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(54) **METHODS FOR GAMES THAT PERMIT
REWAGERING**

(52) **U.S. Cl.**
CPC **A63F 1/00** (2013.01); **A63F 2001/003**
(2013.01)

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USPC **273/292**

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(57) **ABSTRACT**

(21) Appl. No.: **14/330,815**

Methods of administering wagering games comprise accepting a first wager to participate in a first wagering game according to a first set of game rules. A second wager to participate in a second, different wagering game according to a second, different set of game rules is accepted and resolved according to the second set of game rules. An instruction is accepted from each player in whose favor the second wager is resolved to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to the first wager. The first wager is resolved according to the first set of game rules. Games of the present invention may be implemented as live card games, EGM games, multi-player EGM games, on-line games, scratch ticket games and on live card games with electronic betting interfaces.

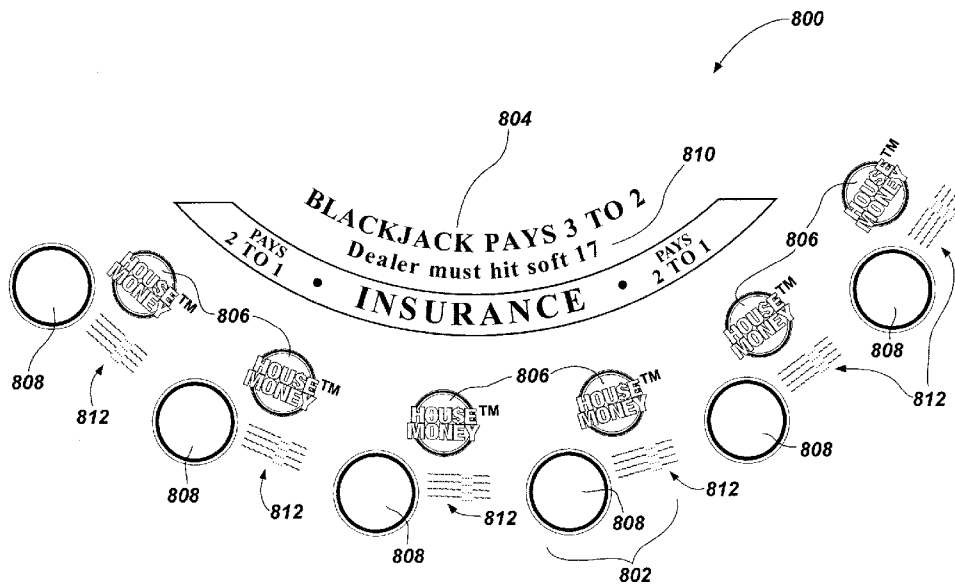
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(63) Continuation of application No. 13/631,630, filed on Sep. 28, 2012, which is a continuation-in-part of application No. 13/483,983, filed on May 30, 2012.

Publication Classification

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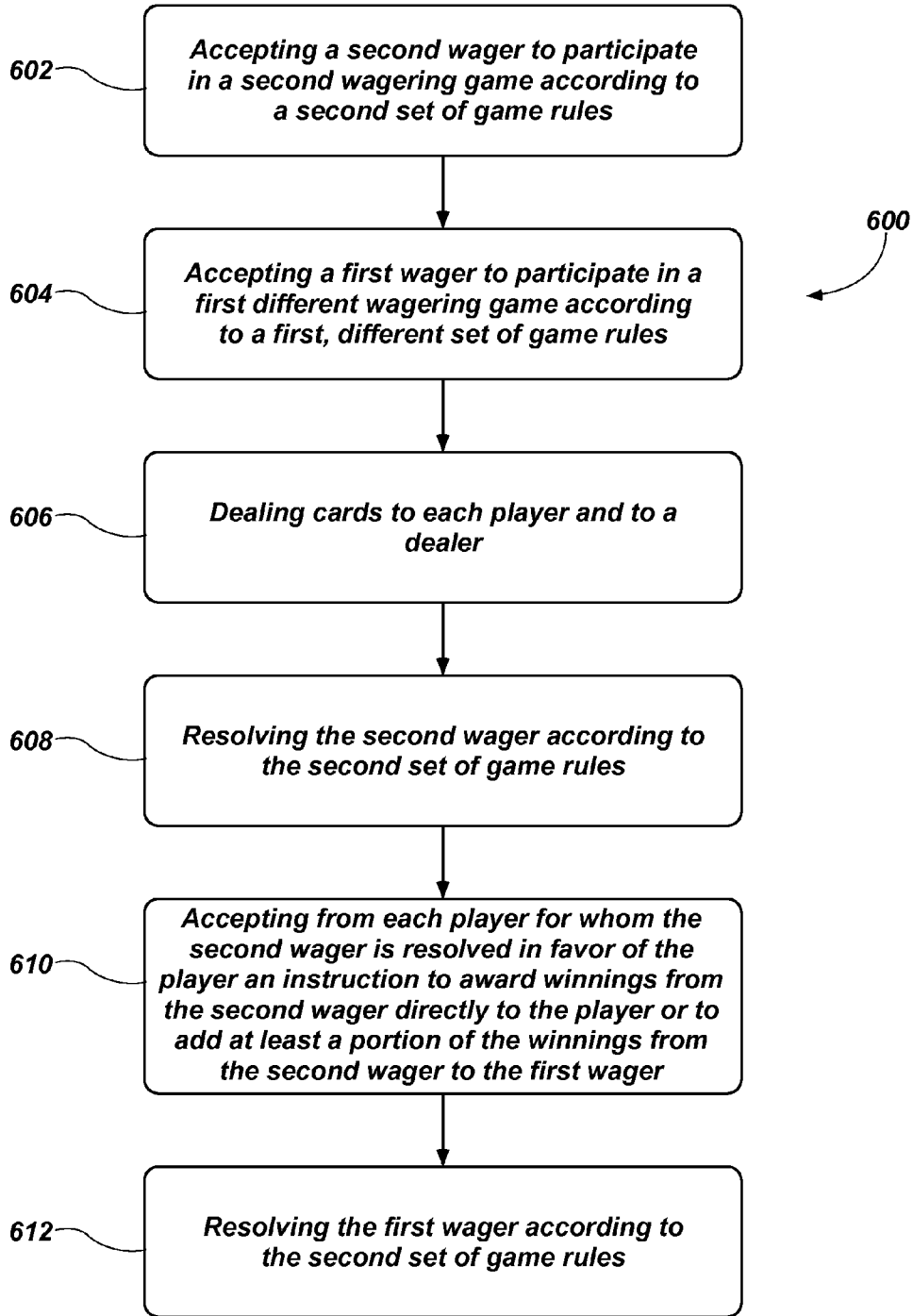


