turn count for each turn during the second round that does not result in a seven-out, identifying a total second turn count at the end of the second round, and comparing the total first turn count to the total second turn count.

BRIEF DESCRIPTION OF THE DRAWINGS

[0015] FIGS. 1a-1c are an odds chart showing the likelihood of successfully completing each of the first 101 rolls without a seven-out, and is divided into the categories of “come out roll,” “6 or 8,” “5 or 9,” “4 or 10,” and “total.”

DETAILED DESCRIPTION

[0016] Detailed descriptions of various embodiments of methods, systems, and apparatus for placing, playing, paying and/or administering bets in Craps are disclosed herein.

[0017] In certain embodiments of a method for paying and/or administering a Craps bet, a Craps game is designated by visual, aural, or other indicia as allowing the bet. In certain embodiments, the bet is referred to by one or more names (e.g. MEGA ROLL).

[0018] As Craps bets are currently known and practiced in the art, bets are typically based either on the outcome of a single roll (e.g. C/E bets, field bets), the outcome of a single round (e.g. Pass/Don’t Pass, place bets), or the outcome of a series of rounds, such as the Fire Bet—see U.S. Pat. No.

6,655,689, issued Dec. 2, 2003 to Stasi, the entirety of which is incorporated by reference as if set forth fully herein.

[0019] It has been observed that some of the appeal of the game of Craps to potential players is the anticipation of a “hot” table or a “hot” shooter, in which many rolls are made without a seven-out. The popularity of various bets can be determined, in part, by the excitement and interest they generate for players due to the mechanics of the bet. For example, single roll bets appeal to players who have become bored, or anxious, or feel lucky about a certain roll of the dice. Single round bets appeal to players who feel lucky on a medium term, and generate longer periods of anticipation and delayed gratification with each additional throw of the dice heightening the suspense. Multi-round bets last even longer, and generate even higher amounts of anticipation in the players, especially in cases where a table or shooter has become “hot” with a long string of won rounds.

[0020] It has been discovered, and is presently disclosed, that previously-known multi-round bets, including the Fire Bet, have suffered from a common flaw. One of the reasons that players are attracted to the game of Craps is because they have experienced or have heard stories about “hot” tables or shooters, in which a long string of throws is made without a seven-out. Although the table odds remain the same, it is believed that players are more likely to play at a table they perceive as “hot.” The Fire Bet and other multi-round bets have been designed, in part, to announce to players when a table has experienced a long run of throws without a seven-out, and is thus a “hot” table that some players may perceive to be more likely to help them win. However, it has been discovered, and is currently disclosed, that because the previous multi-round bets, such as Fire Bet, only increment the indicator of table “hotness” when a unique point is made during a “hot” period (or “streak”), the counters, on-average, under-report the length of the winning streak. The designs of prior multi-round bets have ignored a substantial portion of dice outcomes, and players betting on those multi round bets experience delayed or decreased excitement when irrelevant rolls are made.

[0021] It is now recognized and disclosed that it would be desirable to have a table bet that can 1) function as a multi-round bet, 2) provide a more accurate indicator of the length of a streak in progress at a particular table, and 3) reward players when a shooter experiences a long roll without a seven-out. Such a table bet would increase the excitement experienced by players by providing an indication of progress toward a goal with each non-seven-out throw of the dice. Unlike the Fire Bet or other previous multi-round bets, a table bet that provides information about the true length of the current streak would not require the shooter to make points to increase the streak counter, nor would it generate the anticlimactic moments inherent in the Fire Bet that are experienced when a shooter makes a redundant point, or throws some other combination that is irrelevant to the multi-round bet.

[0022] It has additionally been observed, and is presently disclosed, that previously-known Craps bets have not provided players a “progressive” bet, in which a player may win successively larger amounts of money based on an original wager. Progressive bets have been observed to provide enhanced player enjoyment and casino revenue when applied to slot machine games, but it had not previously been known to create a progressive Craps bet. Thus, an additional inven-

tive aspect of the current disclosure is that it would be desirable to have a Craps bet that allows successively larger rewards from a single wager.

[0023] Certain inventive methods, apparatus, and systems for providing a table bet associated with the length of the table roll are provided herein.

