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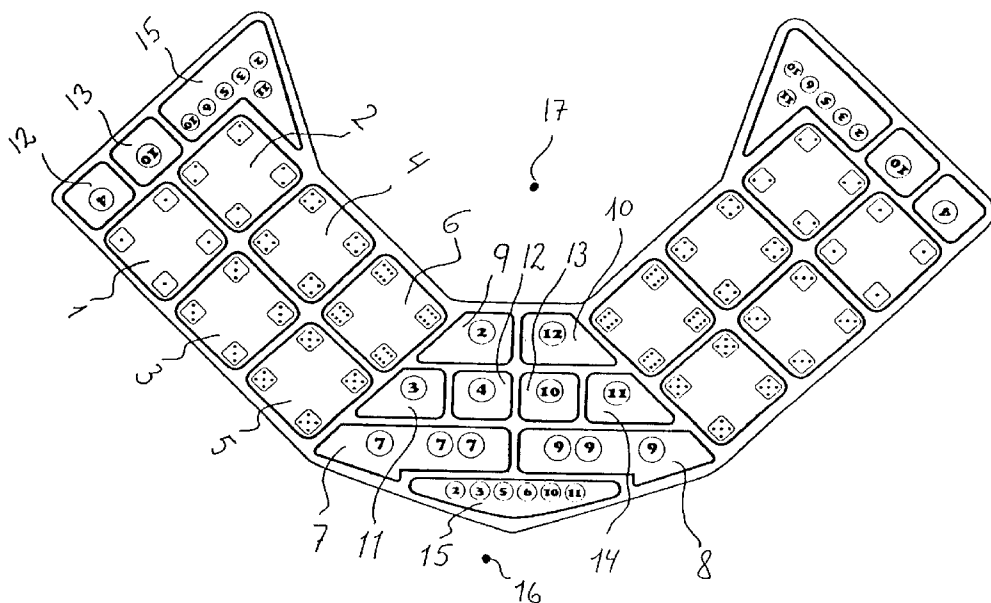
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(54) Title: A GAME WHICH IS DECIDED BY TWO RANDOM OUTCOMES



(57) Abstract: The invention relates to a game which comprises means for the generation of two random outcomes, wherein each outcome comprises 6 different possibilities, and wherein the game is decided by the two random outcomes, as well as means for the indication of predictions and the placing of bets. In the preferred version the game is played as a game of dice with two dice in that one or more players make their bets by distributing these on one or more fields on the playing table which represent the outcome of the game. The fields indicate which outcome they represent as well as odds for these. A player throws the dice, and the game is decided after each throw.



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A game which is decided by two random outcomes

The invention relates to a game and a method of playing a game, wherein the game is decided by two random outcomes, wherein each outcome comprises six different possibilities, and wherein there is an indication of a plurality of predictions and bets are optionally placed.

Already known are games of dice with one, two or more dice and an associated playing table. The nature and characteristic of the games highly depends on the number of dice, as the complexity of the games and the chances of win are determined by these.

A well-known game of dice with two dice and a playing table is CASINO CRAPS which involves a player "Shooter" who throws the dice and he himself as well as a number of other players place a bet on the outcome. The dice are the ordinary type with six sides provided with 1, 2, 3, 4, 5, and 6 dots, respectively. An outcome is the combination of the displays of the dice when these have been thrown. The players place their bets on one or more of the various fields "Pass Line", "Don't Pass line", "Place Bets", "Field Bets", "Big Six and Eight", "One Roll Bets" and "Hardway Bets" of the playing table.

When a bet is placed on the field "Pass Line" and the first throw of the dice "Come Out Roll" has an outcome where the sum of the dots is 7 or 11, the bet wins automatically. If the outcome gives the sum 2, 3 or 12, the bet loses, also called "Crap Out". Any other sum than 7 and 11 is "The Point". The "Shooter" continues throwing the dice until the outcome is the sum 7. The players win if a roll repeats "The Point" before the outcome is the

sum 7. If and when the outcome is 7, the bet loses, and the "Shooter" gives the dice to another player, who then becomes the new "Shooter".

5 The field "Don't Pass Line" is the opposite of "Pass Line". That is, the bet wins automatically if "Come Out Roll" gives the sum 3 or 12, and loses automatically if the sum is 7 or 11. If the sum is 2 on "Don't Pass Line", then the bet neither wins nor loses. Any other sum be-
10 comes "The Point". To win, the sum must be 7 before "The Point" is repeated. If "The Point" is rolled before the sum 7, the bet loses.

"Place Bets" are fields where a player may place a bet at
15 any time during the game. The fields are provided with the numbers 4, 5, 6, 8, 9 and 10. The bet wins when the outcome of a throw gives a sum that corresponds to the number of the field where the bet is placed, and when this happens before the outcome is the sum 7. On "Place
20 Bets", the players may at any time raise and lower their bets, take back the bets or call off. "Place Bets" are always off on the "Come Out Roll".

The field "Field Bets" is a one-roll bet, and it may be
25 made on any roll. If the outcome gives the sum 2, 3, 4, 9, 10, 11 and 12, the bet wins, while the bet loses on all others.