FIG. 1

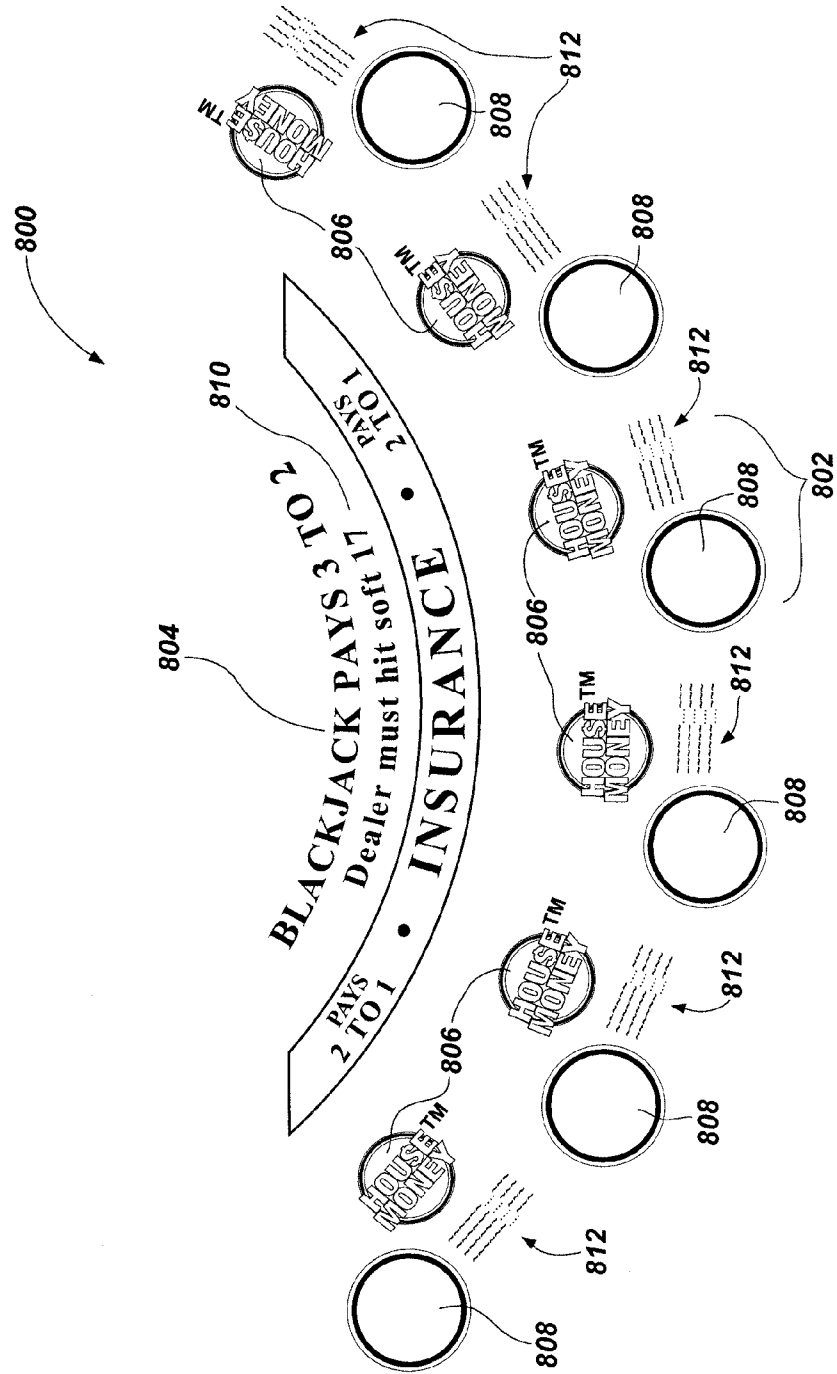


FIG. 2



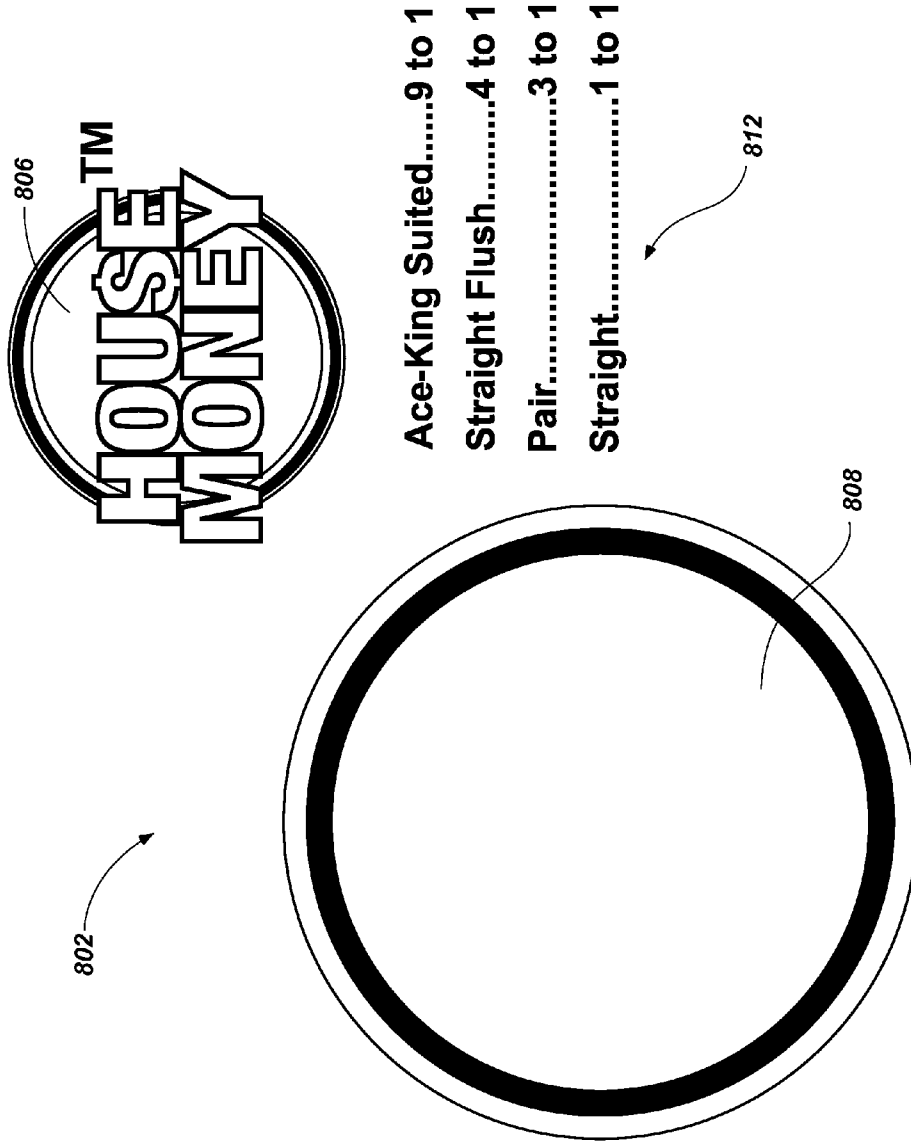


FIG. 3

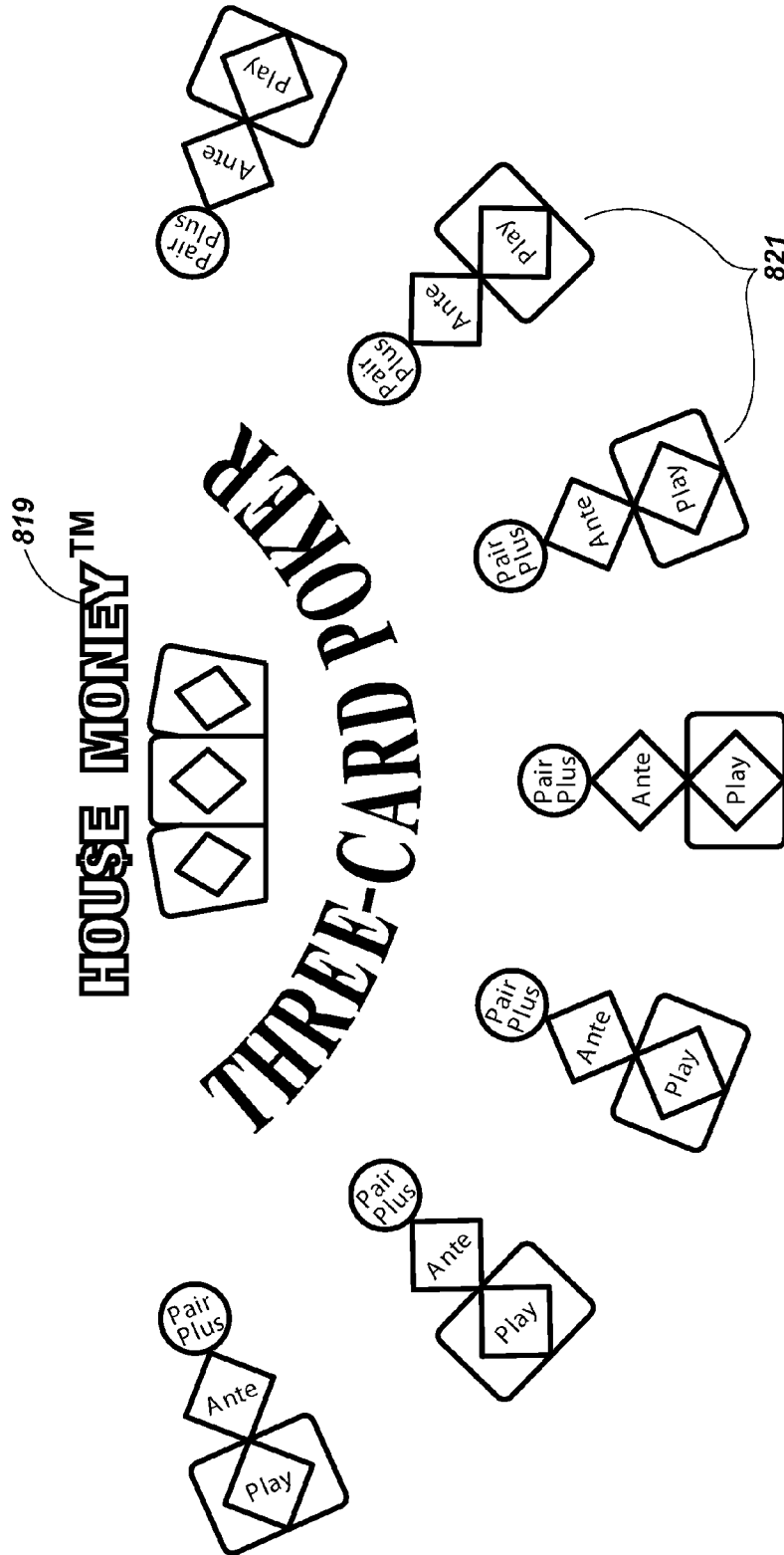


FIG. 4

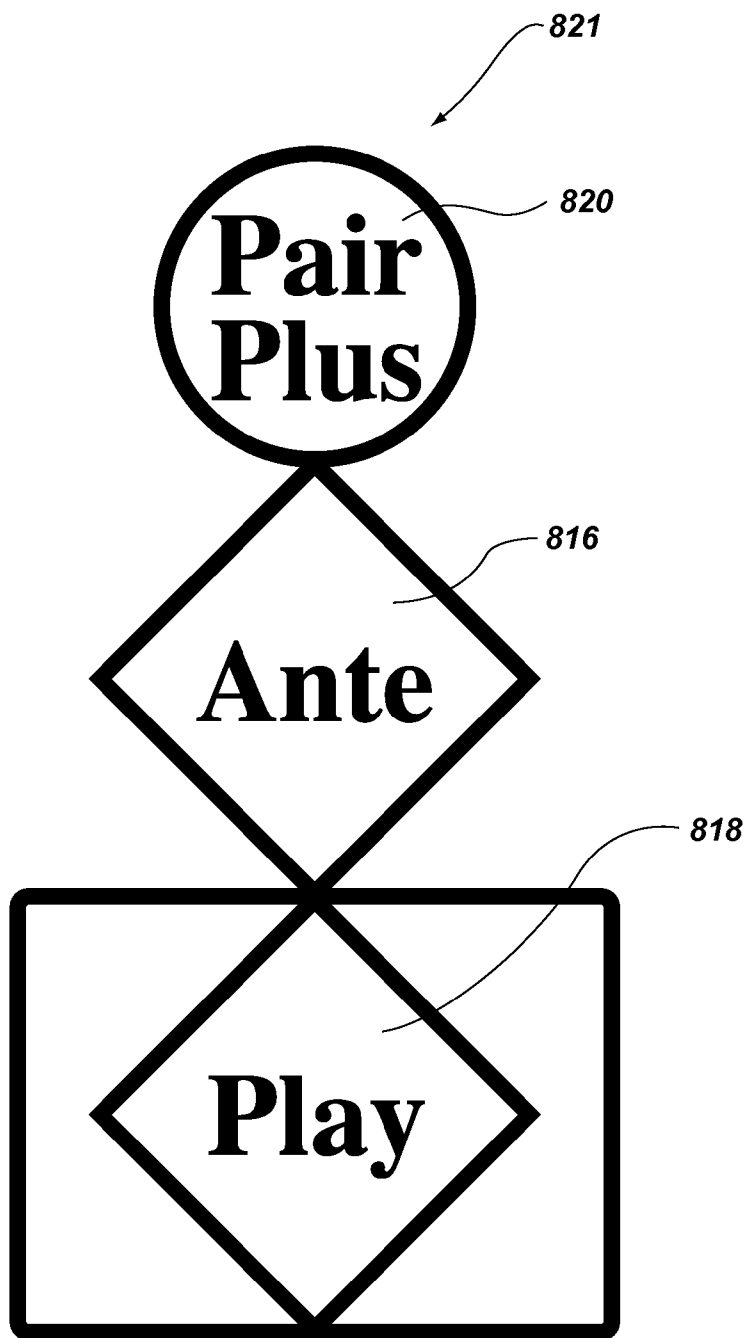


FIG. 5

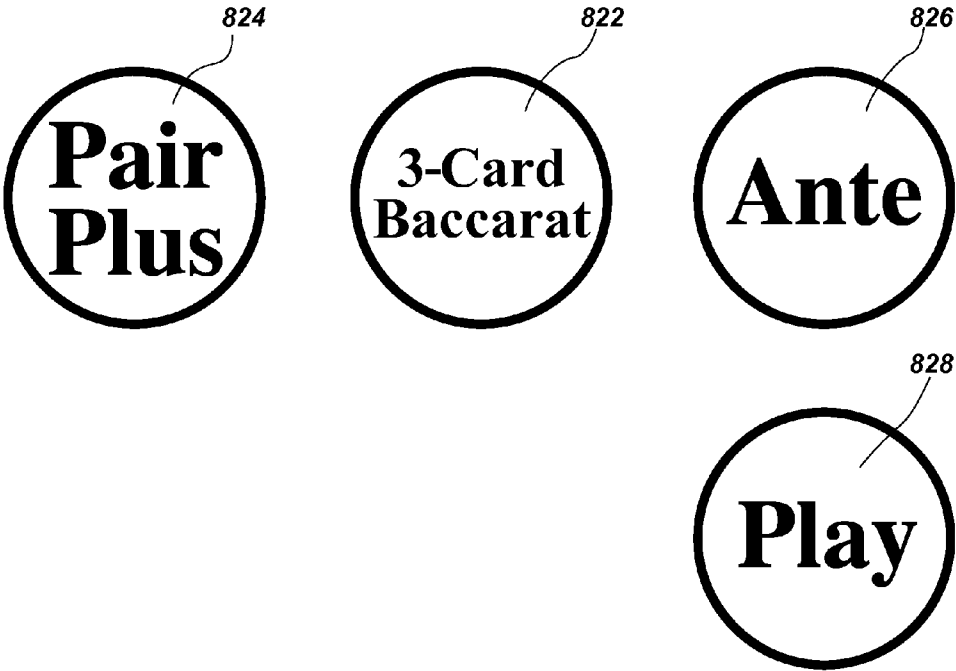


FIG. 6

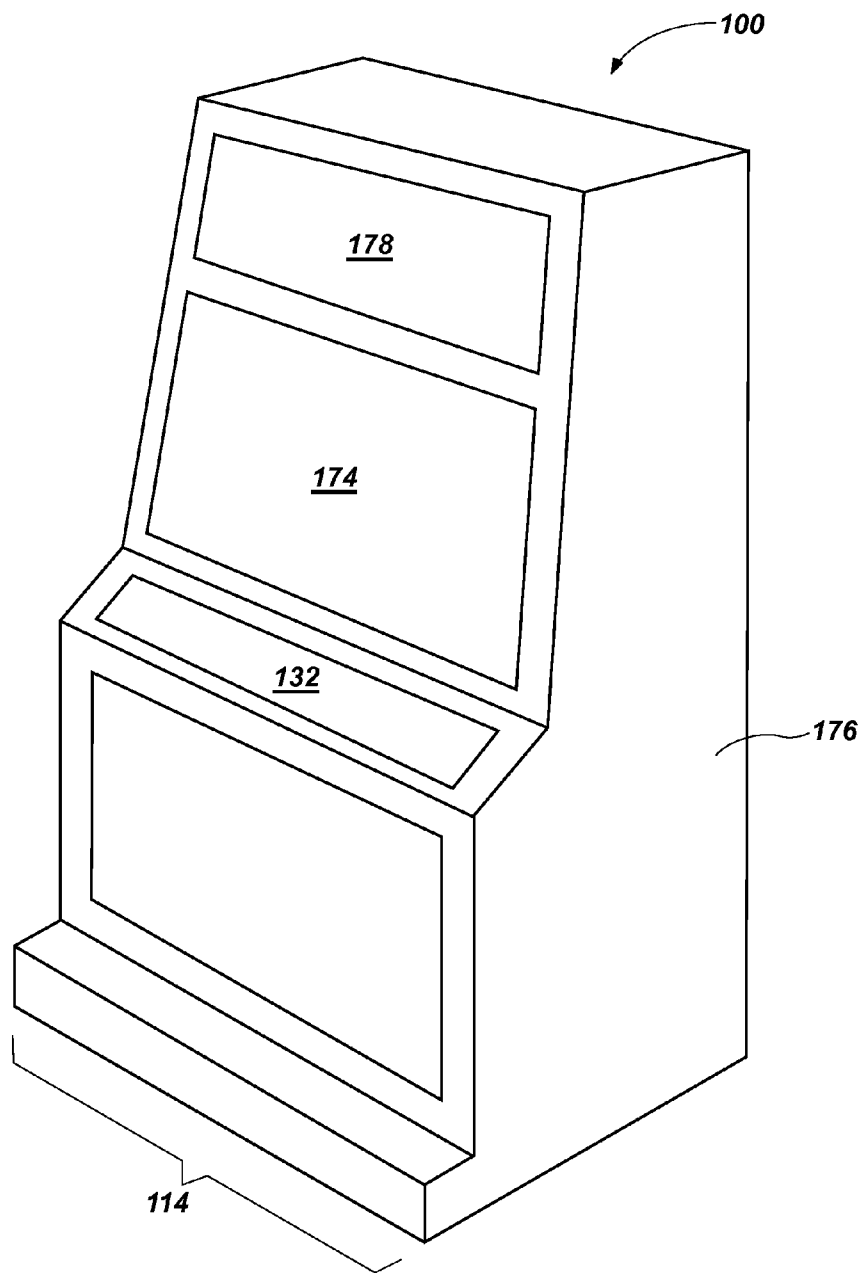


FIG. 7

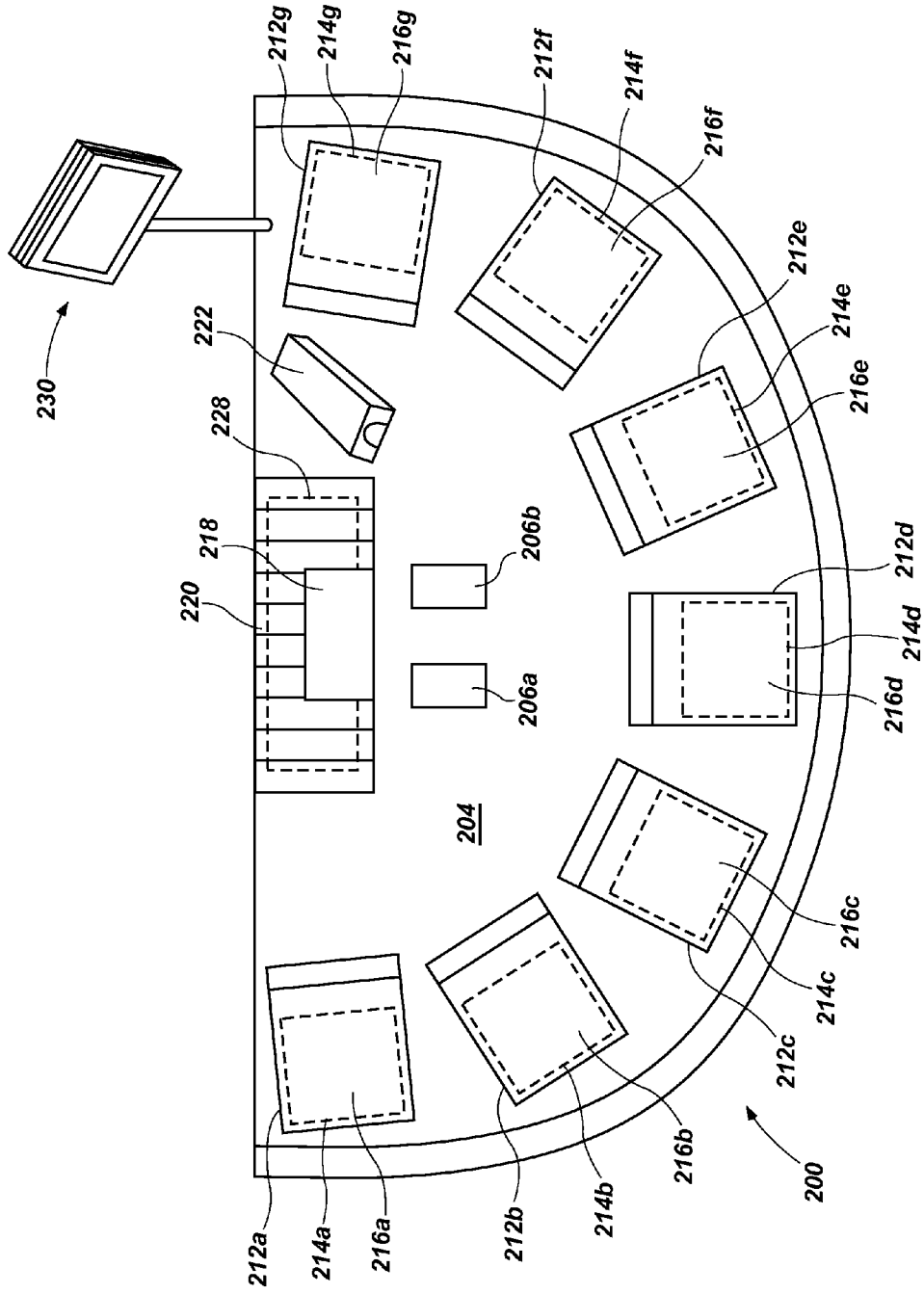


FIG. 8

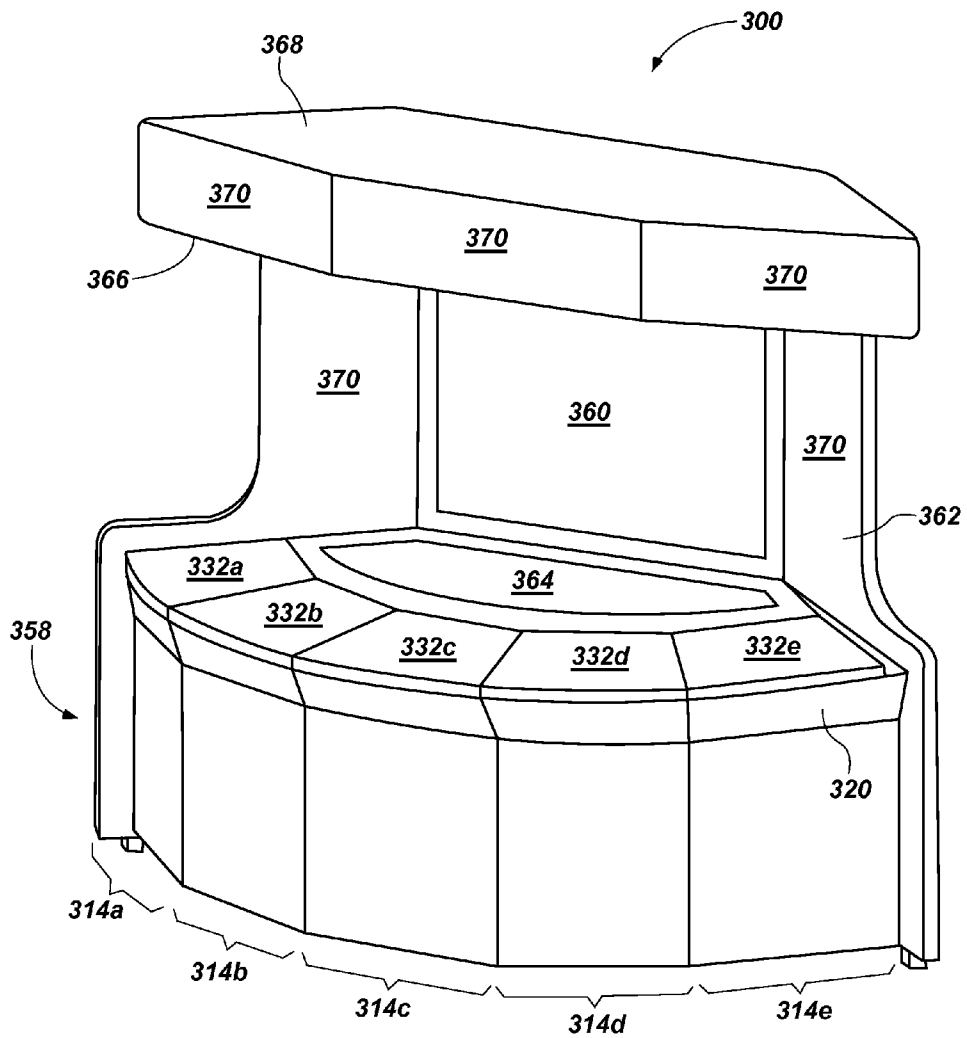


FIG. 9

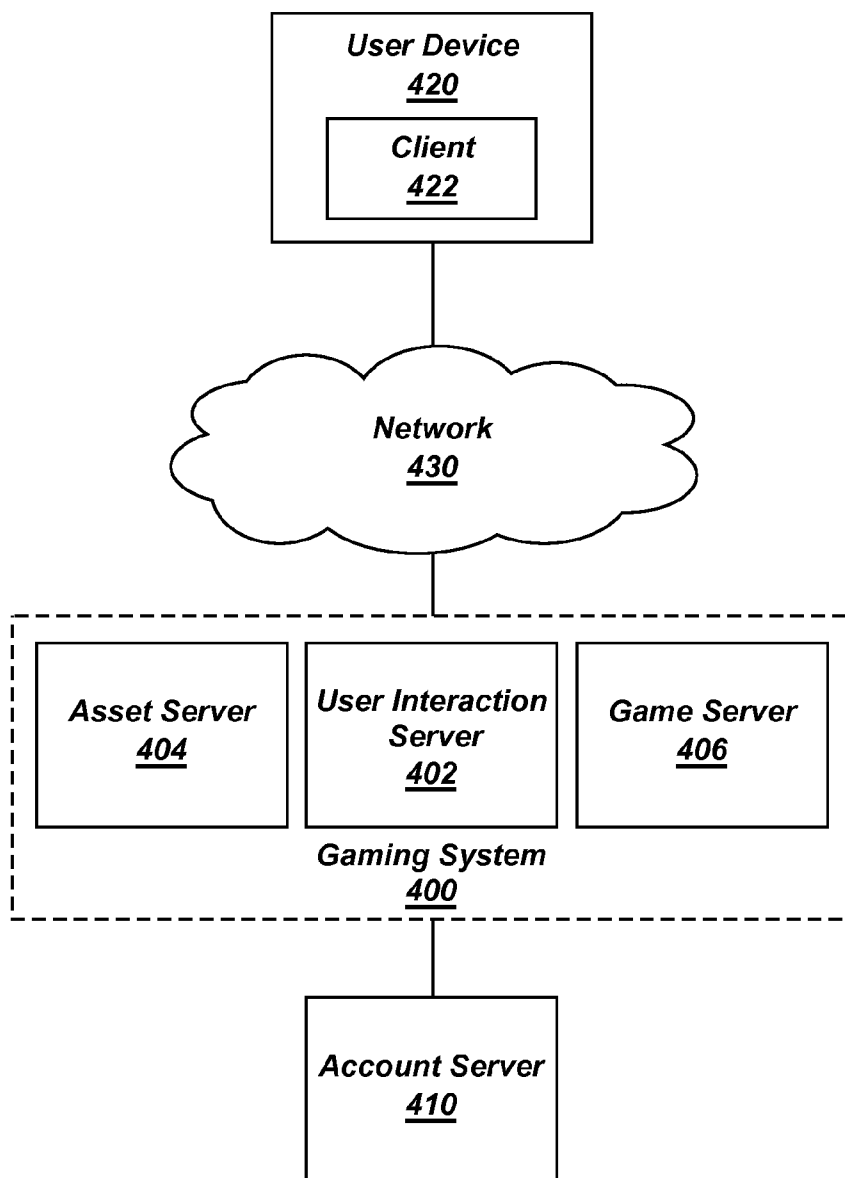


FIG. 10

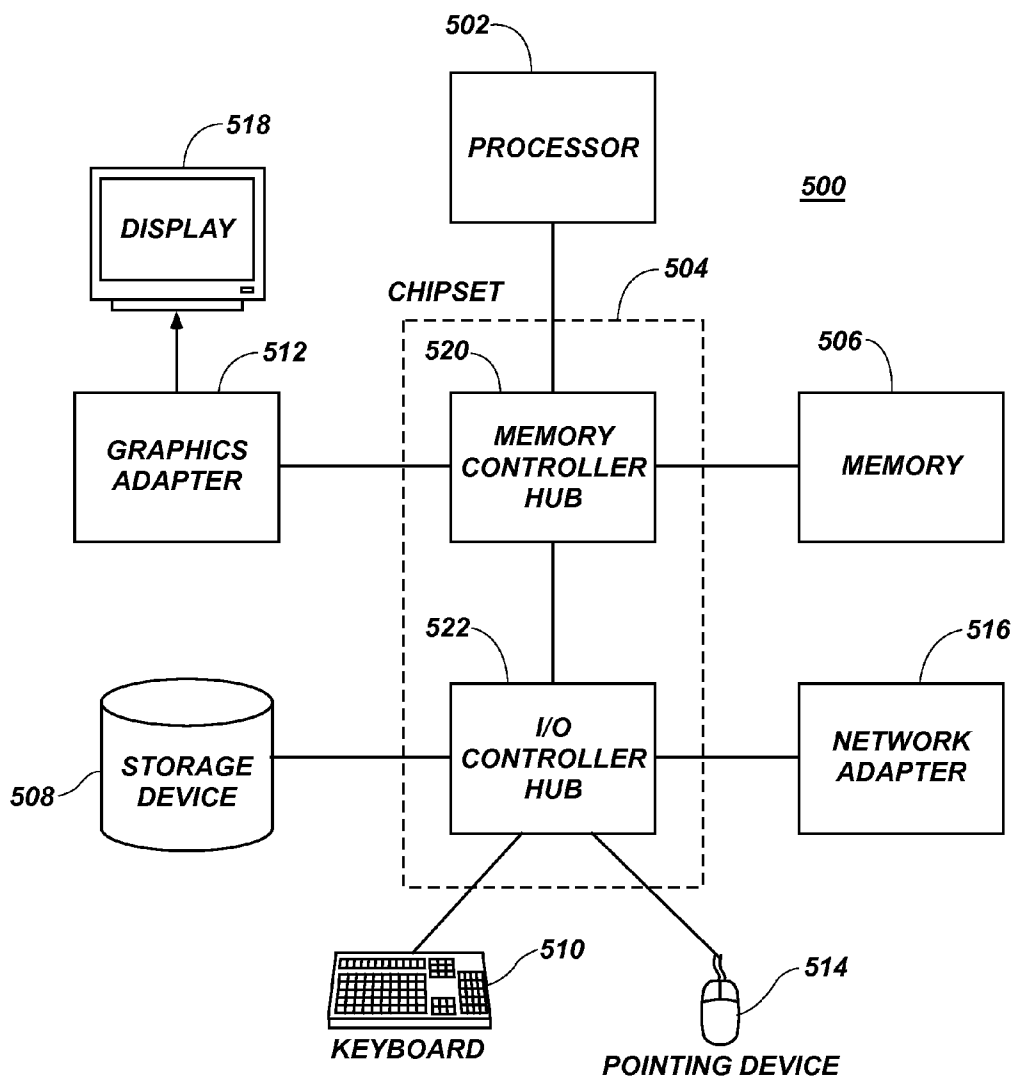


FIG. 11

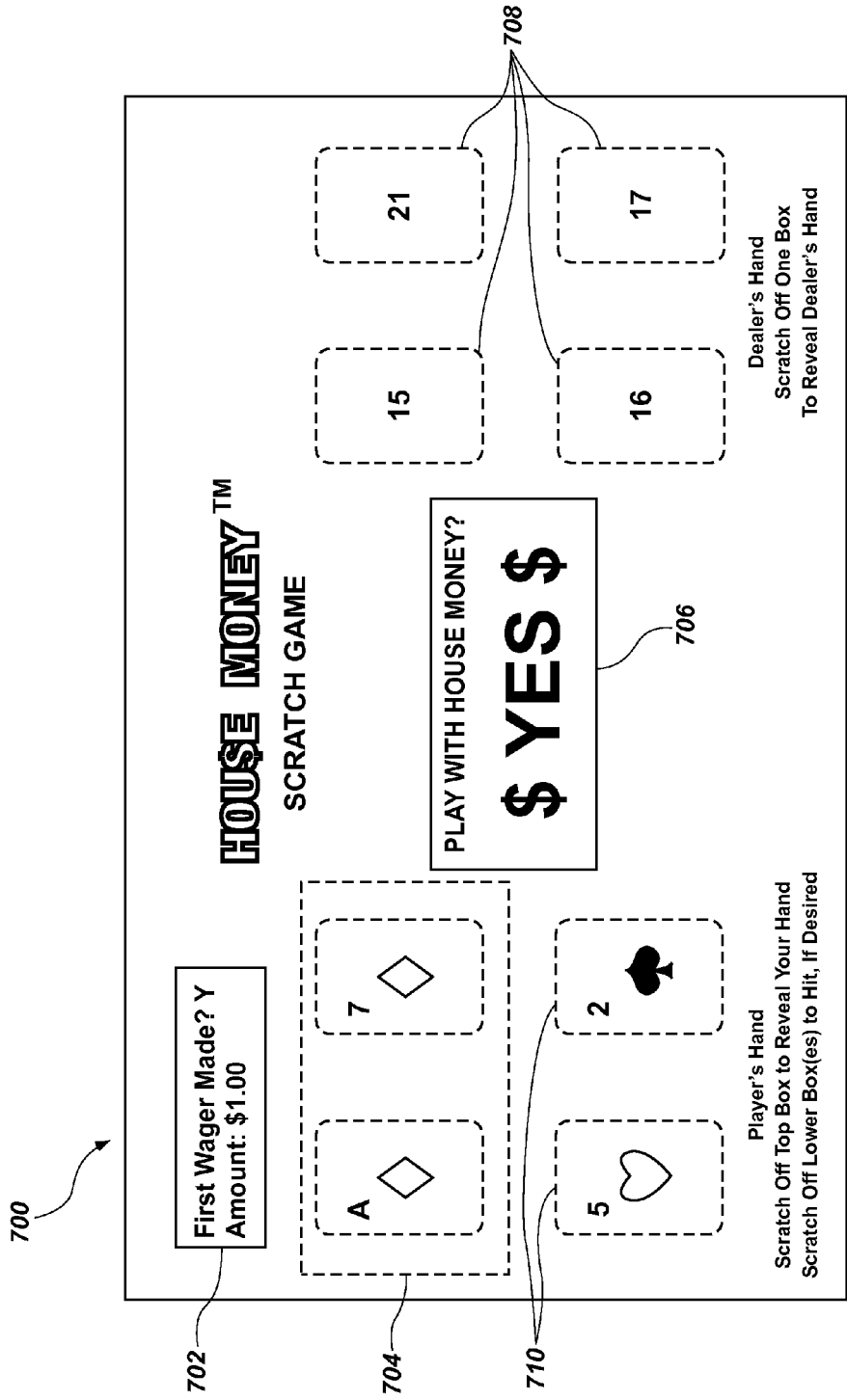


FIG. 12

**METHODS FOR GAMES THAT PERMIT
REWAGERING**

**CROSS-REFERENCE TO RELATED
APPLICATIONS**

[0001] This application is a continuation of U.S. patent application Ser. No. 13/631,630, filed Sep. 28, 2012, pending, which is a continuation-in-part of U.S. patent application Ser. No. 13/483,983, filed May 30, 2012, the disclosure of each of which is incorporated herein in its entirety by this reference.

TECHNICAL FIELD

[0002] The disclosure relates generally to methods of administering wagering games for casinos and other gaming establishments, and related systems and apparatuses. More specifically, disclosed embodiments relate to methods of, and systems and apparatuses for, administering wagering games including at least one side wager, at least winnings from which may be added to another wager in the same round of play.

