

## SYSTEM AND METHOD FOR CONDUCTING A PAI GOW TYPE GAME

### FIELD OF THE INVENTION

**[0001]** The embodiments of the present invention relate to a variant of Pai Gow whereby a lowest ranking card in the hand is deemed wild thereby eliminating the need for a Joker as used in conventional Pai Gow.

### BACKGROUND

**[0002]** Pai Gow is one of the most popular casino games offered in casinos today. To that end, nuances to the underlying game have been developed over the years to attract more players. Moreover, side bets have been created which do not impact the underlying rules of Pai Gow but provide additional betting options for Pai Gow players. Despite the new developments to Pai Gow, there remains a desire for new and exciting modifications to Pai Gow to retain existing players and attract new players.

**[0003]** Advantageously, the rules of play associated with the improvements described herein should render the general Pai Gow rules unchanged as players are accustomed to traditional Pai Gow rules. Moreover, the improvements should be uncomplicated allowing for players and dealers to easily learn the same. The embodiments of the present invention are ideal for electronic gaming devices but may also be played in a live table game environment.

### SUMMARY

**[0004]** Accordingly, one method of conducting a game of Pai Gow according to the embodiments of the present invention comprises a Pai Gow game facilitated by an electronic gaming device which displays seven, seven-card Pai Gow hands from which the player may select one or more hands to play. In one embodiment, the first hand selected by the player may be set by the player while other selected hands are set by the electronic gaming device automatically according to a stored “house way.” Like conventional Pai Gow, players set a two-card low hand and a five-card high hand. Unlike conventional Pai Gow, the lowest ranking card(s) in each Pai Gow hand is deemed wild (i.e., 4 possible wild cards in

a Pai Gow hand) thereby eliminating the need for Jokers. By using the lowest ranking cards in the Pai Gow hand as wild cards, the Pai Gow game involves more strategy and improves hand strengths which increases excitement.

**[0005]** The embodiments of the present invention are well-suited for online systems as well. That is, players in remote locations may access and play at a virtual Pai Gow table against a virtual/simulated dealer according to the same rules as the live embodiment. Online versions may be accessed using a computer terminal (e.g., desktop or PC) or hand-held device (e.g., smart phone). Live tables may also be used to facilitate live play of the Pai Gow variants described herein.

**[0006]** Other variations, embodiments and features of the present invention will become evident from the following detailed description, drawings and claims.

#### BRIEF DESCRIPTION OF THE DRAWINGS

**[0007]** Fig. 1 illustrates exemplary conventional Pai Gow layout which may be used to conduct the Pai Gow variant according to the embodiments of the present invention;

**[0008]** Fig. 2 illustrates a block diagram of a standalone electronic gaming device for conducting a Pai Gow game according to the embodiments of the present invention;

**[0009]** Fig. 3 illustrates a block diagram of a wireless system accessible by a mobile device for conducting a Pai Gow game according to the embodiments of the present invention;

**[0010]** Fig. 4 illustrates a flow chart detailing one method of playing/conducting a Pai Gow game according to the embodiments of the present invention; and

**[0011]** Fig. 5 illustrates an exemplary player Pai Gow hand vs. an exemplary dealer Pai Gow hand according to the embodiments of the present invention.

#### DETAILED DESCRIPTION

**[0012]** For the purposes of promoting an understanding of the principles in accordance with the embodiments of the present invention, reference will now be made to the embodiments illustrated in the drawings and specific language will be used to describe the same. It will nevertheless be understood that no limitation of the scope of the invention is thereby intended. Any alterations and further modifications

of the inventive feature illustrated herein, and any additional applications of the principles of the invention as illustrated herein, which would normally occur to one skilled in the relevant art and having possession of this disclosure, are to be considered within the scope of the invention claimed.

