

Pick a Card – ANY Card!

This game was inspired by the scene in Vegas Vacation where Clark and Cousin Eddie go to that odd casino where the games are a little different. Included was a game called Pick A Number, which used no device to determine the winner. Despite being absurd to the max, it inspired me to invent a fair version, with a house edge that is reasonable but hard to calculate on the fly, and seems to be player advantage.

Description

Players make a wager that a selected card rank appears in the three cards to be revealed. Payouts are increased if the rank appears more than once. Players may wager on as many ranks as desired.

A Bonus side bet allows players to wager that the three cards have a pair, flush, straight, three of a kind or straight flush. This is similar to the Pair Plus side bet for Three Card Poker.

A Jackpot side bet works the same, but includes a jackpot payout if either a three of a kind or straight flush is followed by either a three of a kind or straight flush. This can be a static payout, or progressive.

Casinos can offer either, or both, of the side bets.

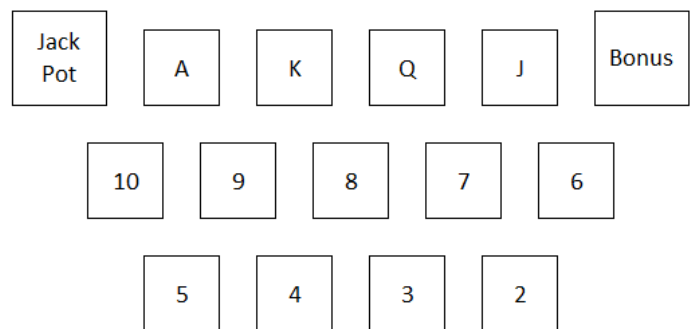
Layout

Set up can be on a BJ style table, with grids containing 13 spots for the 13 ranks, plus 2 spots for the two side bets. Alternatively, set up can be on a Big 6 style table with larger spaced-out betting spots.

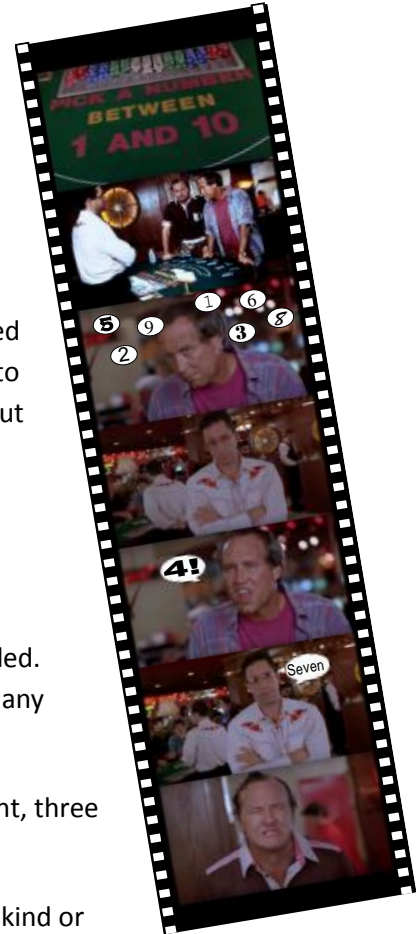
BJ Type Table
Individual Bet Positions

4x4 grid				5x3 grid					3x5 grid		
A	Jkpt	Bns		A	K	Q	Jp	Bn	A	Jp	Bn
K	Q	J	10	J	10	9	8	7	K	Q	J
9	8	7	6	6	5	4	3	2	10	9	8
5	4	3	2						7	6	5
									4	3	2

Big 6 Type Table
Shared / Community Bet Positions



A full size mock-up of the 4x4 grid, showing a progressive sensor and sample pay table, a scale size table layout of five 4x4 grids on a BJ type table, as well as a scale size layout on a Big 6 size table, is attached.



Unique Game Feature

Similar to craps where a player throws the dice to determine winners and losers, one player will select the three cards used to determine the winners and losers. All players play the same three cards.