BACKGROUND

[0003] Blackjack is a popular wagering game played in casinos and other gaming establishments. Some alterations to traditional blackjack have been proposed, including side bets made while playing blackjack. For example, the ROYAL MATCH 21® game is a side bet on blackjack focusing on the first two cards a player is dealt. To begin each round, players make the standard blackjack wager and the ROYAL MATCH 21® side wager. Players are dealt their first two cards and, if the cards are the same suit or a king and queen in suit—they win. If both the player and the dealer receive a king and queen in suit, an optional CROWN TREASURE™ bonus payout is awarded. The bonus payouts apply to the player’s first two cards only. As another example, the BET THE SET 21® game also focuses on a player’s first two cards dealt. To begin each round, players make their standard blackjack wagers and the BET THE SET 21® side wager. Once each player has received his first two cards, the dealer settles all side wagers. If a player has any pair, they win according to a posted pay table. As yet another example, KING’S BOUNTY™ blackjack is a blackjack side bet that pays when a player’s first two cards has a numerical point total twenty. All face cards have a point value of ten. To play, players make a standard blackjack wager and the side bet. The dealer deals blackjack according to house procedures. Players win the side bet if the point value of the first two player cards adds up to twenty. The top award occurs when a player has two kings of spades and the dealer has blackjack. This top award may only be achieved when the game is dealt from a multiple deck shoe.

[0004] Baccarat is another popular wagering game played in casinos and other gaming establishments. Like blackjack, some alterations to traditional baccarat have been proposed, including side bets made while playing baccarat. For example, DRAGON BONUS BACCARAT™ is a variant of baccarat in which players are permitted to make a side wager. More specifically, players may wager that the banker hand will win or the player hand either will win on a “natural” (i.e., when the initial two cards dealt to the banker, to the player, or both total a score of eight or nine) or will win by at least four points. As another example, EZ BACCARAT® is a variant of baccarat in which players are permitted to make side wagers. More specifically, players may wager that the banker hand

will win with a three-card score of seven, a wager called the “Dragon 7,” or that the player hand will win with a three-card score of eight, a wager called the “Panda 8.” In addition to these side bets, EZ BACCARAT® involves paying an even money payout on winning banker hand wagers (as opposed to the traditional 19 to 20 fixed payout), except when the winning banker hand wins with a three-card score of seven, in which case it is a push.

BRIEF SUMMARY

[0005] In some embodiments, methods of administering wagering games may comprise accepting a first wager to participate in a first wagering game according to a first set of game rules. A second wager to participate in a second, different wagering game according to a second, different set of game rules may be accepted. Cards may be dealt to a player hand and to a banker hand. The second wager may be resolved according to the second set of game rules. An instruction may be accepted from each player for whom the second wager is resolved in favor of that player to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to the first wager. The first wager may be resolved according to the first set of game rules.

[0006] In other embodiments, methods of administering wagering games may comprise accepting a first wager to participate in a game of baccarat. A second wager to participate in a side game using cards initially dealt to a player hand and a banker hand according to a set of game rules different from baccarat rules may be accepted. Two cards may be dealt to each of the player hand and the banker hand. The second wager may be resolved according to whether the two cards in the player hand are of equal rank, the two cards in the banker hand are of equal rank, or the two cards in the player hand are of equal rank and the two cards in the banker hand are of equal rank. An instruction may be accepted from each player in whose favor the second wager is resolved to award at least a portion of winnings from the first wager directly to the player or to add at least a portion of winnings from the second wager to the first wager. The first wager may be resolved according to baccarat rules.

[0007] Further embodiments may include one, some, or all of the following: The acts of the dealer may be carried out by a visual representation of a dealer, the visual representation being generated and/or displayed by a computer. The visual representation may be a virtual person (e.g., an animation), or may be a transmission (e.g., a video) of an actual person. The visual representation may be part of an online gaming experience of the disclosed game. The acts described in this disclosure associated with a dealer, including dealing cards, displaying or turning cards over, receiving or paying bets, or any other actions, may be represented in any way when used in an online environment. For example, the cards associated with a dealer action, described as being dealt or otherwise handled by a dealer, may appear as virtual cards or as transmitted pictures of physical cards. This may include a display of virtual card decks where each deck, individual card, and hand is displayed to an online player in a manner consistent with the game play disclosed herein, but may or may not include a visual representation of a dealer with the cards. Likewise, betting activity may be displayed in any manner to a player, including, but not limited to, virtual chips, betting

pools, numbers, or other indicia of a bet amount. In some embodiments, only dealer cards are displayed and a virtual dealer is not displayed.

[0008] The online experience may involve players playing remotely (e.g., in a different physical location) from the dealer, the location of a game server, or both, interacting through a networked connection that may include, but is not limited to, the Internet. The online game play may involve players who are also physically remote from each other. Remote connections may use networks involving several types of network links including, but not limited to, the Internet. Networked connections allowing physically remote players to play a game using a game server or system may be part of an implementation of a virtual or online gaming environment.

[0009] The actions described in this disclosure as the acts of a player, including betting, card selection (if any), card discards (if any), or any other actions, may be carried out over a network where the indicated actions are received as input to a device. The input-receiving device is typically physically remote from the game server or game host and connected over a long-distance network, but could be implemented over a wired or wireless LAN in one building, or even in one room, for example. In one embodiment, game play generated at the server or host location may be displayed on the same device as the receiving device. In some embodiments, game play may be conveyed to remote players in devices separate from the devices receiving input from a player, such as public screens or publicly broadcast data about a game coupled with individual or private input devices. The reception of an input at a device may be accomplished through any technology adapted for such a purpose including, but not limited to, keypads, keyboards, touchpads, electronic tablets, cell-phones, mice, optical location devices, eye movement/location detectors, sound input devices, etc. When discussing a device, it is understood the device may comprise multiple components and be complex, including hardware components combined with firmware and/or software, and may itself be a subcomponent of a larger system.

[0010] Yet other embodiments may comprise apparatuses and systems for administering wagering games according to embodiments of the disclosure.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] While the specification concludes with claims particularly pointing out and distinctly claiming what are regarded as embodiments of the disclosure, various features and advantages of embodiments encompassed by the disclosure may be more readily ascertained from the following description when read in conjunction with the accompanying drawings, in which:

[0012] FIG. 1 is a flow diagram of a method of administering a wagering game;

[0013] FIG. 2 is a diagram of a live gaming table implementation of a first example of a wagering game;

[0014] FIG. 3 is an expanded view of a player area of a first example of the invention;

[0015] FIG. 4 is a diagram of a live gaming table implementation of a second example of a wagering game;

[0016] FIG. 5 is an expanded view of a player area of a second example of the invention;

[0017] FIG. 6 is an expanded view of a player area of a third example of the invention;

[0018] FIG. 7 is an example of an individual electronic gaming device configured for implementation of embodiments of wagering games;

[0019] FIG. 8 is an example of a suitable table with electronic player interfaces configured for implementation of embodiments of wagering games;

[0020] FIG. 9 is an example of a suitable multiple player electronic gaming machine configured for implementation of embodiments of wagering games having a virtual dealer;

[0021] FIG. 10 is a schematic block diagram of a gaming system for implementing wagering games according to an embodiment;

[0022] FIG. 11 is a high-level block diagram of a computer for acting as a gaming system according to one embodiment; and

[0023] FIG. 12 is a schematic of a scratch card implementation of a wagering game.

DETAILED DESCRIPTION

[0024] The illustrations presented herein are not meant to be actual views of any particular act in a method of administering a wagering game, apparatus for use in administering a wagering game, or component thereof, but are merely idealized representations employed to describe illustrative embodiments. Thus, the drawings are not necessarily to scale. Additionally, elements common between figures may retain the same or similar numerical designation.

[0025] The terms “gaming,” “gambling,” or the like, refer to activities, games, sessions, rounds, hands, rolls, operations, and other events related to wagering games such as web games, casino games, card games, dice games, and other games whose outcome is at least partially based on one or more random events (“chance” or “chances”), and on which wagers may be placed by a player. In addition, the word “wager,” “bet,” “bid” or the like, refer to any type of wagers, bets or gaming ventures that are placed on random events, whether of monetary or non-monetary value. Points, credits, and other items of value may be purchased, earned, or otherwise issued prior to beginning the wagering game. In some embodiments, purchased points, credits, or other items of value may have an exchange rate that is not one-to-one to the currency used by the user. For example, a wager may include money, points, credits, symbols, or other items that may have some value related to a wagering game. Wagers may be placed in wagering games that are “play for pay” as well as “play for fun,” as will be described in more detail below.

[0026] Disclosed embodiments relate generally to methods of administering wagering games including at least one first bet, and a second bet. According to the invention, at least a portion of the winnings from the second bet may be added to the first bet and put at risk in the same round of play. The second bet may be optional or mandatory in different embodiments.

[0027] A flow diagram 600 illustrating methods of the present invention is illustrated in FIG. 1. To begin play, a second wager is accepted from each player to qualify the player to participate in a second wagering game according to a second set of game rules, as indicated at 602. In some embodiments, the second wager is mandatory. In other embodiments, the second wager is optional. In some embodiments, the second set of game rules includes consideration of a player hand only and not consideration of a dealer hand. It may be desirable to keep all dealer cards face down until the second wager is resolved in such embodiments. For example,

the second set of rules may comprise comparing a player's two-card poker hand against a pay table of predetermined winning hand combinations and corresponding payout odds. In other embodiments, the second set of game rules may include consideration of only cards initially dealt to a player hand and to a banker hand and not consideration of cards that may be subsequently dealt to the player hand, the banker hand, or both. The second set of game rules may include, for example, blackjack rules, and may allow the players and dealer to initially receive two cards. In embodiments where the second set of game rules comprise blackjack rules, players and the dealer may be permitted to accept additional hit cards, accept insurance wagers, accept elections to split pairs, etc., as with standard blackjack rules. As another example, the second set of game rules may include baccarat rules, which may involve dealing two cards each to a player hand and a banker hand.

[0028] A first wager may be accepted from each participating player to participate in a first, different wagering game according to a first, different set of game rules, as indicated at **604**. In some embodiments, the first, different set of game rules may consider player cards as well as dealer cards in determining game outcome. In other embodiments, the first, different set of game rules may consider cards in a player hand as well as cards in a banker hand after all card dealing has concluded. In embodiments that require the dealer to accept a second wager from the player to qualify the player to participate in the game, the first and second wagers may be accepted before any cards are dealt to prevent players from viewing cards involved in the resolution of the second wager before placing the first wager. In embodiments where the second wager is optional, when the dealer receives an election from the player not to make the second wager, the first wager may be placed first. In some forms of the game, the second game is resolved before the first game, and the first game requires consideration of more cards than the second game, allowing for suspense to build as the game proceeds, which may entice players to participate in the wagering game and specifically to place both the first and second wagers.

[0029] Cards may be dealt to at least one player and to a dealer, as indicated at **606**. For example, each player may receive cards available only to the individual players, respectively, and the dealer may similarly be dealt cards, as is generally the case with poker or blackjack. As another example, cards may be dealt to a player hand and to a banker hand, and each player may be wagering on the outcome of those common hands, rather than on the outcome of individual hands, as is generally the case with baccarat. The second wager is resolved according to the second set of game rules, as indicated at **608**. In some embodiments where the dealer is dealt cards, the dealer cards may be dealt face down, and the second wager resolved first according to the second set of game rules without considering the dealer cards to keep players engaged and build excitement for the resolution of the first wager. In other embodiments, dealer cards may be used to resolve the second wager, which may entice players to place the second wager because more information may be available to them with which to decide how to allocate winnings from the second wager.

[0030] An instruction may be accepted from each player for whom the second wager is resolved in favor of the player to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to the first wager, as indicated at **610**.

The player may have the choice of receiving the wager and payout on the second wager, or applying all or part of the wager and payout to the first wager. In some embodiments, only all or part of the payout amount can be combined with the first wager. In other embodiments, all or part of the payout amount as well as all or part of the amount originally wagered for the second wager may be added to the amount of the first wager. In some embodiments, adding to the amount of the first wager based on the resolution of the second wager may merely involve increasing the amount of the first wager, with the required outcome to win on the first wager remaining the same. In other embodiments, adding to the amount of the first wager may involve hedging on the outcome of the first wager, with the amount originally placed on the first wager being wagered a first outcome and the amount added to the first wager being wagered on a second, different outcome. For example, a player who placed a first wager that a player hand will win may add at least a portion of winnings from the second wager that a banker hand will win, which may be particularly enticing where the initial cards for the player and banker hands are dealt face up, giving the players significant quantities of information on which to base their allocation decisions. Regardless of the amount of the second wager payout that is applied to the first wager, allowing the player to put payouts from a game at risk in the same game creates the impression that the player is being permitted to play with the casino's money. However, the player has already won these amounts and is free to take these payouts rather than bet them. For those players who like to win larger payouts, these amounts can be rewagered in the same round, giving the player the potential of increasing payouts.

[0031] In embodiments where the individual players are dealt two-card hands, respectively, resolving the second wager may involve determining if the player holds a two-card poker hand of a predetermined rank or higher. Such resolution of the second wager, and the resulting allocation of the second wager and winnings therefrom, may be performed before the first wager is resolved. For example, the second set of game rules may include comparing a player hand with a set of predetermined winning poker hands. The poker hand ranking systems are well-known and depend upon the number of cards the player may use to make a poker hand. For example, the hierarchy of two-card poker hands is different from three-card, and five-card poker rankings. Players may receive cards to make a best two-, three-, four-, five-, six- or seven-card poker hand, for example. The different set of game rules may be selected from the group consisting of two-card poker rankings, three-card poker rankings, four-card poker rankings, five-card poker rankings, six-card poker rankings and seven-card poker rankings. Other alternative embodiments may include allowing players to discard and receive one or more cards to better their hand, include one or more extra wild cards or designate one or more cards in the set as wild.

[0032] In embodiments where a two-card hand is dealt to each of a player hand and a banker hand, with all cards face up, resolving the second wager may involve determining whether the cards in the player hand are of equal rank, the cards in the banker hand are of equal rank, or the cards in the player hand are of equal rank and the cards in the banker hand are of equal rank, which may require that the cards be precisely equal in rank (e.g., both fours or both kings) or may permit cards to be equal in rank according to modulo 10 rules (e.g., both nines, both aces, or one queen and one ten). For example, the second wager may be resolved as a win where

the cards in the player hand are both fives, the cards in the banker hand are a jack and a king, or the cards in the player hand are a king and a queen and the cards in the banker hand are both aces. In some embodiments, players may be awarded a larger payout when the cards in the player hand are of equal rank and the cards in the banker hand are of equal rank than a payout for when only the cards in the player hand are of equal rank or only the cards in the banker hand are of equal rank. For example, players may be awarded an odds payout of 15 to 1 on the second wager when cards in the player hand are of equal rank and the cards in the banker hand are of equal rank, while an odds payout of 3 to 1 may be paid on the second wager when only the cards in the player hand are of equal rank or only the cards in the banker hand are of equal rank. In some embodiments, the players may win the second wager only when the hand having cards of equal rank is also the hand on which they placed the first wager. In other embodiments, players may win the second wager for any hand being dealt cards of equal rank, regardless of the outcome predicted when placing the first wager.