MEGA ROLL Bet

[0024] In some embodiments, players of a Craps game are provided with the opportunity to place a wager, referred to herein for convenience, but without loss of generality or limitation to a particular embodiment, as a “MEGA ROLL” bet. In certain embodiments, the MEGA ROLL bet is offered only at the beginning of a round, which provides for ease of administration and increased player cohesion. In certain other embodiments, the MEGA ROLL bet is offered at other specific times (e.g. at the start of any round), or at any time in the game.

[0025] An advantage of a MEGA ROLL bet is that it offers an exciting enhancement to the game of Craps by allowing players to risk a small amount for a large pay-out. In some preferred embodiments, the result of the wager is not determined by what number the shooter rolls, but by how many times a shooter rolls before he sevens-out. In some preferred embodiments, a MEGA ROLL bet is placed by a player at the beginning of a shooter’s roll, and that bet is paid twenty five to one (25:1) if the shooter makes twenty five consecutive throws without sevens-out. If the shooter fails to make twenty five consecutive throws without sevens-out, the bet is lost, and is collected by the house. Alternative rules, structures, and payouts for a MEGA ROLL bet are also discussed herein.

Placing, Booking, and Tracking a MEGA ROLL Bet

[0026] A MEGA ROLL bet can be placed by a player at the beginning of a shooter’s roll (or at other times, depending on the rules established for the table). The bet can be acknowledged and booked by the dealer who then places a corresponding MEGA ROLL marker on the pass line in front of the player who made the wager. Other ways to indicate that a player has booked a bet on the MEGA ROLL include using one or more designated spots for placing one or more chips, or other markers on the Craps layout to indicate the wager, using lammers to indicate the wager, or using some electronic device to indicate the wager. As will be apparent to a person of ordinary skill in the art, the bet may be offered, received, booked, or otherwise acknowledged in a wide variety of ways: formally or informally, with or without visual, verbal, written, or other acknowledgement depending on the format of the game, and in other manners consistent with the game of Craps.

[0027] In preferred embodiments, other wagers made according to the standard rules of Craps will be independent of the result of the MEGA ROLL bet. In some embodiments, the MEGA ROLL bet marker remains on the pass line until the shooter sevens-out. In the event that the shooter who began the roll stops shooting before rolling a seven-out, the MEGA ROLL can remain in play with the next shooter until a seven-out occurs.

[0028] Concurrent with a player’s placement of the MEGA ROLL bet, a dealer (or other designated person) can initiate a roll count, to keep track of the number times a shooter has rolled the dice. The roll count can be kept mechanically,

electronically, mentally, or by any other system, method, or device. In some embodiments, the roll count is indicated by a stack of cheques or casino chips. In certain other embodiments, the roll count is kept with lammers or other coins, placards, plates, cards, or devices. In certain other embodiments, a mechanical or electronic sign displays the roll count. In certain other embodiments, a multisided die or dice is/are used to display the current roll count. In some embodiments in which MEGA ROLL bets may be played at more than one designated time, a separate roll count can be kept for each set of bets that began at a specific time.

[0029] A preferred method for tracking the number of rolls is for a dealer to place a one dollar cheque in a designated place on the layout for each roll the shooter makes that is not a seven-out. Other ways to count the numbers of rolls before a seven-out include placing cheques on top of a MEGA ROLL marker, using lammers to count the number of rolls, or using an electronic device to count the number of rolls.

[0030] In some embodiments, as the Craps game progresses, the roll count(s) will be incremented based on specified rules. In certain embodiments, the roll count will be incremented after each valid roll that does not result in a seven-out; however, many other incrementation schedules are possible depending on the rules of the bet.