"Big Six and Eight" bets may be placed on any throw. The
30 bet wins when the 6 or 8 is thrown before a 7.

"One Roll Bets" are a plurality of fields in the centre of the playing table, where bets may be placed on any throw. The fields are called 7, 11, 2 Craps (the sum 2),

3 Craps (the sum 3), 12 Craps (the sum 12) and Any Craps (outcome with the sum 2, 3 or 12).

On "Hardway Bets", bets are placed on outcomes with the same number of dots on each of the two dice, also called pair. 2 and 2 is a "hard 4", 3 and 3 is a "hard 6", 4 and 4 is a "hard 8", and 5 and 5 is a "hard 10". Other combinations, such as 3 and 5, are called a "soft 8". The bet wins when the outcome of the throw corresponds to the field on which the bet is placed, and the player continues until the outcome is the sum 7 or a soft combination of the field on which the bet is placed.

Odds in CASINO CRAPS are:

"Pass Line Bet"		1:1
"Pass Line Odds"	"The Point" is 4 or 10	2:1
	"The Point" is 5 or 9	3:2
	"The Point" is 6 or 8	6:5
"Don't Pass Line Bet"		1:1
Don't Pass Line Odds	"The Point" is 4 or 10	1:2
	"The Point" is 5 or 9	2:3
	"The Point" is 6 or 8	5:6
"Place Bets"	"The Point" is 4 or 10	9:5
	"The Point" is 5 or 9	7:5
	"The Point" is 6 or 8	6:6
"Field Bets"	2, 3, 4, 9, 10, 11 or 12	1:1
"Big Six or Eight		1:1
"One Roll Bets"	7	5:1
	Any Craps	8:1
	2 Craps	30:1
	12 Craps	30:1
	3 Craps	15:1

	11	15:1
"Hardway Bets"	Hard 6 or 8	10:1
	Hard 4 or 10	8:1

As will appear from the above description of CASINO CRAPS, the game is extremely complicated and includes a multitude of different combinations and corresponding odds. New players will therefore hesitate to try the game. It is difficult to find out on which fields to place the bets, and what the probability is of winning. It is moreover very difficult to remember what the odds are, and which odds belong to which fields. Losing the bet without having understood the rules that caused the loss may have as a result that the player will never want to try again. Seen from a psychological and an educational point of view the game therefore has serious defects and weaknesses. Even though the complexity makes it obscure to the players how great the odds are in the favour of the house, then the players can nevertheless readily see from "One Roll Bets", e.g. 2 Craps, that is the outcome 1 and 1, that the odds are 30:1. But the probability of this outcome is 1:36. Thus the favour of the house is as high as 20%. This will be clear to any player.

Another version of the above-mentioned game is called EUROPEAN SEVEN ELEVEN. To make the rules more easy to understand, the dots (outcome) of the dice and the odds are partially shown and written in the fields on the playing table. Like CASINO CRAPS, called CC hereinafter, the game is played with two ordinary dice. The playing table is divided into red, white and yellow fields. Red fields are decided after each throw, white fields are not necessarily decided after each throw, but are independent of the

series of throws, while the yellow fields follow the series of throws, i.e. until the outcome, corresponding to CC after "The Point", is the sum 7, and the series of throws is interrupted. The red fields correspond to "One Roll Bets" and "Field Bets" in CC. The white fields correspond to "Place Bets", "Big Six or Eight" and "Hardway Bets" in CC. The yellow fields correspond to "Pass Line Bets" and "Don't Pass Line Bets".

10 Odds in EUROPEAN SEVEN ELEVEN are:

"Pass Line Bet"		1:1
"Don't Pass Line Bet"		1:1
"Place Bets"	4 or 10	9:5
	5 or 9	7:5
	6 or 8	1:1
"Field Bets"	3, 4, 9, 10 or 11	1:1
	2 or 12	2:1
"One Roll Bets"	"Seven" (7)	4:1
	"Any Craps"	7:1
	"2 Craps"	30:1
	"12 Craps"	30:1
	"3 Craps"	15:1
	"Eleven" (11)	15:1
"Hardway Bets"	Hard 6 or 8	9:1
	Hard 4 or 10	7:1

The complexity is still very great, since series of throws with a multitude of different outcomes and odds are still involved. The odds are even more in the favour

of the house than in CC. Even though the game is simpler than CC on the face of it, then EUROEPAN SEVEN ELEVEN suffers from the same defects and weaknesses.

5 For a game to be or become popular, e.g. at playing locations where money is staked, e.g. the house against a number of players, several things are required, inter alia: a) that the complexity of the game is not too great so that it is too difficult to get familiar with it and
10 the players quickly lose interest, b) that the game has outcomes with sufficiently high odds (number of times the bet is paid out as winnings) for there to be winnings at an attractive level, i.e. that the bet is paid back many times, and c) that the favour of the house in odds is
15 sufficiently low so that the players will find that their chances of winning are good.