[0033] After resolving the second wager and allocating the amount of the second wager and any winnings therefrom, the first wager may be resolved, as indicated at **612** according to the first set of game rules. In some examples of the invention, the first set of rules comprises blackjack rules. In other examples of the invention, a baccarat hand scoring system is applied to compare the total point value of individual player and dealer hands or of a common player hand and banker hand, according to a modulo 10 scoring system. In yet other examples of the invention, the first set of rules comprises the players playing a three-card poker hand against a three-card dealer's poker hand.

[0034] In the examples described below, players receive the exact number of cards used to make a hand. In other embodiments, players are dealt one or more extra cards and then can make a best hand from the available cards. For example, in embodiments that require the dealer to dispense an extra card to each player for a two-, three-, four-, five-, six-, or seven-card poker game, the dealer would deal to each player three, four, five, six, seven, or eight cards, respectively. In some forms of the game, all of the player cards are dealt to a player position and are used exclusively by the player who made the wager or wagers. In other embodiments, one or more of the player cards are dealt to a common card position. Cards dealt to the common card position may be used by all players, the dealer, or just some of the players, depending upon the game rules.

Blackjack/Two-Card Poker Against a Pay Table

[0035] In one example of the invention, the dealer administers a first wagering game of blackjack and a second wagering game of two-card poker. According to the second set of rules, the two-card poker game is played against a pay table and is played first, before the dealer hand is revealed to the player. The method includes the steps of accepting a first wager to participate in a game of blackjack. The method also includes accepting a second wager to participate in a variant of a two-card poker game. Two cards are dealt to each player and to a dealer. The second wager is resolved according to whether the two cards of each player constitute a two-card poker hand of a predetermined rank or higher. The method includes accepting from each player in whose favor the second wager is resolved an instruction to award at least a portion of winnings from the first wager directly to the player or to

add at least a portion of winnings from the second wager to the first wager or to receive a payout. The first wager is then resolved according to blackjack rules.

[0036] The two-card poker game is resolved by the dealer examining the player cards to determine if the player holds a two-card straight, a pair, a straight flush, or an ace and a king of the same suit. Two examples of suitable pay tables are provided below. The first pay table may be used when multiple decks of cards are used in the play of the game. The second pay table may be used when a single deck of cards is used in the play of the game.

TABLE I

Hand	Odds
Ace-king suited	9 to 1
Straight flush	4 to 1
Pair	3 to 1
Straight	1 to 1

TABLE II

Hand	Odds
Ace-king suited	9 to 1
Straight flush	5 to 1
Pair	3 to 1
Straight	1 to 1

[0037] In some embodiments, the second wager is optional. If the dealer does not receive a player election to play the second wager, the player simply plays the first wager. In other embodiments, the second wager is mandatory. The second wager is resolved prior to resolving the first wager, otherwise the dealer cannot receive an election to move the wager to the first wager area before the first wager is resolved.

[0038] When the player wins the second wager, the dealer may receive a play election to move all of the amounts won on the second wager, plus the amount of the second wager to the first wager betting spot.

[0039] As illustrated in FIG. 2, this example of the game may be played on a cloth layout **800** with printed information and graphical designs. The layout **800** may include player areas **802**, a dealer area **804**, printed rules **810** for the first game, and printed rules **812** for the second game. The dealer may receive the first wager on betting spot **808**, which designates participation in a blackjack game. Players may optionally make the second bet on betting spot **806**. The second bet is a two-card poker bet against a pay table, in which the player hopes to receive a two-card hand of a straight, a pair, a straight flush, or a royal flush. The printed rules **812** preferably includes a pay table, which is shown in greater detail in FIG. 3. Each player area **802** includes a first wager area **808**, a second wager area **806** and printed rules **812** comprising a pay table.

[0040] According to this embodiment, the dealer deals two cards to the dealer position **804** and two cards to each player position **802**, face down. Dealer cards remain face down while the second game is being played. The two-card poker game is played first. The dealer reveals and examines the player hands and compares the hand ranking to the printed rules **812** comprising a pay table of winning hands and corresponding payout odds. If a predetermined winning hand is obtained, such as a straight flush, the dealer pays the player

according to the odds posted in the pay table. In this example, the minimum ranking hand that is a winning hand is a straight or better. For a straight flush, the odds payout is 4:1. The amount wagered is multiplied by four to arrive at the payout amount. The amount wagered, the payout amount, part of the amount wagered, or part of the payout amount, or combinations thereof may be distributed to the player, or may be added to the first wager, at the option of the player. The dealer cards are not considered when resolving the second wager in this embodiment. If the player does not hold a predetermined winning two-card poker hand, the second wager is taken by the house, and play continues. In this embodiment, the first wager is mandatory.

[0041] If the player holds a winning hand, the dealer must receive an election from the player to move all or part of the second wager and the second payout to the first wager area 809, or pay the player a payout. After all or part of the second wager and payout is paid out or re-wagered, play continues. It is to be understood that in some embodiments, the second wager is optional. In the event that a player elects not to make a second wager, the player will only play the first game, and the first game will be played first by that player. The dealer may receive second wagers from other players at the same table who may play the second game before the first game.

[0042] In this example of the game, the first wager 808 is made on a blackjack game. The players and dealer each receive a two-card hand. The player uses the same two cards used to resolve the second wager to resolve the first wager. After the second two-card poker game is played, blackjack play continues, except that when the dealer is dealt a two-card blackjack, play ends for the players, and the players cannot move all or part of the second wager or proceeds from the second wager to the first wager spot. The dealer deals players hit cards or receives elections to stand according to player requests, and the dealer takes hit cards and makes stand decisions according to house rules. For example, if the printed rules 810 for the first game include the requirement that the dealer hit on a soft 17, the dealer cannot deviate from this rule. The highest ranking hand that does not exceed a point count of 21 wins the round. If the player beats the dealer with less than a blackjack, the player is paid 1:1. If the player has a blackjack and beats the dealer hand, the player is paid 3:2. Other blackjack rules such as double downs, insurance bets and card splitting can be included as part of the rules of the first game. The first wager may be resolved using blackjack rules. In some embodiments of the present invention, the second wager is optional. In other embodiments such as with one of the examples below, the second wager is mandatory.

[0043] Some players prefer to go "all in" and put all available wagers at risk. In this instance, examples of the present method would allow the player to move all amounts wagered and all amounts paid on the second wager to the first wager position. Examples of the present invention may allow for more conservative betting, allowing the dealer to accept a wager that represents a portion of the second wager or the second payout amount and combine that wager with the first wager. In one embodiment, the dealer requires players that have won the second wager to put all of the second wager and second wager payout amounts on the first wager betting circle.

Three-Card Poker Against a Dealer Hand/Three-Card Poker Pay Table Game

[0044] In another example of the invention, the first set of game rules comprises dealing three cards to each player and

to the dealer, and comparing a point value of the player hands to the dealer hand, wherein three-card poker rankings are used to determine the winning hand. The game can be played on a suitable table surface, as shown in FIG. 4. A gaming table surface 819 is provided with multiple player play areas 821. The second set of game rules is preferably played first, and comprises the player playing a three-card poker game against a pay table of predetermined winning hands and corresponding payout odds. The dealer's cards remain face down on the table while the second wager is being played. FIG. 5 is an expanded view of a player play area 821. According to this example, the first game is a three-card poker game against a dealer hand. The dealer may receive a first wager, also known as an ante wager from the player, the ante wager being the first wager, and placed in the ante betting circle 816. When the second game is a three-card poker game against a pay table, the player can make a second "pair plus" wager on betting circle 820. In this example of the game, both the ante and pair plus bets are mandatory, and the minimum winning hand on the pair plus wager is a pair or better. In other embodiments, other minimum hand rankings are the minimum winning ranking, such as a flush or better. In one embodiment, the player views his hand and the dealer receives an election to either fold or make a play wager in betting circle 818. In one embodiment, the play wager is equal to the ante. In other examples, the play wager is a multiple of the ante.

[0045] In other examples (not shown), the dealer receives an election to make a play wager or check, and the player may not elect to fold. No further betting is needed when the dealer receives a check election from the player. In yet another example, the dealer does not receive an election from the player to keep the ante wager in play, and no further wagering to keep the ante in play is allowed under the rules.

[0046] The second wager 820 is resolved first, before the dealer hand is revealed. If the player holds a predetermined winning hand, that wager is paid posted odds. The dealer then receives an election to either pay out all or portion of the pair plus wager 820 and corresponding payouts or combine the wager with the first ante wager 816. If the player holds less than the predetermined minimum winning hand, the house takes the bet on betting circle 820.

[0047] The dealer reveals the dealer hand. Player and dealer hands are compared and the dealer takes the ante (and play wager, if made) when the dealer hand outranks the player hand and pays the player a predetermined payout such as 1:1 or 2:1 on the ante (and play, when made) when made when the player hand outranks the dealer hand, using standard three-card poker hand rankings. In some forms of the invention, the dealer hand must qualify, such as with a queen-high or better, otherwise the ante, play, or both play and ante bets push. Alternatively, the ante or play can push and the other bet (the play or ante) can pay 1:1, depending on the desired house odds.

[0048] The second set of rules may comprise a three-card poker pay table such as Pay Table III below:

TABLE III

Hand	Odds
Straight flush	40 to 1
3 of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

[0049] Automatic ante bonus odds payouts or fixed payout amounts for certain high-ranking hands, such as a straight or better may also be paid.

Three-Card Poker Pay Table/Three-Card Baccarat

[0050] In another example of the invention, players and the dealer make a mandatory first three-card baccarat bet **822** as shown in FIG. 6, a mandatory “pair plus” second bet **824** and an optional ante bet **826**. The ante bet **826** in another example of the invention is mandatory. In alternate forms of the invention, no ante bet is offered.

[0051] Players receive a three-card hand and review their cards. The player elects to play or fold if he made an optional ante wager. This act may be performed at any time up until the dealer’s three cards are revealed. The second wager **824** is played first, before the dealer cards are exposed to the player and in order to maintain suspense in the game. After the dealer receives a player election to make a play wager or fold, the former keeping the ante in play and the latter resulting in a loss of the ante, the dealer reviews the player’s revealed hand. If the player holds a predetermined winning three-card poker hand as shown in Pay Table III, above, the dealer may receive an election to pay the player a payout on the second wager, and return the second wager to the player, or put all or part of the funds eligible for return on the baccarat bet **822**. If the player holds a lower ranking poker hand than the minimum winning poker hand, the dealer takes the wager on betting spot **824**.

[0052] In some embodiments, prior to playing the second wager, or after the second wager is played but before the first wager is played, players who made the ante wager view the player cards and elect to make a play wager **828**, or check. The dealer then receives the election, including the check or the play wager **828**. The ante wager **826** stays in play. In other forms of the invention, the player must make a play wager **828** or fold. In some embodiments, the ante wager is not offered.

[0053] After the play or check election is received, the first wager is resolved. The dealer reveals the dealer cards, and at this point, all player and dealer cards are exposed. The first wager **822** is made on the occurrence of a player three-card hand having a higher ranking hand than a dealer three-card hand, using baccarat scoring, modulo 10 as the rules of the first game. Unlike standard baccarat, no hit cards can be taken.

[0054] The player wins 1:1 on the baccarat bet if the player hand beats the dealer hand. Ties go to the house. The dealer takes all bets if the dealer hand outranks the player hand. Last, all ante and play wagers or just ante wagers are resolved by comparing the player hand rank to the dealer hand rank.

Baccarat/Side Game Based on Initial Cards Dealt to Banker and Player Hands

[0055] In some embodiments, methods of administering wagering games may include administering an underlying game of baccarat while offering an optional side game based on the initial cards dealt to banker and player hands, according to baccarat rules. For example, a second wager to participate in a game of baccarat may be accepted. The second wager may comprise a wager that the banker hand will have a higher modulo 10 point value, the player hand will have a higher modulo 10 point value, or modulo 10 point values of the banker and player hands will tie. The second wager may be, for example, a mandatory wager, without placing which a

player may not be permitted to participate in the game of baccarat or the side game. A first wager to participate in a side game using cards initially dealt to each of the banker and player hands may be accepted. For example, the first wager may be optional, and fewer than all participating players may place the first wager. Two cards may be dealt to each of the banker and player hands. In other embodiments, the first wager is mandatory.

[0056] The first wager may be resolved according to whether the cards in the banker hand are of equal poker rank, the cards in the player hand are of equal poker rank, or the cards in the banker hand are of equal poker rank and the cards in the player hand are of equal poker rank. For example, a player may win the first wager when the cards in the player hand are both threes, the cards in the banker hand are a queen and a ten, or the cards in the player hand are a king and a jack and the cards in the banker hand are both aces. In one form of the game, the first bet is against both player and banker hands.

[0057] A payout may be awarded to each player for whom the first wager is resolved as a win. In some embodiments, a greater payout may be awarded when the cards in the banker hand are of equal rank and the cards in the player hand are of equal rank than a payout awarded when only the cards in the banker hand are of equal rank or only the cards in the player hand are of equal rank. For example, a fixed odds payout of 15 to 1 may be awarded when the cards in the banker hand are of equal rank and the cards in the player hand are of equal rank, and a fixed odds payout of 3 to 1 may be awarded when only the cards in the banker hand are of equal rank or only the cards in the player hand are of equal rank. The payout may be paid for cards of equal rank in the banker hand, the player hand, or both regardless of what outcome was predicted when placing the first wager. For example, a player may place the second wager that the banker hand will win, but still win the first wager when the cards in the player hand are of equal rank.

[0058] An instruction may be accepted from each player for whom the first wager is resolved in favor of the player to award winnings from the first wager directly to the player or to add or re-bet at least a portion of the winnings from the first wager to the second wager. In some embodiments, a player may allocate the winnings from the first wager between receiving them directly and adding them to the second wager. In other embodiments, a player may only elect to receive all the winnings directly or add all the winnings to the second wager. In some embodiments, a player may also elect whether to receive the amount of the first wager directly or to add it to the second wager. In other embodiments, the amount of the first wager may be awarded directly to the player, with no opportunity to re-wager it. In some embodiments, players may be required to add whatever amounts they have elected to re-wager to the same outcome on which they originally placed the second wager. For example, a player who placed the second wager on a banker win may only be permitted to add the elected first wager and/or payout amounts to the banker win outcome. In other embodiments, players may be permitted to hedge by adding whatever amounts they have elected to risk to an outcome different from an outcome on which they originally placed the second wager. For example, a player who placed the second wager on a predicted banker hand win may elect to place a portion of his winnings from the first wager on a predicted player hand win. This may entice players to make the first wager as a hedge against loss, particularly because more information is available to the players when allocating winnings from the first wager than when the

first wager was initially placed. In fact, players may be enabled to roll winnings from the first wager and the amount of the first wager into a guaranteed winning hand in some instances because baccarat rules sometimes dictate that hands will win or lose based only on the first two cards dealt. In some embodiments where players are permitted to add whatever amounts they have elected to risk to an outcome different from an outcome on which they originally placed the second wager, the players may only be permitted to place the additional amounts on a banker hand win or a player hand win, not on a tie.

[0059] After the second wager has been resolved and winning players have allocated their winnings, the first wager may be resolved according to baccarat rules. Players who won the second wager and elected to add at least a portion of the winnings therefrom to the first wager may, therefore, be enabled to roll their winnings into even greater winnings (i.e., may be playing with “house money”).