Winning and Paying a MEGA ROLL Bet

[0031] In certain embodiments, the roll count is evaluated as it is incremented, to determine whether the roll count corresponds with a winning number. If during such an evaluation, the roll count is determined to correspond with a winning number, the dealers can pay bettors in accordance with the size of their MEGA ROLL bet wager and the rules of the game. For example, in certain embodiments, bettors who have placed a MEGA ROLL wager at the beginning of a round can be deemed to have won, and thus be paid when the roll count reaches 25. Some advantageous options for paying a MEGA ROLL bet include paying off when the roll count reaches 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 125, 130, 140, 150, 200, 250, 300, 400, 500, or more rolls. Odds to be paid on a MEGA ROLL bet can be calculated using standard probabilities based on the number of rolls required before a payout. For example, payout odds can be less than 1, such as 1:5, 1:4, 1:3, or 1:2 to correspond with a roll count that is relatively easy to reach, or can be 1 or more, to correspond with higher roll counts that are less probable, and can be 1:1, 2:1, 3:1, 4:1, 5:1, 6:1, 7:1, 8:1, 9:1, 10:1, 11:1, 12:1, 13:1, 14:1, 15:1, 16:1, 17:1, 18:1, 19:1, 20:1, 21:1, 22:1, 23:1, 24:1, 25:1, 26:1, 27:1, 28:1, 29:1, 30:1, 31:1, 32:1, 33:1, 34:1, 35:1, 36:1, 37:1, 38:1, 39:1, 40:1, 41:1, 42:1, 43:1, 44:1, 45:1, 46:1, 47:1, 48:1, 49:1, 50:1, 60:1, 70:1, 75:1, 80:1, 90:1, 100:1, 200:1, 250:1, 300:1, 400:1, 500:1, 600:1, 700:1, 750:1, 800:1, 900:1, 1000:1, 2000:1, 2500:1, 3000:1, 4000:1, 5000:1, 6000:1, 7000:1, 7500:1, 8000:1, 9000:1, 10000:1, 20000:1, 25000:1, 30000:1, 40000:1, 50000:1, 60000:1, 70000:1, 75000:1, 80000:1, 90000:1, 100000:1, or more. Payout amounts can also be a function of the roll count reached (such as the amount of the bet times the roll count, if the roll count is 25 or more). Payout amounts can also be a combination of a flat payout ratio plus a function of the roll count (such as 2500:1 plus the bet times the roll count, if the roll count is 100

or more). Various preferred payout amounts are discussed in Pay-Out Tables A through G, herein.

[0032] Generally, if a player rolls a seven-out before reaching the roll count required according to the rules of the table, any existing MEGA ROLL bets are considered lost, and are collected by the house. For example, if the rules of the table require reaching a roll count of 25 for MEGA ROLL bets to win (and thus be paid), and the shooter throws a seven-out on his 20th roll, then the MEGA ROLL bets are deemed lost, and are collected by the house.

[0033] In some preferred embodiments, a MEGA ROLL bet is paid at 24:1 when 25 rolls are completed without sevening-out. In other preferred embodiments, a MEGA ROLL bet is progressive, and is considered a winner when 25 rolls are completed without sevening-out, but the bet is not paid until a seven-out, or the bettor withdraws his MEGA ROLL bet, since a payout that is larger than 24:1 is offered depending on how many more rolls the shooter achieves before sevening-out. Options for graduated payouts for increasingly longer rolls are discussed in the payout tables herein.

[0034] A further advantage of long-term, multi-round bets such as the MEGA ROLL bet is that such bets discourage players from leaving the table in the middle of a shooter's roll, since players will want to see how their own MEGA ROLL bets, or the MEGA ROLL bets of others, will resolve. Players who remain at the table are thus more likely to continue placing additional wagers.

[0035] In some embodiments, a MEGA ROLL bet can be used as a promotional tool by casino operators, and be customized to fit a specific market. For example, players who play and win MEGA ROLL bets can be offered additional goods and/or services from the casino/resort, and/or be asked to participate in advertising or other promotional activities to acknowledge their success. In some embodiments, a shooter who bets the MEGA ROLL and rolls at least 25 times before sevening-out is qualified for a MEGA ROLL BONUS. The MEGA ROLL BONUS can be defined as the MEGA ROLL of the DAY, WEEK, MONTH, or YEAR. In some embodiments, a casino operator can announce a time frame and prize for a MEGA ROLL of the DAY/WEEK/MONTH/YEAR, and can then award that prize to the player who has the longest roll during that time frame. The ability of the operator to choose any or all of the time parameters, in any combination, and to customize the corresponding prize or prizes, allows great flexibility for the operator to adapt the MEGA ROLL BONUS to fit specific market demands. This flexibility also allows the operator to create various prizes to tie-in with existing promotions, and to change the designated prizes to adapt to changing marketing needs. Prizes can include, without limitation, cash, merchandise, meals, hotel/travel accommodations, tickets to shows or other entertainment, or credit towards golf, spas, shopping, or other resort services. Offering such bonuses is thus intended to encourage players to both play Craps, and to make MEGA ROLL bet wagers. By the casino acknowledging players who have enjoyed success with MEGA ROLL bets, it is further believed that other players will wish to emulate those successful players, and/or wish to place bets along with them, as such players may be perceived as "lucky," and likely to repeat their success.