The object of the present invention is to provide a new and exiting game which is capable of attracting the play-
20 ers and keeping their interest owing to a low level of complexity even though there are still many possible outcomes, and where the odds are carefully designed to favour both the players and the house, and where, in specific cases, the odds can be considerably higher than in
25 other related games.

The invention differs from other games in that the game is decided by precisely two random outcomes, and that the indication of predictions comprises predictions concern-
30 ing the outcome of either the one or the other of the two random outcomes, and that the indication comprises predictions concerning the outcome of both the one and the other of the two random outcomes. In addition, the game differs from other games by having means which comprise

indication of predictions concerning the outcome of either the one or the other of the two random outcomes and means for indication of predictions concerning both the one and the other of the two random outcomes.

5

That the game is decided by precisely two random outcomes, such as e.g. the display of two dice, ensures a quick rhythm of the game, as the game is decided at once. For example, the player does not have to wait for an unknown number of outcomes in a series. Furthermore the game is simplified considerably, since all outcomes and combinations of predictions of outcomes are related only to the indications of predictions and vice versa. The players do not have to learn a number of additional rules and exceptions. As the indication comprises both predictions concerning the outcome of the one or the other as well the one and the other of the two random outcomes, it is ensured that the game has a mix of both simple possibilities of winning and others more sophisticated. This can make the game attractive to both beginners and more experienced players.

That the indication comprises predictions which give at least one bonus throw, produces a particular element of excitement in the game, making it more attractive to the players. Inclusion of one or more bonus throws moreover ensures that very high odds may be included in the game, which likewise increases the attractiveness of the game.

30 A bonus throw is likewise decided by precisely two random outcomes, such as e.g. the display of two dice. This ensures that the decision of a bonus throw happens quickly, and that a bonus throw may take place concurrently with the game, as bets may still be placed on all predictions

which have not produced a bonus throw. This also ensures that the players who have not placed a bet on the given prediction that produced the bonus throw, are not kept waiting unduly, as the game can continue on the other
5 predictions in the same round and on the same outcome as a bonus throw.

The following is a more detailed description of a preferred version of the new game to which the invention is
10 related, and which may be played with two ordinary six-sided dice provided with 1, 2, 3, 4, 5, and 6 dots, respectively, or the numbers 1 - 6 or other form of marking, e.g. 6 different pictures. Alternatively, mechanical or electronic equipment might also be used for generating
15 two random outcomes, each having six different outcomes with the same probability, e.g. the numbers 1 to 6. In connection with a special point of the game two or more dice of the same type are used, but with a clear visual distinction, e.g. another colour, material, size or the
20 like. For use at a casino, a suitable playing table is moreover used, which may include an image, e.g. in the form of fields, colours, depressions, elevations, change of material, light, video or other electronic media, etc., for the placing of bets and for providing informa-
25 tion and guidance. In addition, the playing table may be supplemented with other equipment for lighting, decoration, passing on of information, advertisements and the like. The use of the game is not restricted to this
30 example, but may also be realized in the form of computer games, video games, an electronic playing machine, a playing board for domestic use and the like. The game may be played by one or more persons who may be supplemented with one or more croupiers and inspectors according to the situation. The players play against the house, which

is to be understood in general in this context. That is that the house may be a player or participant, a casino, a computer, a playing machine, etc. In the preferred version, the game is played in that one or more players
5 place their bets by distributing them on one or more fields on the playing table which represent the outcome of the game. It is indicated on the fields which outcome they represent and the odds for them. The odds represent the number of times which the bet on the field may be
10 paid out as winnings. Then, a player throws the dice, and the bets placed on fields corresponding to the outcome of the throw have won. The winnings are paid out by the house, and bets made on other fields are lost and won by the house.

15

In special cases in the game, a bonus throw may be won, where, however, two additional dice are thrown for each bonus throw before the outcome of the game is finally decided. When the outcome of the game has been decided, and
20 losses and winnings have been settled, new bets are placed. Then playing is resumed in that a player throws the two dice, and thus the game can continue. The participants may enter and leave the game between each round, i.e. between each game. In case of bonus throws,
25 the game continues simultaneously and separately on the predictions which have not produced a bonus throw. Another possibility is to suspend the game on the other predictions while a bonus throw is decided.

30 Figure 1 shows a preferred embodiment of the indication of predictions of the two random outcomes.

Figure 2 shows another preferred embodiment of the indication of predictions of the two random outcomes.

Figure 3 shows a particularly preferred embodiment of the indication of predictions of the two random outcomes.

5 Description of the drawings

Figure 1 shows a symmetrical structure of the indication of predictions where the fields (the predictions) are arranged in a V-shape, where the players throwing the dice may be positioned centrally on the external side 16 and the croupier centrally on the internal side 17. Other players will be positioned around the rest of the playing table. The fields of the game comprise several zones, including six single fields 1-6 provided with a marking corresponding to the signatures of the outcome of the dice. In addition a plurality of combination fields 7-15. The single fields 1-6 are won if just one of the dice has a reading corresponding to the marking of the field. On the combination fields 7-15, it is the combination of the display of the two dice that is decisive.