Other Game Formats

[0060] Various platforms are contemplated that are suitable for implementation of embodiments of wagering games according to the present disclosure. For example, embodiments of wagering games may be implemented such that one or more players may place wagers and engage in game play according to the rules of the wagering games. For example, wagering games may be implemented on gaming tables, which may include physical gaming features, such as physical cards, physical chips, and may include a live dealer. More specifically, a live dealer may deal physical cards, accept wagers, issue payouts, and perform other administrative functions of game play. Some embodiments may be implemented on electronic devices enabling electronic gaming features, such as providing electronic displays for display of virtual cards, virtual chips, game instructions, pay tables, etc. Some embodiments may include features that are a combination of physical and electronic features.

[0061] As an example, embodiments of wagering games may be implemented on an individual gaming device for accepting wagers that has a display screen and inputs for enabling game play of the wagering games. Such an individual gaming device may be linked with other gaming devices that may be operated, for example, by other players. Some individual electronic gaming devices may be referred to as an individual player “cabinet” and may be stationary, such as being located on a casino floor. Other individual electronic gaming devices may be portable devices that may be carried to different locations by the player. Portable devices may include both display of the ongoing game play and input reception for game play by a player, or, may be for receiving input from a player while the game play is displayed on a public monitor, or other display device.

[0062] Referring to FIG. 7, an example of an individual electronic gaming device 100 (e.g., an electronic gaming machine (EGM)) configured for implementation of embodiments of wagering games according to the present disclosure is shown. The individual electronic gaming device 100 may include an individual player position 114 that includes a player input area 132 for a player to interact with the individual electronic gaming device 100. The electronic gaming device 100 may include a gaming screen 174 configured to display indicia for interacting with the individual electronic gaming device 100, such as through processing one or more stored programs to implement the rules of game play at the

individual electronic gaming device 100. Accordingly, game play may be accommodated without involving physical playing cards, poker chips, and/or live personnel. The action may instead be simulated by a control processor (not shown) interacting with and controlling the individual electronic gaming device 100. Although the figure has an outline of a traditional gaming cabinet, gaming device 100 may be implemented in any number of ways including, but not limited to, client software downloaded to a portable device, such as a smart phone, tablet, or laptop personal computer. Gaming device 100 may also be a non-portable personal computer (e.g., a desktop or all-in-one computer) or other computing device. In some embodiments, client software is not downloaded but is native to the device, or otherwise delivered with the device when received by a player.

[0063] The gaming screen 174 may be carried by a generally vertically extending cabinet 176 of the individual electronic gaming device 100. The individual electronic gaming device 100 may further include banners (not shown) configured to communicate rules of game play and/or the like, such as along a top portion 178 of the cabinet 176 of the gaming device 100. The individual electronic gaming device 100 may further include additional decorative lights (not shown), and speakers (not shown) for transmitting and/or receiving sounds during game play. Further detail of an example of an individual electronic gaming device (as well as other embodiments of tables and devices) is disclosed in U.S. patent application Ser. No. 13/215,156, filed Aug. 22, 2011, and titled “Methods of Managing Play of Wagering Games and Systems for Managing Play of Wagering Games,” the disclosure of which is incorporated herein in its entirety by this reference.

[0064] Some embodiments may be implemented at locations that include a plurality of player stations. Such player stations may include an electronic display screen for display of game information, such as displaying virtual cards, virtual chips, and game instructions, and for accepting wagers and facilitating credit balance adjustments. Such player stations may, optionally, be integrated in a table format. While some features may be automated through electronic interfaces (e.g., virtual cards, virtual chips, etc.), some features may remain in the physical domain. As such, the game play may be administered by a live dealer, a virtual dealer, or a combination of both.

[0065] Referring to FIG. 8, an example of a suitable table 200 configured for implementation of embodiments of wagering games according to the present disclosure is shown. The table 200 may include a playing surface 204. The table 200 may include a plurality of player stations 212a-212g. Each player station 212a-212g may include a player interface 216a-216g, which may be used for display of game information (e.g., game instructions, input options, wager information including virtual chips, game outcomes, etc.). The player interface 216a-216g may include a display screen in the form of a touch screen, which may be at least substantially flush with the playing surface 204 in some embodiments. Each player interface 216a-216g may be coupled respectively with its own game processor 214a-214g (shown in dashed lines), although in some embodiments, a central game processor 228 (shown in dashed lines) may be employed. In some embodiments, a combination of individual game processors 214a-214g and a central game processor 228 may be employed.

[0066] The table 200 may further include additional features, such as a dealer chip tray 220, which may be used by the

dealer to cash players in and out of the wagering game, whereas wagers and balance adjustments during game play may be performed using virtual chips. For embodiments using physical cards **206a**, **206b**, the table **200** may further include a card-handling device **222** that may be configured to shuffle, read, and deliver physical cards for the dealer and players to use during game play or, alternatively, a card shoe configured to read and deliver cards that have already been randomized. For embodiments using virtual cards, such virtual cards may be displayed at the individual player interfaces **216a-216g**. Common virtual cards may be displayed in a common card area (not shown).

[0067] The table **200** may further include a dealer interface **218**, which, like the player interfaces **214a-214g**, may include touch screen controls for assisting the dealer in administering the wagering game. The table **200** may further include an upright display **230** configured to display images that depict game information such as pay tables, hand counts, historical win/loss information by player, and a wide variety of other information considered useful to the players. The upright display **230** may be double sided to provide such information to players as well as to the casino pit.

[0068] Further detail of an example of a table and player displays is disclosed in U.S. Patent Application Pub. No. 2010/0016050, filed Jul. 15, 2008, now U.S. Pat. No. 8,262,475, issued Sep. 11, 2012, and titled "Chipless Table Split Screen Feature," the disclosure of which is incorporated herein in its entirety by this reference. Although an embodiment is described showing individual discrete player stations, in some embodiments, the entire playing surface **204** may be an electronic display that is logically partitioned to permit game play from a plurality of players for receiving inputs from, and displaying game information to, the players, the dealer, or both.

[0069] Referring to FIG. 9, another example of a suitable table **300** configured for implementation of embodiments of wagering games having a virtual dealer according to the present disclosure is shown. The table **300** may include player positions **314a-314e** that are arranged in a bank about an arcuate edge **320** of a video device **358** that may comprise a card screen **364** and a dealer screen **360**. The dealer screen **360** may display a video simulation of the dealer (i.e., a virtual dealer) for interacting with the video device **358**, such as through processing one or more stored programs to implement the rules of game play at the video device **358**. The dealer screen **360** may be carried by a generally vertically extending cabinet **362** of the video device **358**. The card screen **364** may be configured to display at least one or more of the dealer's cards, community cards, and/or player's cards by the virtual dealer on the dealer screen **360** (virtual dealer not shown in FIG. 9).

[0070] Each of the player positions **314a-314e** may include a player area **332a-332e**, which is configured for wagering and game play interactions with the video device **358** and/or virtual dealer. Accordingly, game play may be accommodated without involving physical playing cards, poker chips, and/or live personnel. The action may instead be simulated by a control processor (not shown) interacting with and controlling the video device **358**. The control processor may be located internally within, or otherwise proximate to, the video device **358**. The control processor may be programmed, by known techniques, to implement the rules of game play at the video device **358**. As such, the control processor may interact and communicate with display/input interfaces and data entry

inputs for each player area **332a-332e** of the video device **358**. Other embodiments of tables and gaming devices may include a control processor that may be similarly adapted to the specific configuration of its associated device.

[0071] The video device **358** may further include banners (not shown) configured to communicate rules of play and/or the like, which may be located along one or more walls **370** of the cabinet **362**. The video device **358** may further include additional decorative lights (not shown) and speakers (not shown), which may be located on an underside surface **366**, for example, of a generally horizontally depending top **368** of the cabinet **362** of the video device **358** generally extending toward the player positions **314a-314e**.

[0072] Further detail of an example of a table and player displays is disclosed in U.S. Patent Application Pub. No. 2005/0164762, filed Jan. 26, 2004, and titled "Automated Multiplayer Game table with Unique Image Feed of Dealer," the disclosure of which is incorporated herein in its entirety by this reference. Although an embodiment is described showing individual discrete player stations, in some embodiments, the entire playing surface (e.g., player areas **332a-332e**, card display screen **364**, etc.) may be an electronic display that is logically partitioned to permit game play from a plurality of players for receiving inputs from, and displaying game information to, the players, the dealer, or both.

[0073] Wagering games in accordance with embodiments of the disclosure may be administered over the Internet, or otherwise online, in one embodiment using a gaming system employing a client server architecture. Referring to FIG. 10, a schematic block diagram of a gaming system **400** for implementing wagering games according to an embodiment is shown. The gaming system **400** enables end users to access proprietary and/or non-proprietary game content. Such game content may include, without limitation, various types of wagering games such as card games, dice games, big wheel games, roulette, scratch off games ("scratchers"), and any other wagering game where the game outcome is determined, in whole or in part, by one or more random events. This includes, but is not be limited to, Class II and Class III games as defined under 25 U.S.C. §2701 et seq. ("Indian Gaming Regulatory Act"). Such games may include banked and/or non-banked games.

[0074] The wagering games supported by the gaming system **400** may be operated with real currency or with virtual credits or other virtual (e.g., electronic) value indicia. For example, the real currency option may be used with traditional casino and lottery-type wagering games in which money or other items of value are wagered and may be cashed out at the end of a game session. The virtual credits option may be used with wagering games in which credits (or other symbols) may be issued to a player to be used for the wagers. A player may be credited with credits in any way allowed including, but not limited to, a player purchasing credits, being awarded credits as part of a contest or a win event in this or another game (including non-wagering games), being awarded credits as a reward for use of a product, casino or other enterprise, time played in one session, games played, or may be as simple as virtual credits upon logging in at a particular time or with a particular frequency, etc. Although credits may be won or lost, the ability of the player to cash out credits may be controlled or prevented. In one example, credits acquired (e.g., purchased or awarded) for use in a play-for-fun game may be limited to non-monetary redemption items, awards, or credits usable in the future or for another

game or gaming session. The same credit redemption restrictions may be applied to some or all of credits won in a wagering game as well.

[0075] An additional variation includes sites having both play-for-fun and wagering games, including issuance of free credits usable to play the play-for-fun games. This may attract players to the site and to the games before they engage in wagering. In some embodiments, a limited number of free or promotional credits may be issued to entice players to play the games. Another method of issuing credits includes free credits in exchange for identifying friends who may want to play. In another embodiment, additional credits may be issued after a period of time has elapsed to encourage the player to resume playing the game. The gaming system **400** may enable players to buy additional game credits to allow the player to resume play. Objects of value may be awarded to play-for-fun players, which may or may not be in a direct exchange for credits. For example, a prize may be awarded or won for the highest scoring play-for-fun player during a defined time interval. All variations of credit redemption are contemplated, as desired by game designers and game hosts (the person or entity controlling the hosting systems).

[0076] The gaming system **400** may include a gaming platform that establishes a portal for an end user to access a wagering game hosted by a game server **406** through a user interaction server **402**. The user device **420** may communicate with a user interaction server **402** of the gaming system **400** using a network **430** (e.g., the Internet). The user interaction server **402** may communicate with the game server **406** and provide game information to the user. In some embodiments, the game server **406** may also be a game engine. In some embodiments, a single user device communicates with a game provided by the game server **406**, while other embodiments may include a plurality of user devices **420** configured to communicate and provide end users with access to the same game provided by game server **406**. In addition, a plurality of end users may access a single user interaction server **402**, or, a plurality of user interaction servers **402** to access game server **406**.

[0077] The user interaction server **402** may communicate with the user device **420** to enable access to the gaming system **400**. The user interaction server **402** may enable a user to create and access a user account and interact with game server **406**. The user interaction server **402** may enable users to initiate new games, join existing games, and interface with games being played by the user.

[0078] The user interaction server **402** may also provide a client **422** for execution on the user device **420** for accessing the gaming system **400**. The client **422** provided by the gaming system **400** for execution on the user device **420** can comprise a variety of implementations according to the user device **420** and method of communication with the gaming system **400**. In one embodiment, the user device **420** connects to the gaming system **400** using a web browser and the client **422** executes within a browser window or frame of the web browser. In another embodiment, the client **422** is a stand-alone executable on the user device **420**.

[0079] In one embodiment, the client **422** may comprise a relatively small amount of script (e.g., JAVASCRIPT®), also referred to as a “script driver,” including scripting language that controls an interface of the client **422**. The script driver may include simple function calls requesting information from the gaming system **400**. In other words, the script driver stored in the client **422** may merely include calls to functions

that are externally defined by, and executed by, the gaming system **400**. As a result, the client **422** may be characterized as a “thin client.” As that term is used herein, the client **422** may be little more than a script player. The client **422** may simply send requests to the gaming system **400** rather than performing logic itself. The client **422** receives player inputs and the player inputs are passed to gaming system **400** for processing and executing the wagering game. In one embodiment, this includes providing specific graphical display information to client **422** as well as game outcomes.

[0080] In other embodiments, the client **422** comprises an executable program rather than a script. In that case, client **422** may do more local processing than does a script driver, such as calculating where to show what game symbols upon receiving a game outcome from game server **406** through user interaction server **402**. In one embodiment, it may be that portions of asset server **404** are loaded onto the client **422**, and used by the client **422** in processing and updating graphical displays. Due to security and integrity concerns, most embodiments will have the bulk of the processing of the game play performed in the gaming system **400**. However, some embodiments may include significant game processing by client **422** when the client **422** and user device **420** are considered trustworthy, or, when there is reduced concern for security and integrity in the displayed game outcome. In most embodiments, it is expected that some form of data protection, such as end-to-end encryption, will be used when data is transported over network **430**. Network **430** may be any network including, but not limited to, the Internet.

[0081] In an embodiment where the client **422** implements further logic and game control methodology beyond the thin client, the client **422** may parse and define player interactions prior to passing the player interactions to the gaming system **400**. Likewise, when the client **422** receives a gaming interaction from the gaming system **400**, the client **422** may be configured to determine how to modify the display as a result of the gaming interaction. The client **422** may also allow the player to change a perspective or otherwise interact with elements of the display that do not change aspects of the game.

[0082] The gaming system **400** may include an asset server **404**, which may host various media assets (e.g., audio, video, and image files), that may be sent to the client **422** for presenting the various wagering games to the end user. In other words, in this embodiment, the assets presented to the end user may be stored separately from the client **422**. In one embodiment, the client **422** requests the assets appropriate for the game played by the user; in other embodiments, especially those using thin clients, just those assets that are needed for a particular display event will be sent by game server **400** when the game server determines they are needed, including as few as one asset. In one example, the client **422** may call a function defined at the user interaction server **402** or asset server **404**, which may determine which assets are to be delivered to the client **422** as well as how the assets are to be presented by the client **422** to the end user. Different assets may correspond to the various clients that may have access to the game server **406** or to different games to be played.