Odds Calculations and Pay-Out Tables

[0036] In some embodiments, MEGA ROLL wagers are paid according to a predetermined pay-out table. A pay-out table can be a physical chart to which dealers can refer during

play, can be electronic, can be memorized, or can be embodied in any other device or printed matter that allows a dealer to accurately determine the amount to be paid for each bet. In some embodiments, winning MEGA ROLL bets can be paid after the conclusion of the roll, following the seven-out.

[0037] Pay-Out Tables A through G, herein, define pay-out schedules in some preferred embodiments. These tables were derived using a mathematical analysis of the probabilities of a shooter being in each of four possible states during a roll—a come out roll; a point of 6 or 8; a point of 5 or 9; and a point of 4 or 10. For these schedules, the probability of being in each of these states was calculated up to 202 rolls before a seven-out. As it is theoretically possible that a shooter could have an infinite number of rolls before a seven-out, the margin of error of this calculation is approximately 0.00000003%. FIGS. 1a-1c are an odds chart that shows the odds for the first 101 rolls corresponding to these calculations. The total odds of completing each of the rolls without a seven-out are shown in the column marked “Total,” and decrease as the number of rolls gets higher. A proposed payout schedule (consistent with Table D, below) is shown in the column marked “Payout.” In this example, the payout schedule requires a shooter to reach a roll count of 25 for the MEGA ROLL bet to be a winner. The payout shown here for reaching a roll count of 25 is 24:1 (which can also be referred to as 25 “for” 1, as the player’s initial bet is returned to the player along with the payout). As further shown in FIGS. 1a-1c, the payout increases by increments of one for each roll count reached after 25, and jumps substantially if the roll count reaches 100. In this example, the payout for reaching a roll count of 100 is 20099:1 (which can also be expressed as a payout of 100 for 1, plus 20,000 to 1).

Pay-Out Table A (House Edge: 6.09%)

[0038] 25 or more rolls before seven-out: pays n times number of rolls for 1, where n is the total number of rolls before the seven-out (Probability: 2.999%)

[0039] 100 or more rolls before seven-out: pays n times number of rolls for 1, where n is the total number of rolls before the seven-out, plus 2,500 to 1 (Probability: 0.0000455%)

Pay-Out Table B (House Edge: 5.98%)

[0040] 25 or more rolls before seven-out: pays n times number of rolls for 1, where n is the total number of rolls before the seven-out (Probability: 2.999%)

[0041] 100 or more rolls before seven-out: pays n times number of rolls for 1, where n is the total number of rolls before the seven-out, plus 5,000 to 1 (Probability: 0.0000455%)

Pay-Out Table C (House Edge: 5.75%)

[0042] 25 or more rolls before seven-out: pays n times number of rolls for 1, where n is the total number of rolls before the seven-out (Probability: 2.999%)

[0043] 100 or more rolls before seven-out: pays n times number of rolls for 1, where n is the total number of rolls before the seven-out, plus 10,000 to 1 (Probability: 0.0000455%)

Pay-Out Table D (House Edge: 5.29%)

[0044] 25 or more rolls before seven-out: pays n times number of rolls for 1, where n is the total number of rolls before the seven-out (Probability: 2.999%)

[0045] 100 or more rolls before seven-out: pays n times number of rolls for 1, where n is the total number of rolls before the seven-out, plus 20,000 to 1 (Probability: 0.0000455%)

Pay-Out Table E (House Edge: 0.56%)

[0046] 6 or more rolls before seven-out: pays 1 to 1 (even money) (Probability: 49.72%)

Pay-Out Table F (House Edge: 14.19%)

[0047] 7 or more rolls before seven-out: pays 1 to 1 (even money) (Probability: 42.90%)

Pay-Out Table G (House Edge: 1.74%)

[0048] 7 or more rolls before seven-out: pays 1 to 1 (even money) (Probability: 42.90%)

[0049] 25 or more rolls before seven-out: pays 5 to 1 (Probability: 2.999%)

[0050] 100 or more rolls before seven-out: pays 10,000 to 1 (Probability: 0.0000455%)

Additional Embodiments

[0051] Several embodiments have been discussed herein, and many additional variations and modifications to such embodiments have been enabled and taught by the present disclosure. Although many of the embodiments discussed herein referred to counting rolls before a seven-out, it will be apparent to a person of ordinary skill in the art that such embodiments can be modified to provide additional exciting and profitable bets based upon the number of rolls before another specified event or a series of events, including, for example, a certain point; a certain number of points; a certain number of doubles, hard ways, easy ways, or other combinations; a certain number of naturals or craps dice, etc.