Fields 1-6: The player wins on bets made on fields that correspond to the outcome of the throw. If e.g. the dice have different displays, such as 1 and 5, then the fields 1 and 5 win. If both dice have the same display, such as 6 and 6, only the field 6 wins. Bets made on fields that do not correspond to the outcome of the throw, lose.

Fields 7 and 8: In the embodiment shown, these are special fields with bonus throws and the only ones where the game is not always decided by just one throw of the dice. Field 7 wins if the sum of the displays of the two dice gives 7, e.g. 3 and 4. If the sum is not 7, the bet loses. If the sum is 7, another throw (a bonus throw) is

made with another set of 2 dice which are different optionally visually. If the sum of the displays of the dice is 7 again, the player wins. If the sum is not 7 in the second round, the player does not lose, but will only be
5 paid winnings for the first throw that gave 7.

Field 8 also wins if the sum of the displays of the two dice gives 9, e.g. 5 and 4. If the sum is not 9, the bet loses. If the sum is 9, another throw (a bonus throw) is
10 made with a second set of 2 dice which are different optionally visually. If the sum of the displays of the dice is 9 again, the player wins again. If the sum is not 9 in the second round, the player does not lose, but will only be paid winnings for the first throw that gave 9.

15

The number of possible bonus throws may be increased if even higher odds are desired.

Fields 9-14: The bet wins if the sum of the displays of
20 the dice corresponds to the number which is written in the field. If not, the bet loses.

Field 15: The bet wins if the sum of the displays of the
25 dice corresponds to one of the numbers that are written in the field. If not, the bet loses.

Fig. 2 indicates a lay-out of the indication of predictions with the same field types. They are just larger in number and different in size. The object is to give a
30 larger number of players the opportunity of playing at the same time at the same table. The way of playing and the fields are the same as for Fig. 1. The numbering is the same as for Fig. 1, so reference is made to the description of that figure.

Fig. 3 indicates a lay-out of the indication of predictions which are both of the type shown in Fig. 1 and Fig. 2, but may also contain other fields.

5

The player throwing the dice may be positioned centrally on the external side 16, and the croupier centrally on the internal side 17. Other players will be positioned around the rest of the playing table.

10

Fields 1-6, 9, 10, 12, 13 and 15 are like in Figs. 1 and 2.

Field 18: In the embodiment shown, these are special fields with bonus throws and the only ones where the game is not always decided by just a single throw of the dice. Field 7 wins if the sum of the displays of the two dice gives 7, e.g. 3 and 4. If the sum is not 7, the bet loses. If the sum is 7, another throw (first bonus throw) is made with another set of 2 dice which are different optionally visually. If the sum of the displays of the dice is 7 again, the bet wins. If the sum is not 7 in the second round, the player does not lose, but is only paid winnings for the first throw that gave 7. If the sum of the first bonus throw is 7, a further throw (second bonus throw) is made with a further set of 2 dice which are different optionally visually. If the sum of the displays of the dice is 7 again, the player wins. If the sum is not 7 in the third round, the player does not lose, but is only paid winnings for the first bonus throw that gave 7.

Field 19: The player likewise wins on field 19, if the sum of the displays of the two dice gives 9, e.g. 5 and

4. If the sum is not 9, the bet loses. If the sum is 9, another throw (first bonus throw) is made with another set of 2 dice which are different optionally visually. If the sum of the displays of the dice is 9 again, the
5 player wins again. If the sum is not 9 in the second round, the player does not lose, but is only paid winnings for the first throw that gave 9. If the sum in the first bonus throw is 9, a further throw (second bonus
10 throw) is made with a further set of 2 dice which are different optionally visually. If the sum of the display of the dice is 9 again, the player wins. If the sum is not 9 in the third round, the player does not lose, but is only paid winnings for the first bonus throw that gave 9.

15

In case of bonus throws on fields 18 and 19, the game continues simultaneously on all other fields.

Fields 20-24: The bet wins if the sum of the displays of
20 the dice corresponds to the number or numbers that are written in the field. If not, the bet loses.

The indication of predictions may of course be performed with many variants of the number and the position of the
25 fields, and may also be performed with fewer fields or more fields according to the remaining possible outcomes of the two dice. Including e.g. precisely 2 and 2, precisely 3 and 3, precisely 2 and 6, etc. and with associated odds. The odds are calculated on the basis of the
30 probability of the outcome combination and are suitably changed in the favour of the house.

The preferred odds are as stated below. These have been carefully calculated to give a favour for the house, de-

pending on the distribution of games, of 1.65% to 8.33%. Depending on the situation and laws and regulations, if any, the odds may be changed in a simple manner of course.