[0083] The game server **406** is configured to perform game play methods and determine game play outcomes that are provided to the user interaction server **402** to be transmitted to user device **420** for display on the end user’s computer. For example, the game server **406** may include game rules for one or more wagering games, such that the game server **406**

controls some or all of the game flow for a selected wagering game, as well as the determining game outcomes. Game server **406** may include pay tables and other game logic. The game server **406** also performs random number generation for determining random game elements of the wagering game. In one embodiment, the game server **406** is separated from the user interaction server **402** by a firewall or other method of preventing unauthorized access to the game server **406** from the general members of the network **430**.

[0084] The user device **420** may present a gaming interface to the player and communicate the user interaction to the gaming system **400**. The user device **420** may be any electronic system capable of displaying gaming information, receiving user input, and communicating the user input to the gaming system **400**. As such, the user device **420** can be a desktop computer, a laptop, a tablet computer, a set-top box, mobile devices including, but not limited to, smart phones, kiosks, terminals, or other computing devices. The user device **420** may operate the client **422** for connecting to the interactive gaming system **400** as described above. The client **422** may be a specialized application or may be executed within a generalized application capable of interpreting instructions from the interactive gaming system **400**, such as a web browser.

[0085] The client **422** may interface with an end user through a web page, or an application that runs on a device including, but not limited to, a smartphone, tablet, or general computer, or be any other computer program configurable to access the gaming system **400**. The client **422** may be illustrated within a casino webpage (or other interface) indicating that the client **422** is embedded into a webpage, which is supported by a web browser executing on the client device **420**.

[0086] In one embodiment, the gaming system **400** may be operated by different entities. The user device **420** may be operated by a third party, such as a casino or an individual, that links to the gaming system **400**, which may be operated, for example, by a wagering game service provider. Therefore, in some embodiments, the user device **420** and client **422** may be operated by a different administrator than the operator of the game server **406**. In other words, the user device **420** may be part of a third-party system that does not administer or otherwise control the gaming system **400** or game server **406**. In another embodiment, the user interaction server **402** and asset server **404** are provided by a third-party system. For example, a gaming entity (e.g., a casino) may operate the user interaction server **402** or user device **420** to provide its customers access to game content managed by a different entity, which may control game server **406**, amongst other functionality. In some embodiments, these functions are operated by the same administrator. For example, a gaming entity (e.g., a casino) may elect to perform each of these functions in-house, such as providing both the access to the user device **420** and the actual game content and providing administration of the gaming system **400**.

[0087] The gaming system **400** may communicate with external account servers **410**, optionally through another firewall. For example, the gaming system **400** itself may not directly accept wagers or issue payouts. That is, the gaming system **400** may facilitate online casino gaming, but may not be part of a self-contained online casino itself. Instead, the gaming system **400** may facilitate the play of wagering games owned and controlled by a company offering games and gaming products and services, such as Shuffle Master, Inc.

Another entity (e.g., a casino or any account holder or financial system of record) may operate and maintain its external account servers **410** to accept bets and make payout distributions. The gaming system **400** may communicate with the account servers **410** to verify the existence of funds for wagering, and instruct the account server **410** to execute debits and credits.

[0088] In some embodiments, the gaming system **400** may directly accept bets and make payout distributions, such as in the case where an administrator of the gaming system **400** operates as a casino. As discussed above, the gaming system **400** may be integrated within the operations of a casino rather than separating out functionality (e.g., game content, game play, credits, debits, etc.) among different entities. In addition, for play-for-fun wagering games, the gaming system **400** may issue credits, take bets, and manage the balance of the credits according to the game outcomes, but may not permit payout distributions or be linked to account server **410** that permits payout distributions. Such credits may be issued for free, through purchase, or for other reasons, without the ability for the player to cash out. Such play-for-fun wagering games may be played on platforms that do not permit traditional gambling, such as to comply with jurisdictions that do not permit online gambling.

[0089] The gaming system **400** may be configured in many ways, from a fully integrated single system to a distributed server architecture. The asset server **404**, user interaction server **402**, game server **406**, and account server **410** may be configured as a single, integrated system of code modules running on a single server or machine, where each of the servers is functionality implemented on a single machine. In such a case, the functionality described herein may not be implemented as separate code modules. The asset server **404**, user interaction server **402**, game server **406**, and account server **410** may also be implemented as a plurality of independent servers, each using its own code modules running on a separate physical machine, and may further include one or more firewalls between selected servers (depending on security needs). Each server could communicate over some kind of networked connection, potentially as varied as that described for network **430**. Further, each single server shown in FIG. **10** may be implemented as a plurality of servers with load balancing and scalability factors built into the embodiment. All such embodiments and variations are fully contemplated.

[0090] Additional features may be supported by the game server **406**, such as hacking and cheating detection, data storage and archival, metrics generation, messages generation, output formatting for different end user devices, as well as other features and operations. For example, the gaming system **400** may include additional features and configurations as described in U.S. patent application Ser. No. 13/353,194, filed Jan. 18, 2012, and titled "Network Gaming Architecture, Gaming Systems, and Related Methods," which is incorporated by reference herein in its entirety by this reference.

[0091] The network **430** may enable communications between the user device **420** and the gaming system **400**. A network (not shown) may also connect the gaming system **400** and account server **410**, and further one or more networks may interconnect one or more of the other servers shown collectively as game system **400**. In one embodiment, the network **430** uses standard communications technologies and/or protocols. Thus, the network **430** can include links

using technologies such as Ethernet, 802.11, worldwide interoperability for microwave access (WiMAX), 3G, digital subscriber line (DSL), asynchronous transfer mode (ATM), InfiniBand, PCI Express Advanced Switching, etc. Similarly, the networking protocols used on the network **430** can include multiprotocol label switching (MPLS), the transmission control protocol/Internet protocol (TCP/IP), the User Datagram Protocol (UDP), the hypertext transport protocol (HTTP), the simple mail transfer protocol (SMTP), the file transfer protocol (FTP), etc. The data exchanged over the network **430** can be represented using technologies and/or formats including the hypertext markup language (HTML), the extensible markup language (XML), etc. In addition, all or some of links can be encrypted using conventional encryption technologies such as secure sockets layer (SSL), transport layer security (TLS), virtual private networks (VPNs), Internet Protocol security (IPsec), etc. In another embodiment, the entities can use custom and/or dedicated data communications technologies instead of, or in addition to, the ones described above. Depending upon the embodiment, the network **430** can include links comprising one or more networks such as the Internet.

[0092] Referring to FIG. **11**, a high-level block diagram of a computer system **500** for acting as a gaming system **500** according to one embodiment is shown. Illustrated are at least one processor **502** coupled to a chipset **504** as indicated by dashed line. Also coupled to the chipset **504** are a memory **506**, a storage device **508**, a keyboard **510**, a graphics adapter **512**, a pointing device **514**, and a network adapter **516**. A display **518** is coupled to the graphics adapter **512**. In one embodiment, the functionality of the chipset **504** is provided by a memory controller hub **520** and an I/O controller hub **522**. In another embodiment, the memory **506** is coupled directly to the processor **502** instead of the chipset **504**.

[0093] The storage device **508** is any non-transitory computer-readable storage medium, such as a hard drive, compact disc read-only memory (CD-ROM), DVD, or a solid-state memory device (e.g., a flash drive). The memory **506** holds instructions and data used by the processor **502**. The pointing device **514** may be a mouse, track ball, or other type of pointing device, and is used in combination with the keyboard **510** to input data into the computer system **500**. The graphics adapter **512** displays images and other information on the display **518**. The network adapter **516** couples the computer system **500** to a local or wide area network.

[0094] As is known in the art, a computer can have different and/or other components than those shown in FIG. **11**. In addition, the computer can lack certain illustrated components. In one embodiment, a computer **500** acting as a gaming system lacks a keyboard **510**, pointing device **514**, graphics adapter **512**, and/or display **518**. Moreover, the storage device **508** can be local and/or remote from the computer **500** (such as embodied within a storage area network (SAN)).

[0095] The gaming system may comprise several such computers **500**. The gaming system may include load balancers, firewalls, and various other components for assisting the gaming system to provide services to a variety of user devices.

[0096] As is known in the art, the computer **500** is adapted to execute computer program modules for providing functionality described herein. As used herein, the term “module” refers to computer program logic utilized to provide the specified functionality. Thus, a module can be implemented in hardware, firmware, and/or software. In one embodiment,

program modules are stored on the storage device **508**, loaded into the memory **506**, and executed by the processor **502**.

[0097] Embodiments of the entities described herein can include other and/or different modules than the ones described here. In addition, the functionality attributed to the modules can be performed by other or different modules in other embodiments. Moreover, this description occasionally omits the term “module” for purposes of clarity and convenience.

[0098] Some portions of the detailed description are presented in Willis of algorithms and symbolic representations of operations on data bits within a computer memory. These algorithmic descriptions and representations are the means used by those skilled in the data processing arts to most effectively convey the substance of their work to others skilled in the art. An algorithm is here, and generally, conceived to be a self-consistent sequence of steps (instructions) leading to a desired result. The steps are those requiring physical manipulations of physical quantities. Usually, though not necessarily, these quantities take the form of electrical, magnetic, or optical signals capable of being stored, transferred, combined, compared, and otherwise manipulated. It is convenient at times, principally for reasons of common usage, to refer to these signals as bits, values, elements, symbols, characters, terms, numbers, or the like. Furthermore, it is also convenient at times to refer to certain arrangements of steps requiring physical manipulations or transformation of physical quantities or representations of physical quantities as modules or code devices, without loss of generality.

[0099] However, all of these and similar terms are to be associated with the appropriate physical quantities and are merely convenient labels applied to these quantities. Unless specifically stated otherwise as apparent from the following discussion, it is appreciated that throughout the description, discussions utilizing terms such as “processing,” “computing,” “calculating,” “determining,” “displaying,” “determining,” or the like, refer to the action and processes of a computer system, or similar electronic computing device (such as a specific computing machine), that manipulates and transforms data represented as physical (electronic) quantities within the computer system memories or registers or other such information storage, transmission or display devices.

[0100] Certain aspects of the embodiments include process steps and instructions described herein in the form of an algorithm. It should be noted that the process steps and instructions of the embodiments can be embodied in software, firmware, or hardware, and when embodied in software, could be downloaded to reside on and be operated from different platforms used by a variety of operating systems. The embodiments can also be in a computer program product that can be executed on a computing system.

[0101] Some embodiments also relate to an apparatus for performing the operations herein. Such an apparatus may be specially constructed for the purposes, e.g., a specific computer, or it may comprise a general-purpose computer selectively activated or reconfigured by a computer program stored in the computer. Such a computer program may be stored in a computer-readable storage medium, such as, but is not limited to, any type of disk including floppy disks, optical disks, CD-ROMs, magnetic-optical disks, read-only memories (ROMs), random access memories (RAMs), EPROMs, EEPROMs, magnetic or optical cards, application specific integrated circuits (ASICs), or any type of media suitable for

storing electronic instructions, and each coupled to a computer system bus. Memory can include any of the above and/or other devices that can store information/data/programs and can be transient or non-transient medium, where a non-transient or non-transitory medium can include memory/storage that stores information for more than a minimal duration. Furthermore, the computers referred to in the specification may include a single processor or may be architectures employing multiple processor designs for increased computing capability.

[0102] The algorithms and displays presented herein are not inherently related to any particular computer or other apparatus. Various general-purpose systems may also be used with programs in accordance with the teachings herein, or it may prove convenient to construct more specialized apparatus to perform the method steps. The structure for a variety of these systems will appear from the description herein. In addition, the embodiments are not described with reference to any particular programming language. It will be appreciated that a variety of programming languages may be used to implement the teachings of the embodiments as described herein, and any references herein to specific languages are provided for disclosure of enablement and best mode.

[0103] With reference to FIG. 12, an example of a wagering game implemented as a scratch card 700 as an on-line game or lottery-type scratch ticket is shown. A player may purchase a physical scratch card 700 or may access a virtually displayed scratch card 700. In some embodiments, a verification code 702 may be displayed (e.g., printed) on the scratch card 700 to indicate whether or not a player made the first wager and optionally the amount of the first wager, for example, where the amount of the first wager is not fixed by the seller. In other embodiments, a portion of the purchase price of the scratch card 700 may be mandatorily allocated to the first wager and a remainder of the purchase price of the scratch card 700 may be mandatorily allocated to the second wager. For example, 33% of the purchase price may be allocated to the first wager and 67% of the purchase price may be allocated to the second wager.

[0104] In some embodiments, the player may then scratch off an opaque covering over an area 704 to reveal individual images of cards that may be said to have been dealt to the player. In other embodiments, the player may scratch off individual opaque coverings over distinct areas of a virtual scratch card 700 to reveal two images of cards that may be said to have been dealt to the player. Such scratching off, and other scratching described below, may involve scraping physical opaque coverings from a physical scratch card 700 or may involve digitally concealing and subsequently digitally revealing (e.g., displaying a blank area and subsequently displaying card values in that area) electronic images on an electronic image of a scratch card 700. If the rank of the cards dealt to the player constitutes a pair, for example, then the first wager is resolved in the player's favor. In some embodiments, such a first set of rules for resolving the first wager may be displayed on the scratch card 700. If the suit and rank of cards dealt to the player do not constitute a winning two-card poker hand, the player loses at least the amount of the first wager.

[0105] In some embodiments, the player may select whether to risk or keep winnings from the first wager (and optionally the amount of the first wager itself) at the time of purchase, and the player's selection may be displayed (e.g., printed) using another verification code 706 on the scratch card 700. In other embodiments, a player may indicate

whether he would like to keep or to risk an entire amount of the winnings (optionally including the first wager) by scratching off an appropriate label, one label to retain them and another label to add them to the second wager. Such a scratch card 700 may require supervision to ensure that a player scratches off the labels in the proper order (i.e., after scratching off the appropriate area 704 or areas for the player's cards and before scratching off any other areas 708 for the dealer's cards).

[0106] In some embodiments, the player may then scratch one of a plurality of other opaque coverings over a plurality of other areas 708 (e.g., three, four, five, etc.) to reveal individual total combined card rankings of cards that may be said to have been dealt to the dealer. In other embodiments, the player may scratch off a single opaque covering over an area of the scratch card 700 to reveal two images of cards that may be said to have been dealt to the dealer or may scratch off two opaque coverings over two areas among a plurality of areas to reveal two individual cards that may be said to have been dealt to the dealer. In some embodiments, the scratch card 700 may comprise additional opaque coverings over additional areas 710 (e.g., two, three, four, five, etc.) to reveal individual hit cards that may be said to have been dealt to the player. Such a configuration may enable a player to make and resolve the first wager using only the cards in the area 704, to evaluate the dealer's hand, and to elect to stand using only the cards in the area 704 or to hit and play with one or more of the additional cards in the additional areas 710. If the combined rank of the player's cards is greater than the combined rank of the dealer's cards according to the rules of blackjack, without exceeding 21, then the second wager is resolved in the player's favor. The player may redeem the scratch card 700 for the appropriate amount of winnings. If the combined rank of the player's cards is less than the combined rank of the dealer's cards, then the scratch card 700 may only be redeemed for value in embodiments where the player won the first wager and elected to keep the winnings from the first wager (and optionally the first wager itself).