Stylus / Stylus Player

A player uses a stylus to indicate the card choices. When there is more than one player, the stylus moves around from player to player. However, if a player selects cards that have any winning Bonus combination, the player gets another turn – even if they didn't make any side bet wager. Of course, any player may decline to pick cards when it is their turn.

If no player is willing to pick cards, the dealer or bystander will pick three random cards, using the stylus.

The physical stylus can be anything with a rubber tip such as an actual computer stylus, a pen with a stylus tip, or even a standard hotel pen with the guts removed and a foam ear plug inserted.

Suggestion: Use a logo monogrammed stylus, and give it to any player who gets a bonus combination, as a souvenir. This happens 25.6% of the time, so make it an inexpensive item. Or let the player keep it only if they get a flush or better. This happens 8.7% of the time.

Play / Procedures

Players make their wagers. Once done, the dealer announces “No more bets” and takes a standard 52 card deck out of the shuffler, or hand shuffles the deck from the prior round.

The cards are spread and one player is asked to pick three cards. The player selects three cards, using the stylus to slide the cards out to indicate the choice.

The dealer then scoops the remaining card and puts them in a discard tray and turns the three selected cards over.

If the three cards produced a three of a kind or straight flush, the dealer will cover the Jackpot side bet wagers with a clear box to prevent bet capping. Those bets will be resolved on the next round.

The dealer then takes losing bets, and pays winners.

The three cards are then put in the discard rack. If the result required covering jackpot bets, the cover and chips being covered will be moved back slightly so that new jackpot bets can be made. Then betting for the new round is opened. Alternatively, the jackpot bet can be handled electronically by a sensor and indicator light system.

Sample Paytable

	Type	Combinations	Odds	Occurs 1 in X	Pay X to 1	Total Paid
Pick	Triple (Three of a Kind)	24	0.000 180 995	5,525.0	40	0.007 240
A	Double (Pair)	1,728	0.013 031 674	76.7	10	0.130 317
Card	Single	27,072	0.204 162 896	4.9	3	0.612 489
ANY	Loss	103,776	0.782 624 434	1.3	(1)	(0.782 624)
Card	Total	132,600				(0.032 579)
	Hit Rate, Edges		21.7%	4.6		3.3%
Bonus	Straight Flush	288	0.002 171 946	460.4	40	0.086 878
Sidebet	Triple	312	0.002 352 941	425.0	40	0.094 118
	Straight	4,320	0.032 579 186	30.7	4	0.130 317
	Flush	6,576	0.049 592 760	20.2	4	0.198 371
	Double	22,464	0.169 411 765	5.9	1	0.169 412
	Loss	98,640	0.743 891 403	1.3	(1)	(0.743 891)
	Total	132,600				(0.064 796)
	Hit Rate, Edges		25.6%	3.9		6.5%
Jackpot	SF or Triple, followed by anything	79,560,000	0.004 524 887	221.0		
Sidebet	SF or Triple, SF or Triple	360,000	0.000 020 475	48,841.0	1,000	0.020 475
	SF or Triple, Straight or Flush	6,537,600	0.000 371 819	2,689.5	100	0.037 182
	SF or Triple, Double or None	72,662,400	0.004 132 594	242.0	25	0.103 315
	Straight	572,832,000	0.032 579 186	30.7	4	0.198 371
	Flush	871,977,600	0.049 592 760	20.2	4	0.130 317
	Double	2,978,726,400	0.169 411 765	5.9	1	0.169 412
	Loss	13,079,664,000	0.743 891 403	1.3	(1)	(0.743 891)
	Total	17,582,760,000				(0.084 821)
	Hit Rate, Edges		25.6%	3.9		8.5%

An Excel document, which includes the above and alternate pay schedules, is available upon request.

Note that in the Bonus Sidebet, the Straight Flush and Triple pay the same, while in both sidebets, the Straight and Flush also pay the same. This is done to keep things simple and reduce the number of paylines printed on the felt. Alternative pat tables have them paying differently.

Also note that Double, Flush and Straight each pay the same for both. This is also just to keep things simple so that the only difference between the two side bets is the Jackpot paid when a Straight Flush or Triple appears.