**[0013]** Conventional Pai Gow comprises a dealer and at least one player. After players bets are placed, the dealer deals, from a standard fifty-two card deck of cards plus a single joker, seven, seven-card hands face down. Depending on the version, electronic means or dice determine to which player position the first hand is dealt with the remaining hands, including the dealer's hand, dealt in a clockwise fashion to the other player's/dealer's positions thereafter. Players each set their seven-card hands into a two-card low hand and a five-card high hand while the dealer does the same according to a house rules (i.e., the house way). Once each player's hand and the dealer's hand have been set, a comparison is made between each player's two-card low hand and five-card high hand with the dealer's two-card low hand and five-card high hand, respectively. If the player's two-card low hand and five-card high hand outrank the dealer's two-card low hand and five-card high hand, respectively, the player wins even money on the bet minus a 5% commission. If the player's two-card low hand and five-card high hand are both outranked by the dealer's two-card low hand and five-card high hand, respectively, the player loses the bet. If only one of the player's two-card low hand or five-card high hand outrank the dealer's two-card low hand and five-card high hand, respectively, the player pushes the hand and keeps the wager. If either hand is tied, the dealer wins that particular hand. So if the dealer wins one hand while the other is tied, or if both hands are tied, the dealer wins. If one hand is tied and the player wins the other it is a push. The single joker in the deck acts as quasi-wild cards which may be used as an Ace, or to complete a flush, straight or straight flush.

**[0014]** The embodiments of the present invention alter the conventional game of Pai Gow with wild cards comprising the lowest ranking card in a Pai Gow hand. The lowest ranking card(s) may be used in either the low hand or high hand. The use of wild cards in each Pai Gow hand creates more game strategy and generates stronger hands and more excitement.

**[0015]** Fig. 1 shows a conventional Pai Gow layout 100 which can be used to facilitate the embodiments of the present invention. The Pai Gow layout 100 generally includes a five-card, high hand card placement area 110, two-card, low hand card placement area 120 and a bet placement area 130. The

layout 100, as shown, accommodates six players but the layout 100 may also accommodate seven players as well.

**[0016]** In a first embodiment, the present invention, is facilitated by an electronic gaming device whereby a single player plays one or more hands against the device's processor as described herein. A block diagram of the electronic gaming device 200 is shown in Fig. 2. The exemplary electronic gaming device 200 may include a central processing unit (CPU) also deemed a processor 205 which controls the electronic gaming device 200 based on instructions stored in program read-only memory (ROM) 210 and pay table ROM 215. Program ROM 210 stores executable instructions related to the operation of the gaming device and which are generally permanent. CPU 205 may be connected to a video controller 220 which provides output to one or more video displays 225. Similarly, an audio controller 230 provides audio output as dictated by the CPU 205 through speakers 235. The aforementioned components, and others, may be attached to a circuit board forming a motherboard. In another embodiment, the electronic gaming device may be linked to a central game server which allows players to select from a number of games via the electronic gaming device 200. In such an embodiment, one or more processors integrated into the central server control the gaming device 200 based on instructions stored in program read-only memory.

**[0017]** A user interface 240 may respond to buttons on button panel or display incorporating touch screen technology or any other devices providing means for users to communicate with, and instruct, the electronic gaming device 200. Wager memory 245 stores an amount of money/credits deposited into the electronic gaming device 200 by a player and specific wager information related to each play of the electronic gaming device 200. Payout system 250 includes a coupon printer or similar device for receiving money/coupon from the electronic gaming device 200.

**[0018]** Those skilled in the art will recognize that the configuration and features of the electronic gaming device 200 disclosed herein are exemplary and may be altered in any number of ways without impacting the embodiments of the present invention.

**[0019]** Fig. 3 shows a block diagram of a wireless system 300 which may be used to facilitate remote play of the Pai Gow game according to the embodiments of the present invention. The wireless system 300 comprises a game server 305, including one or more processors 310 running game software, and

remote devices (e.g., smart phones) configured to access said game server 305 facilitating game play on the remote devices 315.