[0107] Additional, non-limiting embodiments include:

Embodiment 1

[0108] A method of administering a wagering game may comprise accepting a first wager to participate in a first wagering game according to a first set of game rules. A second wager to participate in a second, different wagering game according to a second, different set of game rules may be accepted. Cards may be dealt to a player hand and to a banker hand. The second wager may be resolved according to the second set of game rules. An instruction may be accepted from each player for whom the second wager is resolved in favor of that player to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to the first wager. The first wager may be resolved according to the first set of game rules. Examples of first sets of game rules include two-card poker pairs and three-card poker hands.

Embodiment 2

[0109] The method of Embodiment 1, wherein resolving the second wager according to the second set of game rules comprises resolving the second wager according to whether the cards in the player hand, the cards in the banker hand, or

the cards only in the player hand and the cards only in the banker hand are of equal rank.

Embodiment 3

[0110] The method of Embodiment 2, wherein the winnings from the second wager are greater when the cards in the player hand are of equal rank and the cards in the banker hand are of equal rank than the winnings from the second wager when the cards in only one of the player hand and the banker hand are of equal rank.

Embodiment 4

[0111] The method of any one of Embodiments 1 through 3, wherein the first set of game rules comprises the rules of baccarat.

Embodiment 5

[0112] The method of Embodiment 4, wherein a number of cards dealt to each of the player hand and the banker hand at the time the second wager is resolved is two.

Embodiment 6

[0113] The method of Embodiment 4 or Embodiment 5, further comprising dealing additional cards to at least one of the player hand and the banker hand after resolving the second wager.

Embodiment 7

[0114] The method of any one of Embodiments 4 through 6, wherein accepting the first wager comprises accepting a first wager that an outcome selected from the following will occur: the player hand will win or the banker hand will win.

Embodiment 8

[0115] The method of Embodiment 7, wherein accepting from each player for whom the second wager is resolved in favor of that player an instruction to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to the first wager comprises accepting from at least one player an instruction to add at least a portion of winnings from the second wager to the first wager on at least one outcome different from the outcome selected by the at least one player when the first wager was accepted.

Embodiment 9

[0116] The method of Embodiment 8, wherein accepting from the at least one player the instruction to add the at least a portion of winnings from the second wager to the first wager on the at least one outcome different from the outcome selected by the at least one player when the first wager was accepted comprises adding the at least a portion of winnings from the second wager to the first wager only on one of the player hand and the banker hand.

Embodiment 10

[0117] The method of Embodiment 7, wherein accepting from each player for whom the second wager is resolved in favor of that player an instruction to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to

the first wager comprises accepting from at least one player an instruction to add at least a portion of winnings from the second wager to the first wager and automatically adding the at least a portion of winnings from the second wager to the first wager on the same outcome as was selected by the at least one player when the first wager was accepted.

Embodiment 11

[0118] The method of any one of Embodiments 4 through 10, wherein an odds payout on the second wager is 15 to 1 when the cards in the player hand are of equal rank and the cards in the banker hand are of equal rank and an odds payout on the second wager is 3 to 1 when the cards in only one of the player hand and the banker hand are of equal rank.

Embodiment 12

[0119] The method of any one of Embodiments 1 through 11, wherein the second wager is optional.

Embodiment 13

[0120] The method of any one of Embodiments 1 through 12, further comprising automatically adding all the winnings from the second wager to the first wager for each player from whom an instruction to add at least a portion of winnings from the second wager to the first wager is accepted.

Embodiment 14

[0121] The method of Embodiment 13, further comprising adding the second wager amount to the first wager amount.

Embodiment 15

[0122] The method of any one of Embodiments 1 through 14, wherein the second set of game rules permit a player to bet on a tie, and at least a portion of the winnings from the first wager cannot be combined with the second wager.

Embodiment 16

[0123] The method of any one of Embodiments 1 through 15, wherein the first set of game rules comprises a three-card poker game against a pay table and the second, different set of game rules comprises a three-card baccarat game.

Embodiment 17

[0124] A method of administering a wagering game may comprise accepting a first wager to participate in a game of baccarat. A second wager to participate in a side game using cards initially dealt to a player hand and a banker hand according to a set of game rules different from baccarat rules may be accepted. Two cards may be dealt to each of the player hand and the banker hand. The second wager may be resolved according to whether the two cards in the player hand are of equal rank, the two cards in the banker hand are of equal rank, or the two cards in the player hand are of equal rank and the two cards in the banker hand are of equal rank. An instruction may be accepted from each player in whose favor the second wager is resolved to award at least a portion of winnings from the first wager directly to the player or to add at least a portion of winnings from the second wager to the first wager. The first wager may be resolved according to baccarat rules.

Embodiment 18

[0125] The method of Embodiment 17, wherein the winnings from the second wager are greater when the cards in the player hand are of equal rank and the cards in the banker hand are of equal rank than the winnings from the second wager when the cards in only one of the player hand and the banker hand are of equal rank.

Embodiment 19

[0126] The method of Embodiment 17 or Embodiment 18, wherein accepting from each player for whom the second wager is resolved in favor of that player an instruction to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to the first wager comprises accepting from at least one player an instruction to add at least a portion of winnings from the second wager to the first wager on at least one outcome different from an outcome selected by the at least one player when the first wager was accepted.

Embodiment 20

[0127] The method of Embodiment 19, wherein accepting from the at least one player the instruction to add the at least a portion of winnings from the second wager to the first wager on the at least one outcome different from the outcome selected by the at least one player when the first wager was accepted comprises adding the at least a portion of winnings from the second wager to the first wager only on one of the player hand and the banker hand.

Embodiment 21

[0128] The method of Embodiment 19 or Embodiment 20, wherein accepting from each player for whom the second wager is resolved in favor of that player an instruction to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to the first wager comprises accepting from at least one player an instruction to add at least a portion of winnings from the second wager to the first wager and automatically adding the at least a portion of winnings from the second wager to the first wager on an outcome that is the same as an outcome selected by the at least one player when the first wager was accepted.

Embodiment 22

[0129] The method of any one of Embodiments 17 through 21, further comprising automatically adding all the winnings from the second wager to the first wager for each player from whom an instruction to add at least a portion of winnings from the second wager to the first wager is accepted.

Embodiment 23

[0130] A gaming table for administering wagering games may comprise a playing surface including at least one player interface, at least one dealer interface, and at least one processor. The at least one processor may be programmed to: accept a first wager to participate in a game of baccarat; accept a second wager to participate in a side game using cards initially dealt to a player hand and a banker hand according to a set of game rules different from baccarat game rules; resolve the second wager according to the set of game rules; accept from each player in whose favor the second

wager is resolved an instruction to award at least a portion of winnings from the second wager directly to the player or to add at least a portion of winnings from the second wager to the first wager; and resolve the first wager according to baccarat rules.

Embodiment 24

[0131] A system for administering wagering games over computer networks may comprise a game engine configured to be accessed by a client server over a network. The game engine may be programmed to: accept an instruction from a client server to place a first wager to participate in a game of baccarat; accept an instruction from the client server to place a second wager to participate in a side game using cards initially dealt to a player hand and a banker hand according to a set of game rules different from baccarat game rules; resolve the second wager according to the set of game rules; accept an instruction from each player for whom the first wager is resolved favorably an instruction to award at least a portion of at least one of the second wager and winnings from the second wager directly to the player or to add all or a portion of the amounts to the first wager; and resolve the first wager according to baccarat rules.

Embodiment 25

[0132] An electronic gaming machine for administering wagering games may comprise at least one player display and at least one player interface; wherein the player interface enables a player to input a wager instruction, and at least one processor. The at least one processor may be programmed to: accept a player first wager instruction to participate in a game of baccarat; accept a player second wager instruction to participate in a side game using cards initially dealt to a player hand and a banker hand according to a set of game rules different from baccarat game rules; resolve the second wager according to the set of game rules; accept from each player in whose favor the second wager is resolved an instruction to award at least a portion of winnings from the second wager directly to a player account or to add at least a portion of winnings from the second wager to the first wager; and resolve the first wager according to baccarat rules.

Embodiment 26

[0133] The gaming machine of Embodiment 25, wherein the at least one player display comprises a single player display configured for single player play.

Embodiment 27

[0134] The gaming machine of Embodiment 26, wherein the at least one player display comprises a common display, wherein the machine is configured for multiple players to play the same game.

[0135] While certain illustrative embodiments have been described in connection with the figures, those of ordinary skill in the art will recognize and appreciate that embodiments encompassed by the disclosure are not limited to those embodiments explicitly shown and described herein. Rather, many additions, deletions, and modifications to the embodiments described herein may be made without departing from the scope of embodiments encompassed by the disclosure, such as those hereinafter claimed, including legal equivalents. In addition, features from one disclosed embodiment may be combined with features of another disclosed embodi-

ment while still being encompassed within the scope of embodiments encompassed by the disclosure as contemplated by the inventor.

What is claimed is:

1. A method of administering a wagering game, comprising:

a dealer accepting a wager from a player to participate in a game of blackjack by receiving at least one first physical, monetarily valuable wagering element in a first designated area on a surface of a gaming table;

the dealer accepting an optional side wager from the player to participate in a side game by receiving at least a second physical, monetarily valuable wagering element in a second designated area on the surface of the gaming table, the second designated area being distinct from the first designated area;

the dealer dealing at least one standard physical playing card to each of the player and the dealer from a deck comprising at least one set of 52 randomized, standard physical playing cards;

the dealer resolving the side wager according to a set of rules different from blackjack rules;

the dealer accepting from the player an instruction from the player to award at least a portion of winnings from the side wager directly to the player, in response to which each physical, monetarily valuable wagering element associated with the at least a portion of winnings is transferred to the player, or an instruction to transfer at least a portion of winnings from the side wager to the wager associated with the game of blackjack, in response to which each physical, monetarily valuable wagering element associated with the at least a portion of winnings is transferred to the surface of the gaming table in an area associated with the game of blackjack, when the side wager is resolved in favor of the player;

the dealer dealing at least one additional standard physical playing card to each of the player and the dealer; and

the dealer resolving the ante wager according to blackjack rules.

2. The method of claim 1, wherein resolving the side wager according to the set of rules different from blackjack rules comprises considering only the at least one standard physical playing card initially dealt to each of the player and the dealer.

3. The method of claim 2, wherein considering only the at least one standard physical playing card initially dealt to each of the player and the dealer comprises comparing a rank of a player hand to a rank of a dealer hand.

4. The method of claim 3, wherein comparing a rank of a player hand to a rank of a dealer hand comprises comparing using poker rankings.

5. The method of claim 2, wherein resolving the ante wager comprises considering more cards than were considered when resolving the side wager.

6. The method of claim 1, further comprising revealing the at least one standard physical playing card dealt to each of the player and the dealer in resolving the side wager.

7. The method of claim 5, wherein revealing the at least one standard physical playing card deal to each of the player and the dealer comprises dealing the at least one standard physical playing card deal to each of the player and the dealer face up.

8. The method of claim 1, wherein the dealer accepting from the player the instruction to transfer the at least a portion of winnings from the side wager to the wager associated with the game of blackjack when the side wager is resolved in

favor of the player comprises adding the at least a portion of winnings to a total wagered amount for the ante wager on an outcome the same as an outcome on which the ante wager was wagered.

9. The method of claim 1, wherein the dealer accepting from the player the instruction to award the at least a portion of winnings from the side wager directly to the player or to add the at least a portion of winnings from the side wager to the ante wager when the side wager is resolved in favor of the player comprises awarding an even money payout on the side wager directly to the player or adding an even money payout on the side wager to the ante wager when the side wager is resolved in favor of the player.

10. The method of claim 1, further comprising returning an amount of the side wager to the player when the at least a portion of winnings from the side wager are added to the ante wager.

11. The method of claim 1, wherein the dealer accepting from the player an instruction from the player to award at least a portion of winnings from the side wager directly to the player or an instruction to transfer at least a portion of winnings from the side wager to a wager associated with the game of blackjack when the side wager is resolved in favor of the player comprises the dealer accepting from the player an instruction to award all of the winnings from the side wager directly to the play or an instruction to transfer all of the winnings from the side wager to the area associated with the game of blackjack.

12. A method of administering a wagering game, comprising:

accepting an ante wager from a player to participate in a game of blackjack by receiving at least one first physical, monetarily valuable wagering element in a first designated area on a surface of a gaming table;

accepting an optional side wager from the player to participate in a side game by receiving at least a second physical, monetarily valuable wagering element in a second designated area on the surface of the gaming table, the second designated area being distinct from the first designated area;

dealing randomized physical cards from a deck comprising at least one set of 52 standard playing cards to the player and to the dealer;

resolving the side wager according to a set of rules different from blackjack;

accepting from the player an instruction from the player to award at least a portion of winnings from the side wager directly to the player, in response to which each physical, monetarily valuable wagering element associated with the at least a portion of winnings is transferred to the player, or an instruction to transfer at least a portion of winnings from the side wager to a wager associated with the game of blackjack, in response to which each physical, monetarily valuable wagering element associated with the at least a portion of winnings is transferred to the surface of the gaming table in an area associated with the game of blackjack, when the side wager is resolved in favor of the player;

dealing additional randomized physical cards from the deck to the dealer and the player; and

resolving the ante wager according to blackjack rules.

13. The method of claim **12**, wherein resolving the side wager according to the set of rules different from blackjack comprises comparing a rank of a player hand to a rank of a dealer hand.

14. The method of claim **13**, wherein comparing a rank of a player hand to a rank of a dealer hand comprises comparing using poker rankings.

15. The method of claim **12**, wherein dealing the randomized physical cards from the deck to the player and to the dealer and dealing the additional randomized physical cards to the player and to the dealer comprises dealing no less than two cards to the player and no less than two cards to the dealer.

16. The method of claim **12**, further comprising revealing the randomized physical cards dealt to each of the player and the dealer in resolving the side wager.

17. The method of claim **16**, wherein revealing the randomized physical cards dealt to the player and to the dealer comprises dealing the randomized physical cards dealt to each of the player and the dealer face up.

18. The method of claim **12**, further comprising returning an amount of the side wager to the player when the at least a portion of winnings from the side wager are added to the ante wager.

19. The method of claim **12**, wherein the dealer accepting from the player an instruction from the player to award at least a portion of winnings from the side wager directly to the player or an instruction to transfer at least a portion of winnings from the side wager to a wager associated with the game of blackjack when the side wager is resolved in favor of the player comprises the dealer accepting from the player an instruction to award all of the winnings from the side wager directly to the player or an instruction to transfer all of the winnings from the side wager to the area associated with the game of blackjack.

20. The method of claim **12**, wherein the dealer accepting from the player the instruction to award the at least a portion of winnings from the side wager directly to the player or to add the at least a portion of winnings from the side wager to the ante wager when the side wager is resolved in favor of the player comprises awarding an even money payout on the side wager directly to the player or adding an even money payout on the side wager to the ante wager when the side wager is resolved in favor of the player.

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