[0052] Additionally, many of the specific embodiments described herein refer to a physical game of Craps in which live players throw dice on a table, following otherwise traditional rules of Craps. It will be understood by those of skill in the art that the present disclosures can also be applied to similar or related games that substitute one or more of these elements, including games that simulate a traditional game of Craps, such as those using cards, a computer program, a slot machine, a video game, a roulette wheel, a random number generator, an internet game, or other mechanical or virtual game, and/or games that alter the traditional rules of Craps.

[0053] Moreover, as will be appreciated by a person of ordinary skill in the art, odds charts and pay-out tables within the scope and spirit of the disclosed embodiments may be generated by a variety of mathematical, computational, or statistical techniques. Such a person of ordinary skill in the art would appreciate and understand methods for generating such odds charts and pay-out tables to arbitrary length and precision. The charts and tables provided herein are related to certain embodiments, and are provided without loss of generality or scope.

What is claimed is:

1. A method of administering a game of craps having one or more turns, the method comprising:
 - commencing a round, wherein the round ends with a turn that results in a seven-out;
 - initiating a first turn count;
 - incrementing the first turn count for each turn during the round that does not result in a seven-out;

indicating a status of the first turn count; and comparing the first turn count to a first predetermined number.

2. The method of claim 1, further comprising receiving a bet.

3. The method of claim 2, further comprising allocating the bet after comparing the first turn count to the first predetermined number.

4. The method of claim 3, wherein allocating the bet comprises providing a payout value to a player if the first turn count is equal or greater than the first predetermined number or providing a value of the bet to a bank if the first turn count at the end of the round is less than the first predetermined number.

5. The method of claim 4, wherein providing the payout value comprises multiplying the value of the bet by a payout factor and providing the resultant value to the player.

6. The method of claim 5, wherein the payout factor is a function of the first turn count at the end of the round.

7. The method of claim 5, wherein the payout factor is a function of the first predetermined number.

8. The method of claim 5, wherein the payout factor is based at least in part on a flat ratio that corresponds to the first predetermined number.

9. The method of claim 5, wherein the payout factor is based at least in part on a progressive ratio that corresponds to the first predetermined number.

10. The method of claim 1, further comprising:
 initiating a second turn count, wherein the second turn count is initiated after the first turn count has been incremented at least once;
 incrementing the second turn count for each turn during the round that does not result in a seven-out; and
 comparing the second turn count to a second predetermined number.

11. The method of claim 10, wherein the second predetermined number is different than the first predetermined number.

12. The method of claim 1, wherein indicating a status of the first turn count comprises displaying the status of the first turn count.

13. The method of claim 12, wherein displaying the status of the first turn count comprises displaying the status of the first turn count relative to the first predetermined number.

14. A method of administering a game of craps having one or more turns, the method comprising:
 commencing a round;
 receiving a bet that corresponds to a threshold value of turns for the round;
 initiating a turn count;
 incrementing the turn count for each turn during the round that does not result in an end to the round;
 comparing the turn count to the threshold value of turns; and
 allocating the bet.

15. The method of claim 14, wherein allocating the bet comprises providing a payout value to a player if the turn count is equal to or greater than the threshold value.

16. The method of claim 15, wherein allocating the bet comprises providing a value of the bet to a bank if the turn count is less than the threshold value after the end of the round.

17. The method of claim 16, wherein the threshold value is equal to or greater than 25.

18. The method of claim 16, further comprising receiving the threshold value, wherein the threshold value is selected by a player.

19. The method of claim 14, further comprising indicating a status of the turn count.

20. A method of administering a game of craps having one or more turns, the method comprising:
 commencing a first round;
 initiating a first turn count for each turn during the first round that does not result in a seven-out; and
 identifying a total first turn count at the end of the first round;
 commencing a second round;
 initiating a second turn count for each turn during the second round that does not result in a seven-out;
 identifying a total second turn count at the end of the second round; and
 comparing the total first turn count to the total second turn count.

* * * * *