5

Preferred odds for predictions, cf. Fig. 1 and Fig. 2:

Field	Outcome	Odds
1 - 6	One die corresponds to the field	2:1
	Both dice correspond to the field	4:1
7	The sum is 7 in the first throw	3:1
	Bonus throw: The sum is 7 both in the first and the second throws	7:1
8	The sum is 9 in the first throw	6:1
	Bonus throw: The sum is 9 both in the first and the second throws	13:1
9	The sum is 2	34:1
10	The sum is 12	34:1
11	The sum is 3	16:1
12	The sum is 4	10:1
13	The sum is 10	10:1
14	The sum is 11	16:1
15	The sum is 2, 3, 5, 6, 10 or 11	1:1

10 Preferred odds for predictions cf. Fig. 3:

1 - 6	One die corresponds to the field	2:1
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	Both dice correspond to the field	4:1
9	The sum is 2	34:1
10	The sum is 12	34:1
11	The sum is 3	16:1
12	The sum is 4	10:1
13	The sum is 10	10:1
14	The sum is 11	16:1
15	The sum is 2, 3, 5, 6, 10 or 11	1:1
18	The sum is 7 in the first throw	3:1
	First bonus throw: The sum is 7 both in the first throw and in the first bonus throw	7:1
	Second bonus throw: The sum is 7 both in the first throw, the first bonus throw and the second bonus throw	50:1
19	The sum is 9 in the first throw	6:1
	First bonus throw: The sum is 9 both in the first throw and in the first bonus throw	13:1
	Second bonus throw: The sum is 9 both in the first throw, the first bonus throw and the second bonus throw	100:1
20	The sum is 5, 6, 10 or 11	3:2
21	The sum is 4, 5 or 10	5:2
22	The sum is 6	6:1
23	The sum is 8	6:1
24	The sum is 4 or 5	4:1

Patent Claims

1. A game comprising means for generating two random outcomes, wherein each outcome comprises 6 different possibilities, and wherein the game is decided by the two random outcomes, as well as means for the indication of predictions and the placing of bets, **characterized in** that the game is decided by precisely two random outcomes, said means for indication comprising means for the indication of predictions concerning the outcome of either the one or the other of the two random outcomes and means for the indication of predictions concerning both the one and the other of the two random outcomes.
2. A game according to claim 1, **characterized in** that the indication comprises special means for predictions which produce at least one bonus throw.
3. A game according to claim 2, **characterized in** that a bonus throw is decided by means for generating two random outcomes.
4. A game according to one of claims 1 - 3, **characterized in** that the means for generating the two random outcomes are two dice.
5. A game according to one of claims 1 - 3, **characterized in** that the means for generating the two random outcomes are a mechanical or an electric apparatus.
6. A game according to one of claims 1 - 3, **characterized in** that the means for generating the two random outcomes are a computer.

7. A game according to one of the claims 1 - 6, **characterized in** that the means for the indication of predictions are a playing table.
- 5 8. A game according to one of the claims 1 - 6, **characterized in** that the means for the indication of predictions are a playing board.
- 10 9. A game according to one of claims 1 - 6, **characterized in** that the means for the indication of predictions are a computer.
- 15 10. A game according to claim 8, **characterized in** that the playing board is a textile cloth with printed predictions.
- 20 11. A game according to claim 3, **characterized by** using at least one set of two additional dice of the same type as are otherwise used, but with a clear visual distinction, e.g. another colour, material, size or the like.
- 25 12. A game according to claim 7, **characterized in** that the playing table is provided with pictures, e.g. in the form of fields, colours, depressions, elevations, change of material, light, video or other electronic media, etc. for the placing of bets and for the provision of information and guidance.
- 30 13. A game according to claim 7, **characterized in** that the playing table is supplemented with other equipment, visual or audio-visual, for lighting, decoration, passing on of information, advertisements and the like.

14. A game according to one of claims 1 - 13, **characterized in** that the game is played as a computer game, video game, electronic playing machine, a playing board for domestic use and the like.

5

15. A method of playing a game, wherein the game is decided by two random outcomes, wherein each outcome comprises 6 different possibilities, and wherein there is an indication of a plurality of predictions, and wherein
10 bets are optionally placed, **characterized in** that the game is decided by precisely two random outcomes, wherein the indication comprises predictions concerning the outcome of either the one or the other of the two random outcomes, and wherein the indication comprises predic-
15 tions concerning the outcome of both the one and the other of the two random outcomes.

16. A method according to claim 15, **characterized in** that the indication comprises predictions which produce
20 at least one bonus throw.