**[0020]** Fig. 4 shows a flow chart 400 detailing one methodology of conducting a game on an electronic gaming device according to the embodiments of the present invention. At 405, the player inserts cash, coupon or other compensation into an electronic gaming device which is noted as a credit on the electronic gaming device. At 410, the player elects a wager amount for each hand from the credit total on the electronic gaming device. At 415, seven, face-down player Pai Gow hands are displayed on a display of the electronic gaming device. The Pai Gow hands are formed from a standard deck of 52 playing cards without any Jokers. At 420, the player selects one to six of the Pai Gow hands to play and may also select a dealer Pai Gow hand as well. The dealer's hand may also be selected randomly by the processor and random number generator. The hand selection by the player may be accomplished via a button panel, touch screen or other game interface. At 425, Pai Gow hands not selected by the player are removed from the display. At 430, the player-selected hands are revealed. At 435, the processor determines wild cards for each player-selected and dealer Pai Gow hand by determining the lowest ranking card used in the low hand and/or high hand and declaring the rank of the lowest ranking card as wild. If multiple of the lowest ranking cards form part of the Pai Gow hand, each is declared wild. At 440, the player sets one or more of the selected hands. In one embodiment, to maintain the speed of the game, the player sets one hand and the processor of the electronic gaming device sets the other hands according to the house way. The hand set by the player in such an embodiment may be randomly selected by the processor or selected by the player. At 445, the processor sets other player-selected hands. At 450, the processor reveals and sets the dealer hand. At 455, the processor causes a comparison of each player Pai Gow hand with the dealer Pai Gow hand by comparing the strength of the two-card, low player hand with the two-card, low dealer hand and five-card, high player hand with the five-card, high dealer hand for each player-selected hand. At 460, depending on the comparison, the player wager is collected or the player is paid an award or the wager is declared a push. While the flow chart 400 details an electronic embodiment (i.e., electronic gaming devices or online), it is understood that the embodiments of the present invention are also suitable for live gaming at a live table.

**[0021]** Fig. 5 shows a screen shot 500 depicting a player Pai Gow hand 505 and dealer Pai Gow hand 510. The player hand 505 is set with a two-card, low hand 506 comprising a K♠ and 3♥ and a five-card, high hand 507 comprising a 3♦, 5♣, 7♦, 7♠, and A♣. In this instance, the 3s are lowest ranking cards.

Consequently, the player has a pair of Kings ( $K\spadesuit, 3\heartsuit$ ) in the low hand and three 7s ( $3\spadesuit, 7\spadesuit, 7\heartsuit$ ) in the high hand. The dealer hand 510 is set with a two-card, low hand 511 comprising a  $J\spadesuit$  and  $J\heartsuit$  and a five-card, high hand 512 comprising a  $4\clubsuit, A\spadesuit, 10\spadesuit, K\heartsuit$  and  $7\clubsuit$ . In this instance, the 4 is the lowest ranking card. Consequently, the dealer has a pair of Jacks ( $J\spadesuit, J\heartsuit$ ) in the low hand and a pair of Aces ( $4\clubsuit, A\spadesuit$ ) in the high hand. Since the player's low hand and high hand outrank the dealer's low hand and high hand, respectively, the player wins the wager.

**[0022]** Using a low card as a wild card, a single Pai Gow hand may have 1-4 wild cards. In another embodiment, a low card in the low hand and high hand is deemed wild. In such an embodiment, the manner in which the low hand and high hand are set influences which cards are wild.

WE CLAIM:

1. An electronically implemented method of conducting a Pai Gow game comprising:
  - displaying on an electronic gaming device multiple face-down Pai Gow hands;
  - identifying one or more of said multiple face-down player Pai Gow hands responsive to selection inputs by a player via an electronic gaming user interface;
  - revealing on said display said multiple face-down player Pai Gow hands;
  - setting a first of said selected multiple face-down player Pai Gow hands responsive to inputs by a player via an electronic gaming user interface;
  - setting any selected player Pai Gow hands after said first of said selected multiple face-down player Pai Gow hands pursuant to a house way stored in a processor associated with said electronic gaming device;
  - setting a dealer Pai Gow hand pursuant to a house way stored in a processor associated with said electronic gaming device;
  - comparing said player-selected Pai Gow player hands to said dealer Pai Gow hand whereby a lowest ranking card in each player-selected Pai Gow hand and the dealer Pai Gow hand is deemed wild;
  - and
  - resolving wagers based on said comparison of said player-selected Pai Gow player hands to said dealer Pai Gow hand.

## ABSTRACT

A game of Pai Gow comprises a Pai Gow game facilitated by an electronic gaming device which displays seven, seven-card Pai Gow hands from which the player may select one or more hands to play. Depending on the version, the first hand selected by the player may be set by the player while other selected hands are set by the electronic gaming device automatically according to a stored “house way.” Like conventional Pai Gow, players set a two-card low hand and a five-card high hand. Unlike conventional Pai Gow, the lowest ranking card(s) in each Pai Gow hand is deemed wild thereby eliminating the need for Jokers (i.e., 4 possible wild cards in a Pai Gow hand). By using the lowest ranking cards in the Pai Gow hand as wild cards, the Pai Gow game involves more strategy and improves hand strengths which increases excitement.