17. A method according to claim 16, **characterized in** that a bonus throw is decided by two random outcomes.

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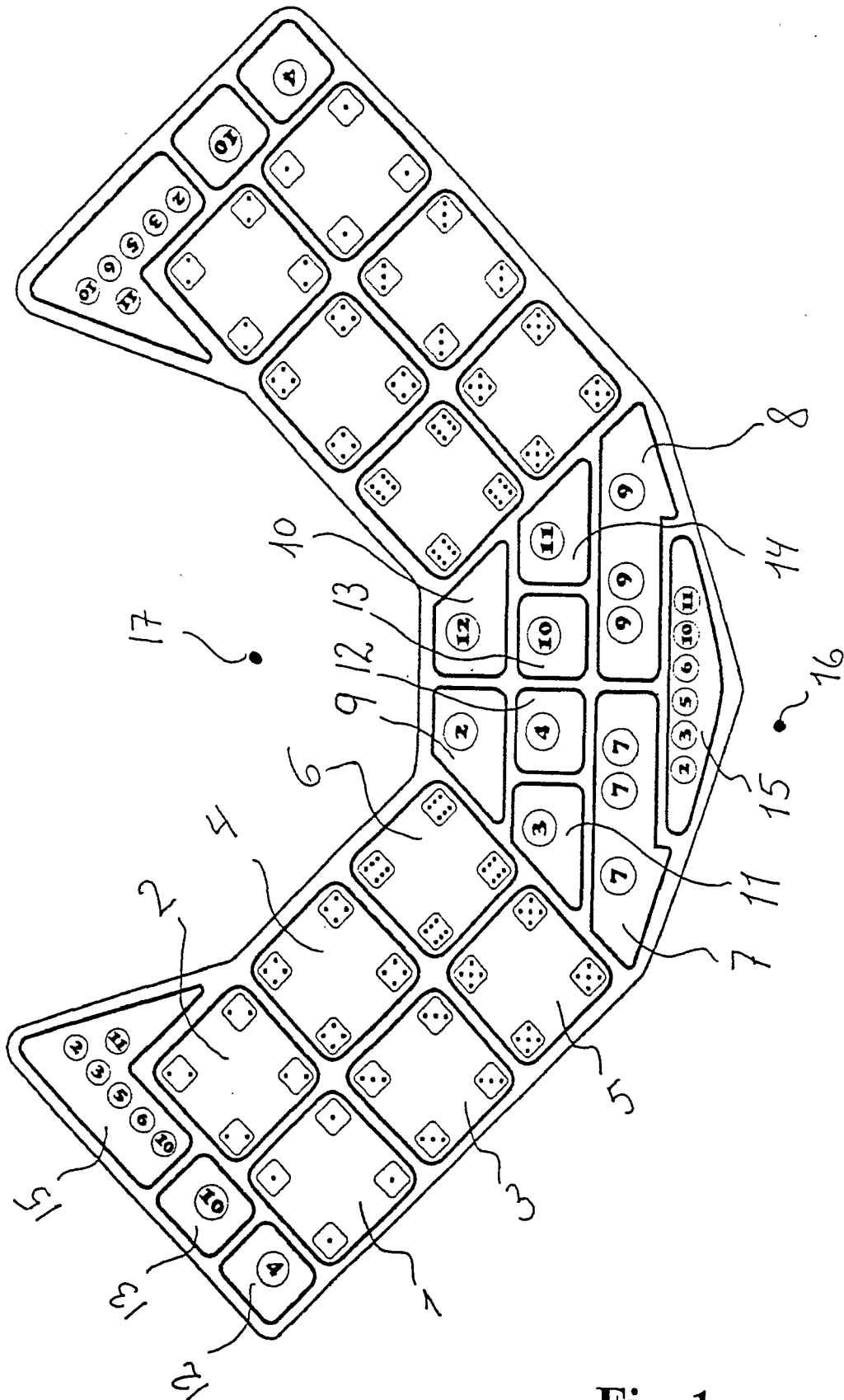


Fig. 1

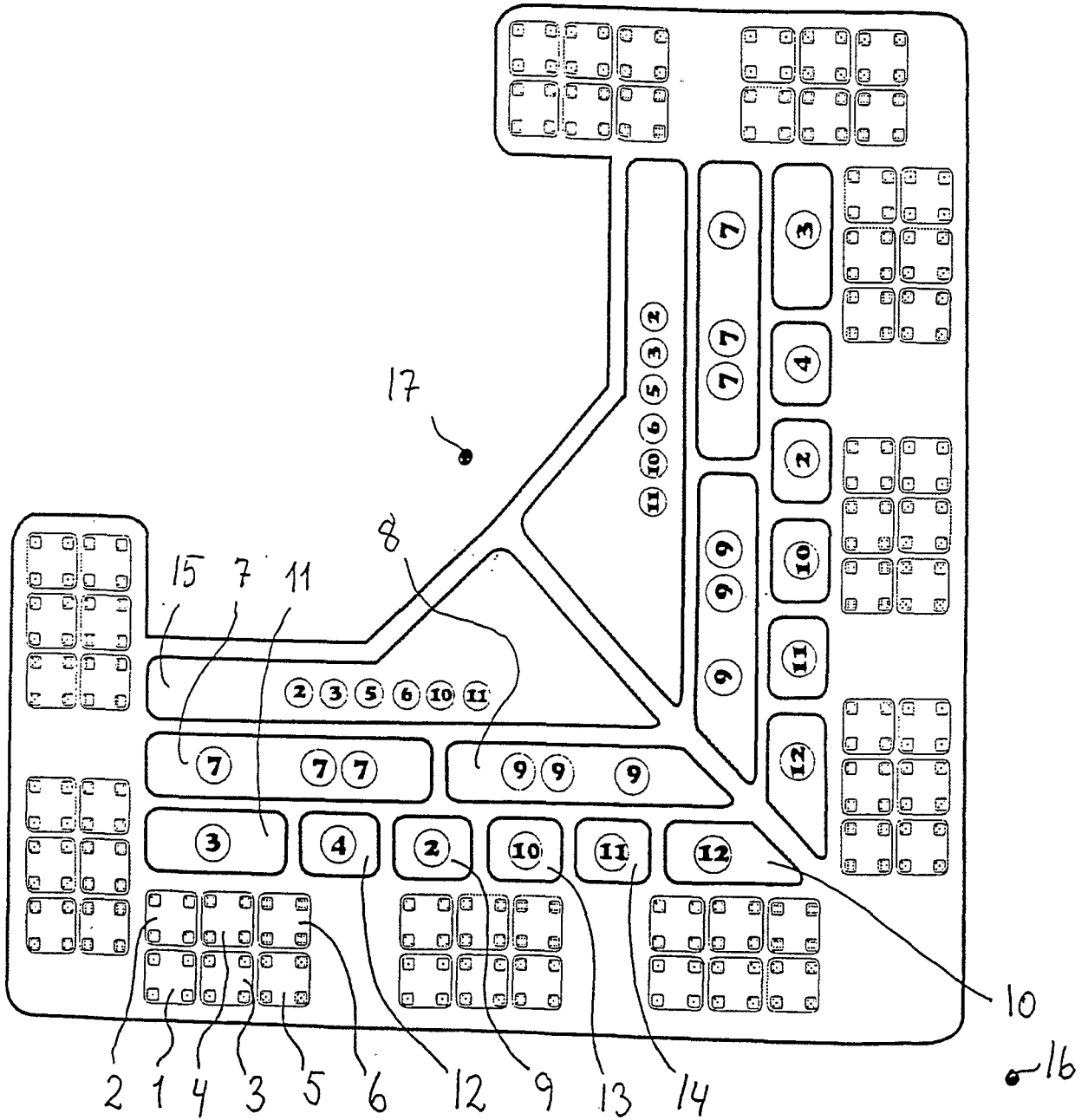


Fig. 2

3/3

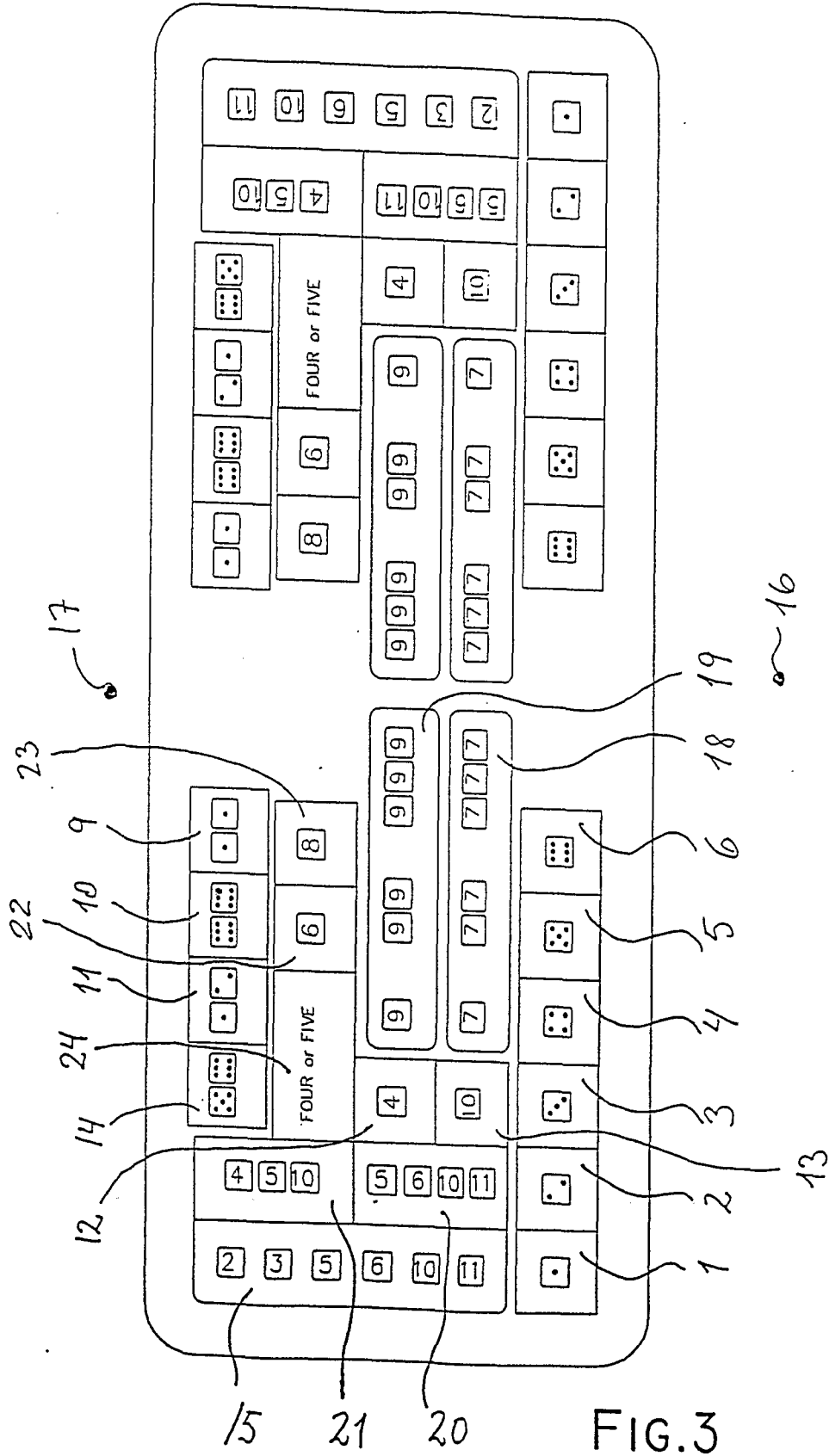


FIG.3

INTERNATIONAL SEARCH REPORT

International application No.
PCT/DK 01/00566

A. CLASSIFICATION OF SUBJECT MATTER

IPC7: A63F 3/00
According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC7: A63F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

EPO-INTERNAL, WPI DATA, PAJ

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 5308081 A (R.J.E. BARTLE), 3 May 1994 (03.05.94), column 2, line 8 - line 16; column 2, line 39 - line 43; column 1, line 31 - line 42, figure 1 --	1,4-10,12-14
X	US 5806847 A (R.L. WHITE ET AL), 15 Sept 1998 (15.09.98), column 4, line 44 - line 67; column 5, line 8 - line 56 --	1,4-10,12-14
A	US 5728002 A (M.V. HOBERT), 17 March 1998 (17.03.98), column 5, line 60 - column 6, line 3; column 6, line 47 - line 63 --	1,4,6-10,14

Further documents are listed in the continuation of Box C. See patent family annex.

<p>* Special categories of cited documents:</p> <p>"A" document defining the general state of the art which is not considered to be of particular relevance</p> <p>"E" earlier application or patent but published on or after the international filing date</p> <p>"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)</p> <p>"O" document referring to an oral disclosure, use, exhibition or other means</p> <p>"P" document published prior to the international filing date but later than the priority date claimed</p>	<p>"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention</p> <p>"X" document of particular relevance: the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone</p> <p>"Y" document of particular relevance: the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art</p> <p>"&" document member of the same patent family</p>
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Date of the actual completion of the international search	Date of mailing of the international search report
22 November 2001	10. 12. 2001

Name and mailing address of the International Searching Authority European Patent Office P.B. 5818 Patentlaan 2 NL-2280 HV Rijswijk Tel(+31-70)340-2040, Tx 31 651 epo nl, Fax(+31-70)340-3016 Facsimile No.	Authorized officer Alexandra Jarlmark / MRo Telephone No.
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INTERNATIONAL SEARCH REPORT

International application No.

PCT/DK 01/00566

C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US 5788239 A (Y.W. KONG), 4 August 1998 (04.08.98), figure 2, abstract -----	1,4,7,10,12

INTERNATIONAL SEARCH REPORT

International application No.
PCT/DK 01/00566**Box I Observations where certain claims were found unsearchable (Continuation of item 1 of first sheet)**

This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. Claims Nos.: **15-17**
because they relate to subject matter not required to be searched by this Authority, namely:
The subject matter according to claims 15-17 is a method of playing a game and is not required to be searched according to PCT Rule 39.1 (iii).
2. Claims Nos.: **2,3,11**
because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:
See extra sheet
3. Claims Nos.:
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).

Box II Observations where unity of invention is lacking (Continuation of item 2 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:

1. As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims.
2. As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.
3. As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:

4. No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

Remark on Protest

- The additional search fees were accompanied by the applicant's protest.
- No protest accompanied the payment of additional search fees.

INTERNATIONAL SEARCH REPORT

International application No.
PCT/DK 01/00566

Present claims 2, 3 and 11 relate to an extremely large number of possible means since the definition "special means" in claim 2 is unclear. In fact, claim 2 contains so many options that a lack of clarity within the meaning of Article 6 PCT arises to such an extent as to render a meaningful search of claim 2 and its dependent claims 3 and 11 impossible.

Consequently, the search has been carried out for those parts of the application, which appear to be clear, namely the game described in claims 1, 4-10 and 12-14. Those claims describe the random outcomes and the indication of prediction as mentioned in the description.

INTERNATIONAL SEARCH REPORT
Information on patent family members

International application No.
PCT/DK 01/00566

Patent document cited in search report			Publication date	Patent family member(s)		Publication date	
US	5308081	A	03/05/94	ZA	9108765	A	29/07/92
				ZA	9108766	A	29/07/92

US	5806847	A	15/09/98	NONE			

US	5728002	A	17/03/98	US	5487547	A	30/01/96
				US	5490670	A	13/02/96
				US	5785596	A	28/07/98
				US	5829749	A	03/11/98

US	5788239	A	04/08/98	NONE			
